



MUAYTHAI ASSOCIATION OF THE PHILIPPINES INC.

2024 BATANG PINOY

TECHNICAL GUIDELINES





MUAYTHAI ASSOCIATION OF THE PHILIPPINES

The rules and regulations presented hereafter are in accordance with 2024 Batang Pinoy and the updated rules and regulations of the International Federation of Muaythai Associations – IFMA (April 10, 2023 revision) with modification applicable to National / Local tournament approved by the Technical Committee, the executive board of MAP .

COMBAT GUIDELINES

Rule 1: COMPETITION

- The combat competitions are contests between two opposing individuals representing their LGU/Province. Each team can enter four (4) Athletes per division (2 male) (2 female).

Rule 2: PARTICIPANTS

- **Eligibility:**
 - ✓ Representation is by LGU (LGU/ Province)
 - ✓ Must be born no earlier than the year 2007 (17yrs old) or no later than 2012(12yrs old)
 - ✓ Must be a Filipino Citizen or a Philippine Passport holder.
- **Quotas:** Each participating team may enter a maximum of 168 athletes composes of eighty four (84) male and eighty four (84) female athletes for the Muaythai Combat and Wai Kru (pls see attached Categories)
- **Waiver:** Participants shall execute a waiver to the effect that he or she will abide by the International Federation of Muaythai Associations – IFMA rules and regulations as the same is the rules and regulations being implemented and observed by the Muaythai Technical Officials in the conduct of the 2024 Batang Pinoy in order to have UNIFORMITY in decision making. Failure or refusal to do so, the BP committee /Technical Delegate has the right to refuse / deny the participation of the concerned Team.
- All athletes are allowed to participate in Combat, Wai Kru and Mai Muaythai competition.

Rule 3: REGISTRATION AND VERIFICATION

- All registrations / entry by name are to be done online and accomplished on or before the deadline given by the BP committee.
- Double check and verify all the information in the master list then confirm registration with the officials.
- In – Case of No Contest Certificate of Participation will be given.





Rule 4: AGE DIVISIONS AND WEIGHT CLASSIFICATIONS

12-13 Years Old

Boys	Category Combat	Girls
2	30	2
2	34	2
2	36	2
2	38	2
2	40	2
2	42	2
2	44	2
2	46	2
2	48	2
2	50	2
2	52	2
2	54	2
2	Wai Kru	2
2	Mai Muay	2

14-15 Years Old

Boys	Category Combat	Girls
2	36	2
2	38	2
2	40	2
2	42	2
2	45	2
2	48	2
2	51	2
2	54	2
2	57	2
2	60	2
2	63.5	2
2	67	2
2	Wai Kru	2
2	Mai Muay	2

16-17 Years Old

Boys	Category Combat	Girls
2	42	2
2	45	2
2	48	2
2	51	2
2	54	2
2	57	2
2	60	2
2	63.5	2
2	67	2
2	71	2
2	75	2
2	81	2
2	Wai Kru	2
2	Mai Muay	2





Rule 5: MEDICAL APTITUDE

- No Athlete shall be allowed to compete without having a completed BP/MAP Medical Declaration Form, which must be signed by a licensed Doctor of Medicine.
 - Declaration of Medical History
 - Physician's Approval (Fit to Compete)
 - Declaration of Weight Control
 - Declaration of Non-Pregnancy (For Female 15-17yrs old)

Rule 6: MEDICAL EXAMINATION & WEIGH – INS

- Medical and Weigh – in checks will be conducted at the following times:
 - Official Weigh – In, 1 Day prior to the start of Competition
 - Competition Weigh – In, Each Morning of competition, and
 - Pre – Contest Weigh – In, Any time Prior to the Athlete's contest
- Competition shall start no earlier than three (3) hours after the close of the Competition Weigh-in. Organizing Committee or other MAP authorized delegates ONLY can conduct weigh-in.
- Medical Examinations are conducted each day of competition, the athletes must pass as fit to compete by the licensed physician or MAP assigned Technical Committee.

