

2025 AGC OFFICIAL RULES



**ASIA HIPHOP
FEDERATION**

Participation Criteria, Eligibility, and Policies

All participants must adhere to the eligibility criteria set forth by the KOREA HIPHOP FEDERATION. Participants in domestic and international events must provide accurate personal information documents verifying their nationality and date of birth.

Nationality Requirements

- Each participant must hold citizenship or residency status in their respective representative country.
- Participants must submit a copy of their passport for citizenship verification before the competition.
- For foreigners, clear proof of residence for a minimum of 6 months is required.
- The name of the participating athlete on the registration form must match the name on their passport or government-issued identification.

Note: Failure to submit valid national qualifications may result in disqualification, suspension, or severe penalties depending on the circumstances.

Selection of Participants for AGC World Final

All competitions must follow the regulations and rules of the KOREA HIPHOP FEDERATION. Competitions violating these rules and regulations are subject to fines, suspensions, and disqualification. Teams participating in the AGC World Final must meet one of the following qualifications:

- (a) Selection through an internationally certified competition hosted by an organization authorized by AGC
- (b) Selection by representatives of an organization authorized by AGC.
- (c) Invitation from AGC headquarters.

Each organization authorized by AGC can grant participation eligibility to a maximum of 3 teams in each category. Countries with defending champions can register 4 participating teams in the respective category.

Team Composition

Teams must consist of a minimum of **3 members** and a maximum of **15 members**, except for the AGCREW division, which allows **16 to 40 members**. Mixed-gender teams are permitted in all divisions.

- SUPER KIDZ: Ages 7 to 12
- HIGH TEEN: Ages 13 to 17
- ADULT: Ages 18 and above
- OVER 40: Ages 35 and older, with a team average age over 40
- K-pop Cover: All age groups
- AGCREW: All age groups (**16–40 members**)

Age Division Eligibility

A team member whose age falls between two age divisions in the competition year, may choose to compete in either division within that year. For example, a 12-year-old turning 13 by December 31 of the competition year may compete in the Super Kidz and/or the High Teen division. Similarly, a 17-year-old turning 18 by December 31 of the competition year may compete in the High Teen and/or the Adult division.

Age Restrictions

Up to one-third members per team may compete in a higher division than their age, but they cannot compete in a lower division (except for OVER 40).

- A team consisting of 3 to 5 members can include 1 younger member.
- A team consisting of 6 to 8 members can include 2 younger members.
- A team consisting of 9 to 11 members can include 3 younger members.

- A team consisting of 12 to 14 members can include 4 younger members.
- A team consisting of 15 members can include 5 younger members.

Duplicate Participation Restrictions

Participants cannot compete in the same division within their category, but they can participate in different divisions.

Participant Qualification Suspension/Revocation

Participants who forge personal information and national qualification documents may be disqualified, suspended, or subject to other severe sanctions at the discretion of the competition organizing committee.

Team Name

Team names must not be offensive or obscene. This includes names that denigrate gender, ethnicity, religion, or similar derogatory terms or expressions. The competition organizer has the right to reject inappropriate names and request a suitable replacement.

Participant Changes During the Competition

All participants must compete with the individuals registered in the competition documents. Participant changes during all rounds are prohibited without the approval of the competition organizing committee. Changes, additions, and replacements of participants are only allowed under valid reasons, such as injury, hospitalization, doctor's treatment, or illness, as determined by the competition organizing committee. Once the competition starts, participant changes, additions, and replacements are not allowed except for valid reasons.

Defending Champions

Defending champions are teams that won the previous year's competition.

Defending Champion Participant Changes, Additions, and Replacements

Defending champions can change their participating members. Changes, additions, and replacements of up to one-third of the existing members are allowed. The competition organizing committee must approve changes either before the competition or during on-site registration.

Routine Changes

Teams can modify or adjust their routines when advancing from one round to another.

Practice Round/Tech Rehearsal

Unless specified otherwise, teams have at least one opportunity to practice their routine on stage with music before the actual competition begins. Teams must arrive at the designated time, or they may forfeit their practice round opportunity.

Music Requirements

Teams are responsible for selecting, preparing, and providing their own music. The competition organizing committee does not prepare participants' music. Teams must ensure the quality of their music, including sound level and mixing.

- Each participating team must submit their competition music on a USB flash drive.
- Competition music must not contain explicit or offensive language.

- Participating teams may be required to provide information about each song in the routine, including title, artist, and composer.

Routine/Music Length Requirements

- SUPER KIDZ ,HIGH TEEN, ADULT, OVER FORTY: 1:30 to 2:30 minutes
- K-POP COVER, AGCREW: 3:00 to 4:00 minutes
- If the routine **deviates from the required time range by more than 10 seconds** (either under or over), the team will be **disqualified**.
- If the deviation is **within 10 seconds**, the judging panel may apply a **point deduction** at their discretion.
- Timing begins with the **first audible sound or visible movement** and ends with the **final moment of the performance**.
- These time requirements are strictly enforced to ensure fairness and consistency across all divisions.

