

# KOMBATA

## Limited Armour

### RULES

#### DRESS CODE

##### Footware

Trainers only. No boots or other footware. No bare feet.

##### Shorts

No trousers. Shorts must be Muay Thai shorts or similar.

##### T-shirt

No long sleeved shirts. No sweat shirt.

##### Helmet

Only WEKAF regulated helmets are allowed.

##### Gloves

No hockey or lacrosse gloves.

##### Protective pads

No arm pads. No leg/thigh pads. Fabric-type knee pads and elbows pads are allowed. No plastic or hard-cover pads.

**Groin box is a must.**

#### WEIGH IN

All Fighters must present themselves to the weigh in desk with their corner man or trainer at the correct time before the fights start. Late fighters will not fight.

Matching up will be done as soon as the Fighters are weighed in. Trainers or corner men can check the matching up to see if their Fighters are in the correct division.

Changes to the matching up sheets can only be done before the first fight.

After the weigh in, all Fighters will be put in groups of four.

The four fighters will be chosen in a draw from numbers to find each one's opponent.

If there are only three Fighters in a division, a round robin will be done to determine a winner.

All Fighters must have at least two fights to become a champion.

## **FIGHTERS CODE**

Fighters must show respect to each other even if they lose their fight.

The Referee will step in and stop the fight if a Fighter is in danger of injury. The Referee's job is to ensure the safety of the Fighters.

At the end of the fight Fighters will touch gloves and shake each others hands. Fighters will also go to the opponent's corner and shake the hands of his corner men.

### **Acknowledging the Judges, Referees and opponent at the beginning/end of a fight**

1. Bow to Judges
2. Bow to Referee
3. Bow to each other
4. Touch gloves

## **FIGHT RULES**

Each fight will be two rounds of one and a half minutes.

The only weapon used is a solo olisi (single stick).

No punching. No kicking. No grappling. No foot sweeps.

Strikes allowed are to all parts of the body above the knee.

All strikes must have power.

No thrusts. No pokpok (punyo strikes).

No clinching.

Fighters must keep in the fight area at all times. If the Fighter keeps on leaving the area, he will lose points.

No checking to the face. No checking to the body. Checking can only be done to the hands or arms.

Disarms are allowed. First disarm, the Fighter loses the round. Second disarm, the Fighter loses the fight.

Fighters will be judged on their ability to strike with power, to block or evade a strike, and in the combination of strikes.

Fighters will be judged by a panel of three Judges who will decide the result. In the event that the judges cannot agree, the Fighters will be asked to fight one more round of one minute where the Judges should come up with a final decision.

**Kombata rules have been based on the British Low Armour rules of John Harvey of Kapatiran Arnis.**