Rule 7: CHANGING OF WEIGHT CLASSIFICATION

- If a participant finds his/her weight above or below the declared weight; He/She is permitted to move up or down **a level of weight** division before the official draw lots.

Rule 8: ATHLETE EQUIPMENT AND DRESS CODE

- Athletes shall wear the gloves which the organizer of the competition has designated for use and have been approved by MAP. **Athletes are only permitted to use BP/MAP approved competition gears.**
- Participants must provide their OWN PERSONAL standard hand wraps (at least 3.5m – 5m with Velcro strap). padding or thickening of hand wraps is strictly prohibited.
- All gloves, wraps and bandages shall be fitted under the supervision of 1 or 2 knowledgeable individuals appointed for the purpose who will see that all the rules have been carefully observed. The gear supervisors should tape and sign the wrist of each pair of gloves fitted on an Athlete and will delegate security duties to ensure that all rules are observed until the athletes enter the ring.
- The use of the head guard, shin guard, and elbow guards are mandatory, and shall be provided to athletes by the BP/MAP Organizing Committee. Only MAP approved equipment is permitted.
- The use of a corner color coordinated body protector is mandatory for all Athletes competing.
- A gum shield shall be worn by all athletes before the commencement of a round. The gum shield should be form-fitted and not of the color red or pink.
- No ankle protection (cloth anklet, tape, etc) may be worn.
- Official Muaythai short must be worn for competition and the wording “Muaythai” clearly displayed on the front.
- Male and female Athletes must wear a singlet in red or blue according to their corner color. shirts shall be tucked into the belt line of the shorts.
- Beards and moustache are not permitted; Athletes must be clean shaven.

The Referee shall exclude from the contest any Athlete whose equipment or dress does not conform to the standards set above. In the event of the Athlete's glove or dress becoming undone during the contest, the Referee shall stop the contest to have it attended to.





Rule 9: DRAWING OF LOTS FOR PAIRING

- Draw lots will be carried out after the Medical Check-up and Weigh-in. During this process, the Team manager or Head coach or a selected representative from each Chapter must be present.
- Draw lots will be a lottery ball type .
- An Athlete is only permitted to compete in a maximum of one (1) contest per day. In special circumstances, the MAP has the authority to allow an Athlete to compete in more than one (1) contests per day provided the athlete must be allowed a minimum of two (2) hours rest between contests. The Athlete must not exceed three (3) contests per day

Rule 10: THE SECOND (COACH)

- Each competitor is entitled to a maximum of two (2) Seconds and will not be allowed to compete without a second.
- Conduct during an active round:
 - The Seconds shall remain seated away from the platform of the ring. Before a round begins, they shall remove all objects from the ring platform (e.g. seats, towels, buckets, water bottles, etc); and
 - During a count, Warning, or Time Out the Second shall not provide advice to their athlete.
- Conduct during the rest between rounds:
 - Only the two Seconds shall mount the apron of the ring and only one may enter the ring;
 - A Second, who is outside the ropes, may not insert their body between the ropes and must reach over the top if tending to the Athlete;
 - Seconds are permitted to spray a reasonable amount of water on the Athlete using a water bottle or spray bottle. Using excessive amounts of water or spraying the Athlete by any other means (i.e. orally, with a wet towel) is prohibited.
 - A second must have towel to wipe excessive water on the athlete
- Conduct at any time:
 - A Second can retire an Athlete and may, when they consider their athlete to be in difficulty, throw the towel into the ring to signal the end of the contest - except when the Referee is in the course of counting;
 - No bad advice, bad assistance or bad encouragement, or aggressive physical contact shall be given to an Athlete by a Second;
 - If a Second violates the rules they may be Warned or Disqualified. An athlete may also be Cautioned, Warned, or Disqualified by the Referee for offences committed by their Seconds.
- Seconds must wear the uniform of their team and should wear flat heeled athletic shoes. Jeans, shorts, hats/caps, leather jackets, vests, open toe footwear, and other inappropriate attire are not permitted.
- Technical Delegate or the Chairman of the Jury shall arrange a Technical Meeting of the Officials and the Seconds who are going to work in each tournament and emphasize that MAP/IFMA rules will be followed.



