

Commonwealth Games Breaking Competition Rules

General Judging and Scoring Method:

1. Scoring point range will be lowest 7.00 highest 10. (8.0 being average)
2. 3-Judge system Tally all points.
- 3.. Any/each violation will cause a deduction of points according to the Rules set forth by each respective Discipline and Competition.
4. Competitors will be judged on: difficulty, creativity, focus, expression, balance, poise and grace, and completion of breaks.
5. Ties: In the event of a tie, the winner will be decided as outlined in each division and must attempt another break.

Warnings and Disqualification:

Disruptive behavior, use of profanity, not meeting requirements/rules or other unsportsmanlike conduct will result in a warning being issued.

If the behavior is deemed by the Judges to be malicious, it will result in deduction of a point (as appropriate for the event) or disqualification.

Materials:

1. Competitor are to supply their own 10x10 tarp, breaking material, holders, etc.
2. Inspection of Materials: Judges and/or staff reserve the right to inspect any materials that are to be used for breaking.
3. All breaking materials must be removed from the competition area by competitors following break.

Uniforms/ equipment

1. Competitor Uniform: In order to compete, the competitor MUST be wearing a uniform at the time he/she is called to the ring. This uniform must consist of, at a minimum: Studio or team t-shirt and Martial Arts type pants. No shorts, tank tops, jeans, ripped clothing, etc. may be worn. If you have a question please see an official /arbitrator.
2. No gloves or shoes allowed. Folded towels can be used in cap/brick breaking and competitors are allowed to use athletic tape only on hand, wrist or foot.