General Regulations and Standards: SUPER KIDZ ,HIGH TEEN, ADULT, OVER FORTY, AG CREW

Attire

Costumes should align with hip-hop and street dance culture (all genres) and be relevant. Any attire should still maintain a street look. Higher scores are awarded to teams whose attire is not 100% identical. This can be expressed through accessories, different shoe styles, and colors, among other .

Props and Accessories

Props are allowed but must be related to the theme of the costume or routine. Items such as chairs, ladders, backgrounds, or furniture should not be placed on the stage.

Presence on Stage

All participants must be on stage throughout the routine. They must start together and remain on stage for the entire routine. Leaving or entering the stage during the routine will result in deductions.

Late Start

If a team does not get on stage and assume their starting position within 20 seconds after the announcement, deductions will apply.

Premature Start

The timing is based on when the starting position is assumed. If excessive introduction or large-scale performance occurs after all team members have appeared on stage for more than 10 seconds, deductions will apply.

False Start

If one or more participants make movements or actions before the starting signal or music begins, it will be considered a false start. The participating team can request a restart.

No-Show

If a participating team does not appear on stage or does not assume their starting position within 60 seconds after the announcement, they will be declared a "no-show," and their eligibility will be revoked.

Inappropriate Entry and Exit

Participating teams must enter and exit only from designated areas. Jumping on and off the stage is prohibited and will result in deductions.

Excessive Expression

Excessive actions before the start and excessive posing after the routine has ended will result in deductions.

Collapse

There are two types of collapses:

- **Major Collapse:** When a participant becomes incapacitated during lifting or during the performance.
- **Minor Collapse:** Sudden recoverable mistakes during the performance, such as stumbling, tripping, or faltering.
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Medical Attention

Participants and representatives are obliged to report any illness or injury to the competition organizing committee. If participants feel that there is a risk to their participation due to illness, injury, or mental health during the competition period, they may lose their eligibility. The organizing committee and the chief judge have the authority to disqualify participants with severe disabilities, injuries, or those requiring medical attention. The organizing committee may request a medical opinion if they determine that a participant is at risk medically or mentally. The organizing committee may also require the participating team and participants to sign an additional waiver if they have suffered an illness or injury before the competition.

Force Majeure

Occurrences of force majeure can affect a team's performance at any time before or during the routine. There are no detailed regulations for force majeure; such situations are judged at the discretion of the chief judge. If a force majeure incident occurs, the responsibility to stop the routine immediately lies with the participating team.

The organizing committee and the chief judge will jointly review the situation and determine the appropriate resolution. If the participant's request is **not recognized as valid** after the chief

judge's review, a **1-point deduction** will be applied to the overall performance score.

Force majeure claims will not be accepted after the routine has concluded.

Size of the Stage

The standard stage size is 10m X 10m. Under no circumstances should the stage size be less than 8m X 8m.

Routine Judging

The maximum total score for artistic and skill judges is 10 points each.

Artistic Judging (50% of Total Score)

Unique and creative movements, stage utilization, large-scale changes, showmanship, and emotional responses.

- **Choreographic Creativity (10%):** Innovative and distinctive combinations of movements, floorwork, transitions, and music selection.
- **Stage, Space, Large-Scale Composition, Level Changes (10%):** Utilization of the entire stage with creative and diverse large-scale movements. Awareness of spatial distances and incorporating 5 levels of changes (floor, standing, air, kneeling, crouching).
- **Showmanship, Intensity, Confidence, Projection, and Presence (10%):** Dynamic movements by all participants from start to finish. Minimization of stationary movements or poses. Consistent intensity throughout the routine. Expressing

confidence through facial expressions, eye contact, and movements.

- **Style Expression and Attire (10%):** Clear and free expression of each dance style in style representation, including attitude, energy, poses, charisma, etc. Participants may wear costumes that represent the routine's theme but should not lose the basic identity, costume, and expression of hip-hop. Theatrical, cultural, folklore, and traditional costumes and masks are not typical of hip-hop.
- **Entertainment Value/Audience Response (10%):** Participants should evoke emotional responses from the audience through their routine.

Skill Judging (50% of Total Score)

The judges will evaluate the difficulty of the expressed Authentic Dance Styles, including popping, locking, b-boying (breakdancing), hip-hop, house dance, and more. They will assess various aspects, including the angles of the arms, legs, and torso, the quality of movements, the difficulty of the movements, and the combinations of the five levels. Additionally, judges will evaluate the consistency among participating team members in executing these movements.