Rule 11: STARTING A CONTEST

- The Athlete will approach the ring wearing the following equipment in a state ready to be used for competition: (provided by the BP/MAP Organizing committee)
 - Gloves
 - Elbow Guards
 - Shin Guard
 - Groin Guard
 - Body Protector
- The Mongkon, head guard, and gum shield shall be held by the Athlete's Seconds in preparation for the contest.
- After the equipment inspection, the Referee will signal the start of the Wai Kru music.

Rule 12: AWARDING OF POINTS

- A Muaythai skill is a punch, kick, knee or elbow applied with force and intent to cause effect. One score will be awarded for each Muaythai skill that strikes against a scoring target without being blocked, guarded against, or infringing the rules.
- The Target for Muaythai means, any part of the body except the groin.
- The gloves, forearms, foot, and shin are not scoring targets, unless a strike is applied with enough force to affect a non-scoring target (e.g. a high kick against the gloves of a blocking opponent off-balances the target.)
- If the Athletes are equal in scoring Muaythai skill, then observe the ff:
 - Showing less exhaustion or less bruising
 - Showing more aggressive intention
 - Having better defense
 - Having better Muaythai style
 - Having less infringement of the rules
- Non-Awarding of points:
 - Striking with lack of Muaythai skills;
 - Strikes which are effectively blocked by the forearms/gloves or shins/feet;
 - Striking with lack of force even when those strikes have landed on target;
 - Throwing the opponent without striking; and
 - Striking while infringing any of the rules

Rule 13: DECISIONS

- **WIN ON POINTS (WP)** At the end of a contest, the Athlete who has been awarded the decision by a majority of the Judges shall be declared the winner. If both Athletes are injured, knocked-out simultaneously or cannot continue the contest the Judges shall record the points gained by each Athlete up to its termination; the competitor with the most points shall be declared the winner
- **WIN BY REFEREE STOPS CONTEST (RSC)**
 - **Safety (RSCS)** If an Athlete, in the opinion of the Referee, is in danger or is receiving excessive punishment or hard strikes, the contest shall be stopped and his/her opponent declared the winner;
 - **Injury (RSCI)** If an Athlete, in the opinion of the Referee, is unfit to continue due to injury sustained from legal strikes or other action or is incapacitated for any other physical reasons (e.g. joint dislocations, vomiting, profuse nasal bleeding), the contest shall be stopped and the opponent declared the winner.





- **Head Strike (RSCH)** When an Athlete has received hard head blows or strikes to the head rendering the Athlete defenseless and incapable of continuing the contest. The term RSCH is not to be used when an Athlete is simply outclassed and is receiving too many scoring hits without themselves scoring. Special consideration is paid to Athletes who receive a RSCH;
- **Body Strike (RSCB)** When an Athlete has received a hard strike to any part of the body except the head rendering the Athlete defenseless and incapable of continuing the contest;

The right to make this decision rests with the Referee, who may consult the Doctor at the neutral corner. If the Doctor advises to stop the contest, the Referee must follow their advice. It is recommended that the Referee checks the other Athlete for injury also before making this decision;

When a Referee calls a doctor to examine an Athlete inside the ring only these 2 individuals should be present. No Seconds should be allowed into the ring or on the apron; and If an accidental injury should happen in the final round of a gold medal contest, the winner will be decided on majority points scored from all preceding rounds only

- **Compulsory Count Limit (CCL)** The Referee stops the contest when a prescribed limit of counts has been reached, depending on the division of competition.
 - 8- 15 years old: 2 counts no matter in the same round or for the whole bout .on any round
 - 16-18 : 2 counts in the same round o 3 counts for the whole bout;

In all divisions for a count to be considered part of the CCL, it must be initiated by a Muaythai Skill.

