



DANCE

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled start time. If a dance team is not “Ready to Dance” within five (5) minutes after the scheduled dance start time, then that team will receive a score of 0 for that performance.
- Each dance team is responsible for providing the music/songs and the quality of the music/songs and ensuring it is approved by the USIG team.
- The three (3) mp3 files should be submitted via email by **November 7, 2015** to: **sports@usismailgames.org**
- There are 4 criteria that will be judged and scored for each dance performance:
 - Content/Choreography - scored out of 10 points
 - Time - scored out of 5 points
 - Creativity & Originality - scored out of 5 points
 - Execution - scored out of 5 points
- *****JUDGES AND/OR CRT RESERVE THE RIGHT TO DISQUALIFY ANY DANCE THAT THEY BELIEVE IS NOT IN THE SPIRIT OF USIG*****



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled start time. If a dance team is not “Ready to Dance” within 5 minutes after the scheduled dance start time, then that team will receive a score of 0 for that performance.

JERSEYS AND APPARREL

- All dance participants will be provided USIG jerseys and apparel
- All dance participants are allowed to wear unique uniforms and costumes. The uniforms or costumes must be generally within reason and must be appropriate for an Ismaili Event.
- The USIG Tournament team and/or judges will determine if any uniforms or costumes are deemed to be not in the spirit of the Ismaili Games.
- It will be at the discretion of the USIG Tournament team and/or the judges to determine whether a player can rejoin play after the player has corrected their attire

JUDGE’S DECISIONS

- A judge’s decision should not be contested.
- Failure to adhere to a judge’s decision may warrant team disqualification.
- The judge’s decisions are final and no appeals of the decision will be allowed.

WEATHER, DELAYS AND SCHEDULING

- If there are unscheduled delays or weather related delays, the USIG National team has the right to adjust the schedule, rules, length of the performances or any other game conditions for scheduling purposes



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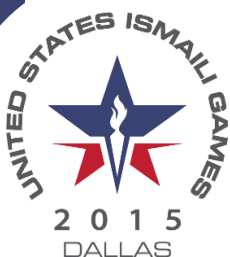
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OFFICIAL RULES

- The length of a performance shall be a minimum of four (4) minutes and a maximum of seven (7) minutes
- The seven (7) minute time limit begins as soon as the dance team's chosen song/music is started
- For each performance, at least five (5) members of the registered dance team must enter the stage to 'perform' during the duration of the performance. A dancer may leave and/or re-enter the performance prior to completion of the performance.
- A performance must have at least one (1) dancer on the stage at all times. ☒
- No time warnings of any sort will be given by the judges or staff. ☒
- Props are allowed as long as:
 - Do not present a safety hazard
 - Do not contain profanity
 - Do not contain any graphic or unacceptable language and images
 - Are cleaned up within two (2) minutes of the end of the dance performance
- Each Dance Team should have three (3) unique performances ready for US Ismaili Games.
- All Dance Teams will be allowed to perform three (3) dances over the three (3) exhibition rounds.
- Scores received for all dance performances during the three (3) exhibition dance rounds will be ranked from highest to lowest.
- The teams with the top two (2) scores will be crowned as the Winner and Runner-up respectively.
- If a performance is interrupted prior to completion due to technical reasons (i.e. sound, lighting, etc), the dance team will be allowed to perform the dance again.
- ***JUDGES AND/OR CRT RESERVE THE RIGHT TO DISQUALIFY ANY DANCE THAT THEY BELIEVE IS NOT IN THE SPIRIT OF USIG***

DANCE, GENRES, MUSIC AND SONGS

- Each dance team is responsible for providing the music/song and the quality of the music/song and identifying the music/song's genre.
- The following are the dance genres that are acceptable:
 - Jazz
 - Hip-Hop



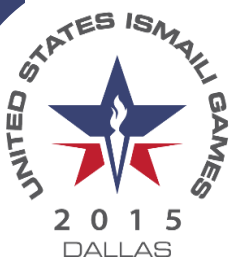
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- Folk - dance form which is considered a part of tradition or customs of a particular group of people and generally mark festivities, celebrations, of a season or harvest (i.e. Rajestani, Gujrati, Irish, Country, Stick Dance, Eagle Dance, Ferghna, etc.)
- A “song” or “music” can consist of multiple different songs or music. ☒
- Dance Music/Songs are to be finalized and accepted by the USIG sports team by **November 7, 2015** in advance of the first day of USIG. It is the responsibility of the Dance Team to ensure that their song/music is submitted for review to the USIG sports team in a timely manner to allow for formal review. ☒
- Each song/music for each performance must be submitted in ‘.mp3’ format by the above-mentioned date.
- The three (3) ‘.mp3’ files submitted will be used as the official song/music at USIG.
- The three (3) mp3 files should be submitted via email to: sports@usismailgames.org
- Song lyrics are to be generally respectful and cannot contain the following:
 - Profanity
 - Reference to Drugs/Alcohol/Sex
 - Political/Religious messages
 - Racism and/or Discriminatory language

METHOD OF SCORING

- There are 4 criteria that will be judged and scored for each dance performance:
 - Content/Choreography - scored out of 10 points – Movements and routine is true form of dance – Synchronization of the dancers – Movements are performed with technical precision and accuracy – Difficulty of the dance steps/moves – Rhythm and timing of movements flows with music
 - Time - scored out of 5 points
 - 0 points will be received for dances that are shorter than four (4) minutes or not completed within seven (7) minutes.
 - 5 points will be received for dances that are seven (7) minutes or less.
 - Creativity & Originality - scored out of 5 points – creativity of the dance steps/moves – uniqueness of the song/music – creativity of costumes that have stage appeal and reflect the tone/theme of the music and routine
 - Execution - scored out of 5 points – Energy and attitude of the dancers – How well the choice of songs/music mix well together – Overall stage presence ☒
- Ties will be broken based on summation of the scores and taking the higher score for following criteria:
 - If total score is tied, the scores for Content will be used.



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- If summation of scores for Content still results in a tie, the scores for Execution will be used.
- If summation of scores for Execution still results in a tie, the scores for Creativity/Originality will be used



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