

Kung Fu Toa – Mayanna Fight Rules

For practitioners of Kung Fu Toa. Other participating fighters should look to our other fight rules.

1. Canvas
2. Participants for tournament
3. Age
4. Division / Weight
5. Clothing
6. Safety equipment
7. Time – amateurs
8. Weigh-in rules – how to participate
9. Draw / schedule for fights
10. Equipment for tournament / stop watch a.o.
11. Point system
12. Referees
13. Commission

1. Canvas & timing

For officials

Canvas 7 meters diagonally

60 cm middle circle

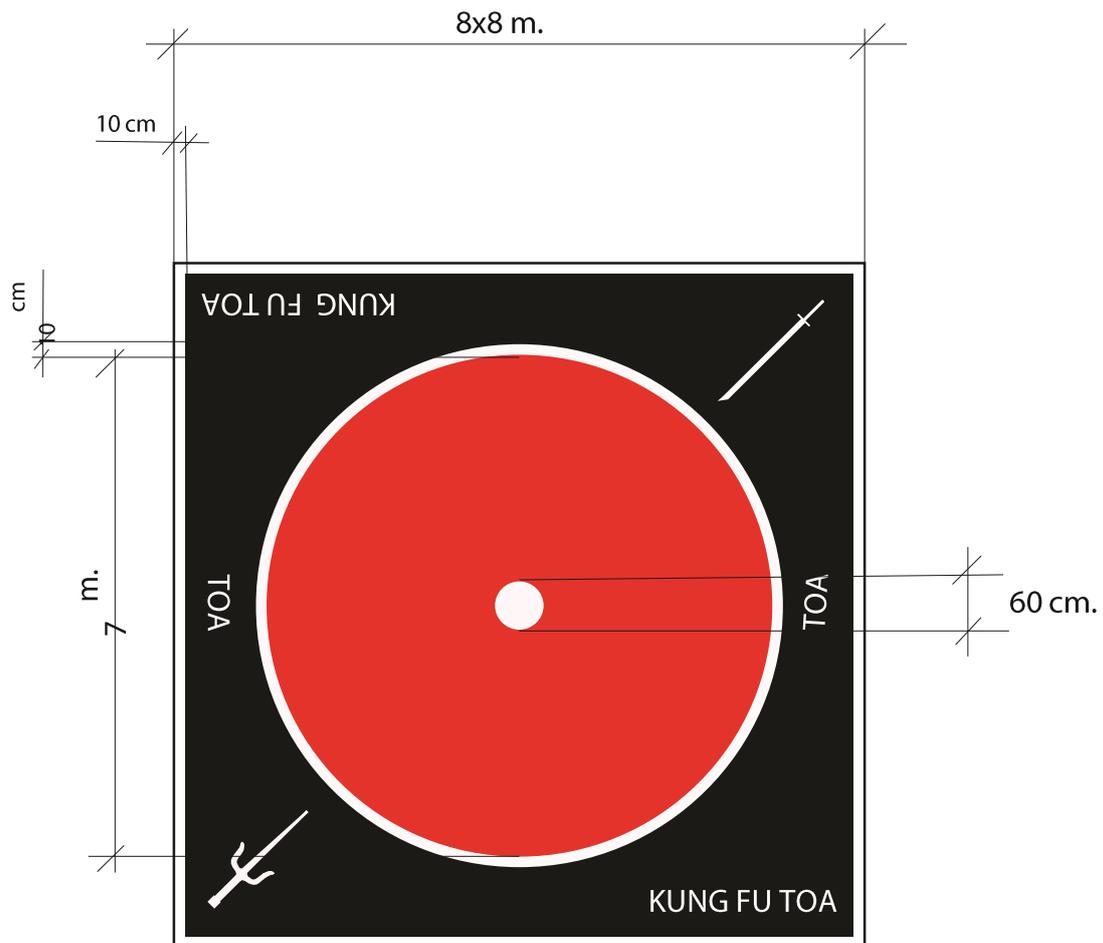
10 cm edge

Foam 4-5 cm

Red and white

Square 8 x 8

Coach in each corner



2. Rules for participants

1. A team with a coach responsible for all participants
2. Participants must train Kung Fu Toa
3. Participants must have knowledge of fighting