- **WIN BY KNOCK-OUT (KO)** If an Athlete is “down” and fails to resume competing within the count of “SIB” (10), the Athlete’s opponent shall be declared the winner by a knock-out.
 - **Head Strike (KOH)** When an Athlete has received hard head blows or strikes to the head rendering the Athlete defenseless and incapable of continuing the contest;
 - **Body Strike (KOB)** When an Athlete has received a hard strike to any part of the body except the head rendering the Athlete defenseless and incapable of continuing the contest.
- **WIN BY RETIREMENT (RET)** An Athlete’s opponent shall be declared the winner when:
 - The Athlete does not leave their corner after the rest between rounds;
 - The Athlete does not wish to continue after receiving a count; or
 - The Athlete’s Second surrenders on their behalf.
- **WIN BY DISQUALIFICATION (DQ)** If an Athlete is disqualified, the opponent shall be declared the winner. If both Athletes are disqualified, the decision shall be announced accordingly. A disqualified Athlete shall not be entitled to any prize, medal, trophy, honorable award or grading, relating to any stage of the competition in which the Athlete has been disqualified; in exceptional cases it shall be open to the Executive Committee (or in their absence, the Jury or the person responsible for the conduct of the event) to rule otherwise. All such decisions, where not made by the Executive Committee, shall be subject to review and confirmation by it on receiving such report of the incident as it may require.



- **WIN BY WALK-OVER (WO)** Where an Athlete presents them self in the ring fully attired for boxing and the opponent fails to appear after their name has been called out by the announcement system, the bell has sounded, and a maximum period of 2 minutes has elapsed, the Referee shall declare the first Athlete to be the winner by a “Walk-over”. Referee shall first inform the Jury accordingly and summon the Athlete to the centre of the ring for the presentation of the decision.
- **NO CONTEST (NC)** A contest may be terminated by the Referee inside the scheduled duration owing to a material happening outside the responsibility of the Athletes or the control of the Referee such as ring damaged, the electrical power defects, exceptional weather conditions, etc. In such circumstances, the contest shall be declared “No Contest” after a maximum period of 10 minutes has elapsed and in the case of Championships, the Jury shall decide the necessary further action.
- **DRAW** A draw may only occur in Exhibition Matches, where two teams may agree to permit a draw as a contest decision. A draw occurs when the majority of the Judges have scored the competition equally.
- **INCIDENTS IN THE RING OUTSIDE THE CONTROL OF THE REFEREE** If something should occur that does not allow the contest to continue within 1 full minute after the bell has rung for the beginning of the first (1st) round (e.g. power failure), the contest shall be stopped and the Athletes will compete again in the last contest of the same competitive session, or first contest on the program of the next day's session.
- **POST CONTEST ETTIQUETE** Before and after the decision is announced, Athletes must have a show of respect to one another, the opponents Seconds and the Referee by either shaking hands or “Wai”.
- **PROTESTS**
 - Protest on athletes’ eligibility must be filled **BEFORE THE START OF THE MEDAL ROUND** with the tournament director /Manager and PNG Jury of Appeals Filling of the protest when the medal round has already started shall not be accepted
 - protest on Bout result must be lodged by the Manager of a team **within thirty (30) minutes after the decision has been announced, or within five (5) minutes if the contest is a gold medal match.**
 - All appeals should be in accordance with the rules of BP and MAP/IFMA competition.
 - Protest fee is Php. 5,000.00 Non – Refundable
 - All Appealing team should provide a letter of appeal / protest and clear copy of Video.