- **Musicality (10%):** Interaction between performance and choreography with music. Participants must express movements perfectly in sync with the music. The routine's completion is based on the last movement after the music ends, even if the music has finished. Use of a wide range of emphasized upbeats, downbeats, tempo, accents, singles, doubles, halftime, etc.
- **Synchronization/Timing (10%):** All movements must be executed simultaneously by all participants with accurate range, speed, and timing.

- **Execution/Controlled Mobility/Stabilization (10%):** Controlling and maintaining speed, direction, elasticity, and body parts.
- **Authentic Dance Style Execution Difficulty (10%):** Evaluation of how well all participants execute high-level movements representing the dance style. Additionally, higher scores are awarded based on how many participants effectively perform difficult movements.
- **Use of Authentic Dance Styles (10%):** Teams can include various dance styles (but not limited to) such as hip-hop dance, locking, popping, breaking, waacking, voguing, house dance, party dance or club dance (famous or trendy dances), crumping, stepping/boot dance, Afro-style, etc. Teams should be careful not to lose the basic identity, costume, and expression of hip-hop.

Deductions

Artistic

- **All members not on stage:** Deduct 0.1 points at the start or exiting during the routine. **Exception (AGCREW Division):** Teams in the AGCREW division are allowed to enter and exit the stage freely **after the first 30 seconds and before the final 30 seconds** of the routine. If any members are not present on stage during the first 30 seconds or the final 30 seconds, a 0.05 point deduction will be applied for each violation.
- **Late Start:** Deduct 0.05 points if not on stage within 20 seconds after the announcement.
- **Attention-seeking behavior:** Deduct 0.05 points for actions aiming to attract attention.

- **Pre Start:** Deduct 0.05 points for starting more than 10 seconds early.
- **Falls:** Deduct 0.1 points per fall (major mistake), 0.05 points per fall (minor mistake).
- **False Start:** Deduct 0.25 points.
- **Unjustified request for restart:** Deduct 1.0 point.
- If all participants are not on stage during the routine: Deduct 1.0 point.
- **Music:** If the routine length is not between 1:30 to 2:30, deduct 0.1 points.

Prohibited Actions

- **Obscene Gestures, Mentions, or Actions:** Deduct 0.1 points if obscene gestures, mentions, or actions are used.
- **Cheerleading, Gymnastics, Acrobatics, or Excessively Risky Movements:** Deduct 1.0 point if cheerleading, gymnastics, acrobatics, or excessively risky movements are used.
- **Inappropriate Entry and Exit:** Deduct 1.0 point if inappropriate entry and exit occur.
- **Excessive Use of Theatrical, Cultural, Folklore, or Traditional Dances:** Deduct 0.5 points if there is excessive use of theatrical, cultural, folklore, or traditional dances.

Attire

- **Inappropriate Clothing or Footwear:** Deduct 0.05 points for inappropriate clothing or footwear.
- **Unsecured Clothing (Untied Lace/Straps, etc.):** Deduct 0.05 points for unsecured clothing.
- **Use of Substances That Can Affect the Stage (Body Oil, Body Paint, etc.):** Deduct 0.25 points for using substances that can affect the stage.

- **Throwing Clothes or Props into the Audience:** Deduct 0.05 points per occurrence for throwing clothes or props into the audience.
- **Excessive Theatrical, Cultural, Folklore, or Non-Urban/Street/Hip-Hop Style:** Deduct 0.25 points (minor) or 0.5 points (major) for excessive use of theatrical, cultural, folklore, or non-urban/street/hip-hop styles.

These rules ensure that the performance remains appropriate, safe, and within the specified guidelines for gestures, actions, and costumes during the competition. Violations of these rules will result in point deductions as outlined.

K-POP COVER CATEGORY

Performance Requirements

Music Length: 3-4 minutes

Team Members: 3-15 members

Performance Guidelines

Original choreography and staging are allowed in addition to Kpop Cover/s.

Small props such as microphones, chairs, and sticks are also allowed.

All Team members do not need to stay on stage all the time.

Choreography on the performance stage is acceptable.

Scoring Criteria

Execution (20%)

- **10% for Skill Technique**
- **10% for Movement Technique:** This includes aspects like strength, intensity, control, and stage presence.

Performance (50%)

- **10% for Creativity**
- **10% for Synchronization/Time with Team Members and the Music:** Assessing correct timing with team members and the music.
- **10% for Uniformity of Movement:** Evaluating whether movements are the same across each person, focusing on cleanliness, clarity, and precision.
- **10% for Staging and Spacing:** This involves assessing the correct position and distance between individuals on the performance surface during the routine and transitions.
- **10% for Entertainment Value, Communication, and Audience Appeal.**

Attitude/Showmanship/Cover (20%): Artist presentation.

Costume/Attire (10%)