4. Minimum 2. khat/line. Commission must approve age of participant.
 5. Participants must be assessed. They cannot participate if they are professional.
3. Age
 1. Above 18 years – senior
 2. Under 18 years - may not participate
4. Division
5. Clothing
 1. No shoes – regular uniform or black t-shirt and black kung fu pants
 2. No belt necessary
 3. Hair and nails must be appropriate
 4. Clothing must be approved
 5. If clothing isn't approved, fighter cannot participate
 6. Earrings not allowed
 7. Helmets – red and blue
 8. The colour is to be registered on the referees card
6. Safety equipment
 1. Helmet with mouthpiece
 2. Shin guards
 3. Standard / good quality blue and red
 4. 3 ounce gloves with free fingers
 5. Must be approved by commission
7. Time
 1. Amateur time – 2 rounds 2 min. 1 min. break
 2. Start – referee with whistle
 3. End - referee with whistle
 4. Tie – 2 min. extra round
8. Weigh-in rules
 1. 1 representative checks if everything is in order

2. 1 week before the tournament, you have to have signed up
3. 4 days before – President will have to allow it
Captain/representative of team must send in list of participants
4. Commission will oversee weigh-in of all participants
5. Normally one day before, but can also be on the day
6. Doctor's approval
7. Lowest weight starts
8. If participant weighs too much then he can't participate
9. The ones holding the tournament can have two teams
10. If you want to go up a weight class, the commission has to allow it

9. Draw

1. A draw is done to select opponent
2. All officials must participate
3. Fight plan will be made
4. Draw will start from the lowest weight class – two participants from the same team cannot compete against each other

10. Equipment

1. Whistle and bell
2. Table tennis bat or flag – red and blue
3. Chairs and tables for all
4. Watch
5. Camera
6. Microphone
7. Ambulance
8. Medicine – bandages

11. Points

1. General rules
 1. You have to hit target to make a point. If strikes are blocked, they do not count
 2. Correct punches and kicks counts as points
 3. A count to 8 if fighter is dizzy/knocked down. Fighter must lift his arms and wait until the 8th count.
 4. If fighter is knocked down twice it means he has lost
 5. Three points for knock down
 6. If fighter quickly gets back up, it doesn't count as a knock down

7. Points are given for sweeps

Knock out

If the fighter says he is ready, but the referee decides he isn't ready, it is a knock out

2. Legal punches and kicks
 1. Shin and thigh
 2. Kicks to the head
 3. Sweeping while lying down
3. Illegal punches and kicks
 1. Strikes on throat, spine, back of head and groin (no penalty point if it isn't on purpose)
 2. Strikes with elbow and knee
 3. Punches and knees to the head
 4. Kicks directly to the knee
 5. Repetitive kicks to the same place
 6. Fighter must be warned
 7. No wrestling and no kicking or punching fighter on the canvas
 8. -1 point for each illegal strike
4. 3 points
 1. Spinning side kick
 2. Shaken fighter
 3. Good block that gets opponent to fall
 4. Jump technique where opponent falls
 5. Jump technique where fighter himself falls -1 point
 6. Knock down
 7. Sweep
 8. Must be clear on fight card
5. 2 points
 1. Legal spinning side kick or round house kick where opponent doesn't fall down
 2. Good block where opponent doesn't fall down
 3. Kick to the body where opponent doesn't fall down
 4. Jump kick where opponent doesn't fall down
 5. Kick to the head – loses balance where opponent doesn't fall down
 6. If opponent gets a warning
 7. Effective low kick
 8. Sweep with legs
You lose a point if you fall down
 9. If the opponent falls, because he is dizzy
 10. If fighter falls out of the red ring
 11. Must be clear on the fight card
6. 1 point

1. Punch or kick
2. If fighter is dizzy
3. Kicks with shin
4. Yellow card -1 point
5. Knock fighter off canvas
6. Must be clear on the fight card