Rule 14: FOULS

- **TREATMENT OF FOULS** The Athlete who commits fouls can, at the discretion of the Referee, be Cautioned, Warned, or Disqualified without a Warning.
 - **Cautions** A Caution is an admonishment given by the Referee to an Athlete to check or prevent undesirable practices of the less serious infringements of the rules. To do so Referee will not necessarily stop the contest but may find a suitable safe opportunity during a round to admonish an Athlete for an infringement of the rules. A Caution shall be accompanied by the appropriate physical signal for the offense committed. **If an Athlete is given three (3) of the same Caution in a contest, they shall receive a Warning.** Should an Athlete receive many cautions for different types of fouls the Referee may apply a warning for unsportsmanlike conduct.
 - **Warnings** If an Athlete commits repeated or serious infraction of the rules, the Referee shall stop the contest and clearly demonstrate the infringement. The Referee will inform the Jury of the Warning, then point to the Athlete and to each of the Judges to signal that a Warning has been given. After giving the Warning, the Referee shall order the Athletes to resume competition. **If an Athlete is given three (3) Warnings in a contest they will be disqualified.**
 - **Disqualifications** For major/dangerous infractions of the rules the Referee may opt to immediately disqualify an Athlete.
- **TYPES OF FOULS** If the Athlete intentionally commits the following fouls:
 - Biting, head-butting, spitting at an opponent;
 - Pressing on opponent's eyes with the thumb;
 - Intentionally smothering or suffocating an opponent by covering the mouth and nose;
 - Intentionally removing, unfastening, or displacing equipment;
 - Intentionally expelling or removing the gum shield;
 - Intending to impact the opponent with the canvas using a non-Muaythai technique, such as but not limited to:
 - Tripping (sweep) an opponent without using a Muaythai skill when making 3 points of contact with the body;
 - Throwing an opponent using the hip; or
 - Tackling the opponent's body or legs
 - Immobilizing the opponent's legs using the calf, ankle, or heel of the foot;
 - Lifting an opponent by the body;
 - Locking/hyperextending the opponent's joints in the arms, legs, head/neck, or back;
 - Striking while holding the ropes or making any unfair use of the ropes;
 - Falling on to an opponent who is lying on the floor;
 - Striking an opponent who is down on the floor or who is in the act of rising;
 - Striking while having any part of the body other than the feet touching the floor;
 - Obstructing an opponent from rising or re-entering the ring;
 - Completely passive defense by means of double cover or intentionally falling to avoid a hit;
 - Striking the groin of the opponent;
 - If the Athlete is unintentionally struck by a Muaythai skill and unable to continue the contest, the Referee has the power to count the Athlete or pause the contest for up to 3 minutes to allow the hit Athlete to take a rest. If Athlete refuses to resume the contest after 3 minutes rest the opponent will be declared the "winner";



- Holding the opponent’s leg and pushing forward more than two (2) steps in any direction without striking with any one of the Muaythai skills;
- Striking an opponent after the round has ended;
- Not following the Referee’s command to “YOOT” (“Stop”) or “YAEK” (“Break”) and take a step back;
- Attempting to strike the opponent before the Referee has ordered “CHOCK” following the command to “YOOT” or “YAEK”;
- Useless, aggressive, or offensive utterance during the contest;
- Assaulting or behaving in aggressive manner towards the Referee at any time;
- Applying water to an athlete by means other than a water bottle or spray bottle;
- Use of excessive water during the rest causing a delay starting the next round;
- Using any forbidden substance acknowledged by World Anti-Doping Agency (WADA) or IFMA Anti-Doping Code.

● **RESTRICTED STRIKES BY DIVISION.**

DIVISION	RESTRICTED MUAYTHAI SKILLS
Youth 16 - 17	No restrictions
Youth 14 - 15	
Youth 12 - 13	No Elbow or Knee Strikes to the head
Youth 10 - 11	No strikes to the head
Youth 7 - 9	

- **SECONDS** Each Athlete can be held responsible for their Seconds’ actions.
- **REFEREE CONSULTS JUDGES** If a Referee has any reason to believe that a foul has been committed which Referee has not seen, they may consult the Judges.

