

OFFICIAL RULES



Freely Double Dutch Battle – Under 15

1. SPIRIT OF THE BATTLE

The Freely Battle is a Double Dutch competition based on performance, creativity, musicality, and individual expression.

It is an artistic and sporting battle where participants are judged on their technique, fluidity, and musical interpretation.

Originality, risk-taking, and individuality are encouraged in order to allow each participant to develop their own style.

2. ACCEPTANCE OF THE RULES

Participation in the Freely Battle implies full and complete acceptance of these rules as well as the conditions validated during registration via HelloAsso, including in particular parental authorization (for minors) and image rights.

Any participation constitutes acceptance of these rules.

3. CATEGORIES

The battle is organized into two mixed categories:

CHALLENGE CATEGORY

- Age: 7 to 10 years old
- Recommended level: beginner to 2 years of experience

ADVANCED CATEGORY

- Age: 11 to 15 years old
- Recommended level: 2 or more years of experience

The organization reserves the right to move a participant to a higher category, with their agreement and that of their legal guardian, subject to availability.

4. COMPETITION FORMAT

4.1 CHALLENGE CATEGORY

- Format: single elimination (1 vs 1)
- 1 round per battle
- 2 rounds in the final

4.2 ADVANCED CATEGORY

- Format: group stage + top 8 (battles 1vs1)

Group stage organization:

- 16 participants: 4 groups of 4 → Top 4
- 24 participants: 8 groups of 3 → Top 8

Each participant faces all the other participants in their group.

5. GROUP STAGE FORMAT (ADVANCED CATEGORY)

Each battle is judged by 3 judges.

At the end of each battle:

- Each judge gives one vote to a participant.
- The participant who receives the majority of votes (2 out of 3) wins the battle.

Group standings

The ranking is determined based on:

1. Number of wins
2. In the event of a tie between two participants: total number of votes obtained across all battles in the group stage
3. In the event of a further tie: the judges will confer and designate the qualified participant

The judges' decisions are final and not subject to appeal.

Qualification

The winners of each group qualify for the Top 8 (or Top 4).

6. Battle Procedure

- The timer starts when the jumper enters the ropes.
- Duration of one round: 30 seconds
- 1 round per participant per battle
- 2 rounds in the final

At the end of each battle, the judges immediately designate the winner.

7. JUDGING

Each battle is evaluated by 3 judges.

The field is divided into two colored zones.

Each judge has two flags corresponding to the two participants.

Each judge votes for the participant they consider to be the winner.

A judge may also, if they feel unable to separate the two participants, cross both flags to indicate a tie.

The participant receiving the majority of votes wins the battle.

8. TIES

In the case of a tie during a battle:

- Both participants perform an additional round.

In the event of another tie:

- The jury will make a final decision after deliberation.

In the case of a tie in the group stage:

- tiebreak based on the total number of votes accumulated across the group stage battles.
- If a tie still remains, the jury will make a final decision after deliberation.

The judges' decisions are final and not subject to appeal.

9. LATE ARRIVALS AND ABSENCES

All participants must be present when called.

In the event of a delay:

- the organization reserves the right to declare a forfeit
- or to disqualify the participant

10. RÈGLES GÉNÉRALES

- Greet the turners and the opponent before and after the battle
- Thank the judges, DJ, and speaker
- No physical contact or violent behavior is allowed
- No actions or behavior that may disrupt the opponent's performance
- Damaging the stage is strictly prohibited
- Full respect of the judges' decisions

The organization reserves the right to disqualify any participant whose behavior is contrary to the proper conduct or spirit of the battle.

11. EVALUATION CRITERIA

Participants are judged on:

- Technique
- Creativity
- Fluidity
- Presence
- Musical interpretation

The criteria are applied globally and remain at the judge's judgment.

Expression & attitude

- Ease in the ropes
- Physical engagement
- Visual connection
- Expression
- Risk-taking and confidence

Musicality

- Respect of tempo
- Placement on accents
- Energy variation
- Interaction with the music
- Interpretation of the musical style

Quality of execution

- Precision of movements
- Control in the ropes
- Clean execution of movements

Variety

- Variety of technical elements
- Variety of levels
- Variety of entries and exits
- Variety of combinations

Fluidity and continuity

- Clean transitions
- Flow of movement
- Management of mistakes and recoveries
- Dynamics of the sequence

12. MUSIC AND FORMAT

- Music style: Hip-Hop & House
- Tempo: 100 to 130 BPM (Advanced category)
- Tempo: 110 to 120 BPM (Challenge category)
- Round duration: 30 seconds
- Format : 1vs1

13. LIABILITY

Participation in the event is at the participants' own responsibility.

The organization cannot be held liable for any injury, accident, or damage occurring during the event, except in the case of direct fault by the organization.

14. IMAGE RIGHTS

Participants authorize the use of their image (photo and video) as part of the Freely Battle's communication (social media, website, press, promotion).

This authorization is confirmed during registration via HelloAsso.

15. PRIZES

15.1 General principles

Prizes for the Freely Battle are awarded to participants ranked in the top positions of each category.

Prizes may take the form of:

- gift vouchers
- gift cards
- material prizes

Prizes are awarded solely based on the final ranking established by the judges.

15.2 Ranking and allocation

An official ranking is established at the end of each category:

- 1st place: winner of the final battle
- 2nd place: finalist
- 3rd place: semi-finalist or ranking determined by the competition format

The organization reserves the right to adjust the exact podium format depending on the number of participants.

15.3 Prize distribution

Prizes are awarded to participants ranked according to the official results established by the judges.

Each winner and their legal guardian must sign a prize receipt form confirming the award of the prize.

Prizes are sent or delivered to the winners within a maximum **period of 3 months**, by email, post, or any other suitable method depending on the nature of the prize.

15.4 Nature of prizes

The prizes are:

- personal to the winner
- non-exchangeable
- non-refundable
- non-transferable, unless authorized by the organization

The prizes cannot under any circumstances be converted into cash, unless explicitly stated by the organization.

The value and exact nature of the prizes may vary depending on the edition and partners.

15.5 Specific conditions

The organization reserves the right to:

- modify the nature of the prizes in the event of logistical or partnership constraints.
- replace a prize with another of equivalent value.
- adjust the prizes according to the categories.

15.7 Acceptance

Participation in the Battle implies full and unconditional acceptance of the prize conditions as defined in these rules and their appendices.

16. FREELY SPIRIT

The Freely Battle values:

- creativity
- freedom of expression
- risk-taking
- originality
- respect for opponents and the judges

The judges' decisions are final and not subject to appeal.