Rule 15: KNOCKDOWN

- **DEFINITION** An Athlete is considered “Knocked Down”:
- A downed athlete is one that has touched the canvas with any other part of the body which is not their feet, and has not received a strike from their opponent.
- If Athlete touches the floor with any part of his body other than their feet as the result of a strike or series of strikes
- and shows difficulty rising;
- If Athlete hangs helplessly on the ropes as the result of a strike or series of strikes;
- If Athlete is outside or partly outside the ropes as the result of a strike or series of strikes; or
- Following a hard strike, the Athlete has not fallen and is not lying on the ropes, but is in a semi-conscious state and in the opinion of the Referee cannot continue the round.

OPPONENT’S RESPONSIBILITIES If an Athlete is knocked down the opponent must at once go to the neutral corner as designated by the Referee, facing toward the center of the ring and waiting with their arms at their side. If the opponent does not go to the neutral corner on the command of the Referee, the Referee shall stop counting until the opponent has done so. The counting shall be then continued where it has been interrupted. The opponent may only continue against the Athlete who is Knocked Down after the latter has gotten up and the Referee resumes the contest on the command “CHOCK”.





WAI KRU & MAI MUAY GUIDELINES

Rule 16: COMPETITION

- The Wai Kru Each team can only enter one (1) Athlete per division of the individual contest, and one (1) Team compose of two (2) athletes per division of the Mai Muay contest.

Rule 17: GENDER & AGE CLASSIFICATIONS

- Each team can only enter 1 male 1 female for solo and 2 male or 2 female for duo

Rule 18: TIME FOR COMPETITION

- **Competition Total Time** the minimum allowed time is three (3) minutes, and the total allowed time is four (4) minutes. Deduction of points will be applied for under or over time of performance
- **Compulsory Completion Time** In an individual format Wai Kru competition the Athlete must have completed their performance not more than five (5) minutes.
- The Jury will instruct the Athlete(s) or Team to stop their performance once the compulsory completion time is reached.

Rule 19: ATHLETE EQUIPMENT & DRESS

- **UNIFORM** There are elements the athlete should consider:
 - **Costume** must consist of a traditional top and short appropriate for athlete gender
 - **Accessories** including traditional hand bindings (hand wraps) and sash belt.
 - Athletes must not wear provocative uniforms.
 - **Mongkon & Prajiad** Color Any mix of colors other than Silver, Silver & Gold, and Gold which shall be worn by the Technical Officials only.



Rule 20: THE SECOND (COACH)

- Each competitor is entitled to a maximum of one (1) Second but may not compete without a second.
- **ATTIRE** Seconds must wear team uniform and should wear athletic shoes.
 - Jeans, shorts, hats/caps, leather jackets, vests, belt bag, back pack, open toe footwear, and other inappropriate attire are not permitted.



Rule 21: AWARDING OF POINTS

SCORING WAI KRU & MAI MUAY

- The Wai Kru has a maximum total score of 100 points during an individual format
- The duo format Mai Muay contest has a maximum combined total score of 100 points. Divide into (Wai Kru) 35 points and 65 points (Mai Muay) .

WAI KRU

- The following categories will be used to deduct points for minor infringements during Wai Kru contests:
 - **Authentic** Correct postures used;
 - **Completed Postures** Full identity performed;
 - **Rhythmic** Performed in good rhythm;
 - **Fluidity** Postures flow uninterrupted and smoothly;
 - **Gracefully** Artistically correct; and
 - **Costume** Remains in place throughout.
- **STARTING POSTURES** All Athletes must perform all five (5) of the Wai Kru Starting Postures. The Starting Postures have a maximum total score of 20 points (individual), or 5 points (duo).
 - Starting Postures: 1. Thep Pa Nom, 2. Kom Krab, 3. Kob Pra Mae Toranee, 4. Tha Wai Bangkom and 5. Pathom and Prom.
- **PROM NANG (SITTING) POSTURES** Athletes must perform four (4) of the seven (7) Wai Kru Prom Nang Postures. The Prom Nang (sitting) Postures have a maximum total score of 20 points (individual), or 10 points (duo).
 - Prom Nang (sitting) Postures: 1. Lab Hok Mokkalak (Kumpakan Lab Hok), 2. Mekkala Loah Kaew, 3. Song Mek (Tai Mek), 4. Mae Pra Thoranee Beeb Muay Phom, 5. Sue Lak Hang, 6. Praya Krut Yut Naka and 7. Sao Noi Pa Paeng.
- **PROM YUEN (STANDING) POSTURES** Athletes must perform four (4) of the seven (7) Wai Kru Prom Yuen Postures. The Prom Yuen (standing) Postures have a maximum total score of 20 points (individual), or 10 points (duo)
 - Prom Yuen (standing) Postures: 1. Yoong Ram Paen, 2. Na Rai Kwang Jak, 3. Chang Choo Nguang, 4. Pra Ram Plaeng Sorn, 5. Kum Pa Kan Pong Hok, 6. Kun Paen Fun Mahn and 7. Hong Hoen.
- **FINISHING** Athletes must perform all five (5) Finishing movements. The Finishing has a maximum total score of 20 points (individual), or 5 points (duo).
 - Finishing: 1. Yang Sam Khum, 2. Payak Dom Kwang, 3. Kwang Liaw Lang, 4. Tad Mai Kom Nam and 5. Yang Suk Ka Sem.
- **JOIN (CONNECTION) POSTURES** Athletes can perform the Joining Postures. The Join (connection) Postures have a maximum total score of 20 points (individual), or 5 points (duo).
 - Join (connection) Postures: 1. Sod Soi Mala, 2. Khuang Mad, 3. Muan Muay, 4. Chang Yaek Plok, 5. Klub Hua Sanam, 6. Klum Choeng Kru, 7. Doo Dussakorn, 8. Fon Long Choeng and 9. Kinaree Liab Thom.



MAI MUAY

MAI MUAY AWARDING POINTS The Mai Muay has a maximum total score of 65 points.

- Prom Nang/Yuen Four Directions the Athlete must perform the sequences facing all four (4) sides of the competition area.
- Mai Muay The Athletes must perform the Mai Muay immediately after the end of the Wai Kru.
- The following are guidelines for awarding points:
 - **Performance Realism** A maximum total score of 30 points;
 - **Athlete Fitness** A maximum total score of 25 points; and
 - **Other** A maximum total score of 10 points.
- The following categories will be used to deduct points for minor infringements during Mai Muay contests:
 - **Timing** Not too fast, not too slow;
 - **Target** Correct target used for technique;
 - **Realistic** Techniques used realistically;
 - **Balance** Correct balance through-out;
 - **Continuity** Fluid and does not pause;
 - **Conditioning** Athlete looks strong at the end;
 - **Costume** Does not come loose, and is IFMA approved;
 - **Spatial Awareness** Full use of competition area; and
- **Draws** Should the final team scores be equal, the scores of all five (5) Judges will be used from Round 1, and Round 2 if less than 8 teams, and if the final team scores are still equal the Judges will be asked to pick a winner.
- **Time** Should the Athlete(s) or Teams Overrun or Underrun the allowed Time, 1 point deduction for every ten (10) full seconds. Maximum deduction 5 points.
- **Walk Over** Athlete(s) or Teams failing to appear at the competition area, after their name or team has been called out by the announcement system, and a maximum period of 2 minutes has elapsed, the Jury shall declare the Athlete or Team lose by “Walk Over” (WO).
- **Injury** In case of an injury requiring a doctor to be called into the competition area, the Judges shall record the points gained by the Athlete(s) or Team up to its termination.

Rule 23: DECISIONS

- **WIN BY RANKING (BR)** At the end of the competition or championship, the Team who has been awarded the most points in their final performance shall be declared the winner.

Rule 24: FOULS

- **TREATMENT OF FOULS** The Athlete or Team who commits fouls can, at the discretion of the Judges and Jury, have points deducted, or be Disqualified without a Warning.
- **Disqualifications** For major/blatant infractions of the rules the Jury may opt to immediately disqualify an Athlete or Team.



- **TYPES OF FOULS** If the Athlete intentionally commits the following fouls:
 - **Impolite Posture** towards an opponent; “such as but not limited to the following. Gun , bazooka , Grenade ,pointing bow and arrow to the opponent , death treat ‘
 - **Impolite Motion** towards an opponent; “ seductive motion, malicious motion
 - **Impolite Attitude** towards an opponent; and
 - **Improper use of Ring** ropes and corner padding use is forbidden

Rule 24: TOURNAMENT AWARDS

- **AWARDS AND PRIZES:**
 - In each Division, one (1) winner of the Final bout will be the Champion and will be awarded with the Gold Medal.
 - The other one (1) Finalist will be awarded with the Silver Medal.
 - The two (2) Semifinalists will be awarded with Bronze Medals.
 - No medal shall be awarded to an athlete who has not competed at least once.
 - Winners via No Contest will be awarded with Certificates.
- **IN CASE OF TIE**
 - The number of victories in the finals; and if this is equal
 - The number of second places; and if this is equal
 - The number of third places.

Rule 25: MEDAL TALLY (if all categories where filled)

- 140 Gold
- 140 Silver
- 280 bronze

Rule 26: MAP COMPETITION OATHS

- **IFMA/MAP Athletes Oath** During MAP competition, an Athlete will be selected to read the IFMA athletes’ oath during the opening ceremony:

“In the name of all the competitors, I promise that we shall take part in the < Name of Event > respecting and abiding by the rules of the International Federation of Muaythai Associations, committing ourselves to the five principles of our IFMA, being HONOUR, TRADITION, RESPECT, EXCELLENCE and FAIRPLAY and in the true spirit of sportsmanship and the honor of our teams and nations.”

- **IFMA/MAP Coaches Oath** During IFMA competition, a Coach will be selected to read the IFMA coaches’ oath during the opening ceremony:

“In the name of all the coaches, I promise that we will strictly follow the code of ethics, good governance, respecting and abiding by the rules of the International Federation of Muaythai Associations, in the true spirit of sportsmanship and fair play. We lead by example to our athletes and uphold the fundamental principles of IFMA being HONOUR, TRADITION, EXCELLENCE AND FAIR PLAY.”

- **IFMA Officials Oath** During IFMA competition, an R&J will be selected to read the IFMA officials oath during the opening ceremony:

“In the name of all the judges, referees and officials, I promise that we shall officiate in the < Name of Event >, for Muaythai here in < Location of Event > with complete impartiality, respecting and abiding by the rules of the International Federation of Muaythai Associations, in the true spirit of sportsmanship, ensuring that sportsmanship and fair play is fully adhered to by all competitors, and upheld in accordance with the fundamental principles and pillars of IFMA, being HONOUR, TRADITION, RESPECT, EXCELLENCE and FAIRPLAY.”



Final Rule: COMPLIANCE WITH THE RULES

- **UNIFORMITY** These Rules & Regulations apply to all MAP’s competitions, and all must follow and respect these competition rules. No Individual / Team may develop its own Competition Rules & Regulations that are contradictory to these rules.
- **COMPETITION CONDUCT** All delegates must behave according to the International Federation of Muaythai Associations - IFMA Code of Ethics (See: <https://muaythai.sport/codes-policies/>) as a good sportsman and follow the rules and regulations as laid out. Delegates will be penalized for any violations.

THANK YOU !!!!!

As of August 29, 2024

