

JUEGO TODO KIDS

DIVISIONS: 5–11 YEARS OLD • OFFICIAL RULES & EQUIPMENT GUIDELINES

I. GENERAL EQUIPMENT REQUIREMENTS

A. ROUNDS 1 AND 2 (DOBLE & SOLO BASTON)

All youth competitors are required to wear the following protective gear standard during safety weapon rounds:

- **Head Gear:** Taekwondo-style helmet (Size: XS or Small).
- **MMA Gloves:** Color-coded Red and Blue.
- **Groin Guard:** Mandatory for all male and female fighters.
- **Hand Wraps:** Mandatory for all fighters.
- **Breast Plate:** Mandatory for all fighters.
- **Arm Guards & Shin Guards:** Mandatory for all fighters.
- **MMA Shorts Only:** Only MMA shorts or compression shorts are permitted.
- **Rash Guard or Sports Bra:** Mandatory for all female fighters.

B. ROUND 3 (MANO Y MANO)

Prior to the start of Round 3, fighters must transition their gear to meet unarmed structural specifications:

- **Head Gear:** Standard boxing headgear (Size: XS or Small).
- **MMA Gloves:** Color-coded Red and Blue.
- **Groin Guard:** Mandatory for all male and female fighters.
- **Hand Wraps:** Mandatory for all fighters.
- **Mouth Guard:** Mandatory for all fighters during Round 3.
- **Breast Plate:** Mandatory for all fighters.
- **Arm Guards & Shin Guards:** Mandatory for all fighters.
- **MMA Shorts Only:** Only MMA shorts or compression shorts are permitted.
- **Rash Guard or Sports Bra:** Mandatory for all female fighters.

II. CATEGORIES OF COMPETITION

Matches in the kids division progress sequentially across three (3) distinct rounds:

- **Round 1: Doble Baston** – Two-stick category utilizing safety-padded foam gear.

- **Round 2: Solo Baston** – One-stick category integrating controlled weapon play with limited empty-hand body strikes.
- **Round 3: Mano y Mano** – Full-contact unarmed round featuring integrated FMA striking framework and basic BJJ grappling.

III. OFFICIAL BOUT DURATION

- Youth matches shall consist of three (3) rounds per bout.
- Each round shall be of exactly **two (2) minutes** in duration.
- A one (1) minute rest period shall be provided between rounds for safe gear transitions.

IV. ROUND 1: DOBLE BASTON RULES

Fighters utilize two (2) official designated padded foam sticks. Scoring is conducted under the structural points framework.

A. ALLOWED ACTIONS

- Kicks and knee strikes targeting the body.
- Stick disarms.

B. PROHIBITED ACTIONS

- **No head strikes** of any kind (whether with weapon sticks, kicks, or knees).
- No punches or elbow strikes.
- No takedowns or sweeps.
- No submissions, joint manipulation, or ground fighting.

V. ROUND 2: SOLO BASTON RULES

Fighters utilize one (1) official padded foam stick. Scoring is conducted under the structural points framework.

A. ALLOWED ACTIONS

- Punches and elbows targeting the body (permissible only while maintaining absolute control of the stick weapon).
- Kicks and knee strikes targeting the body.

B. PROHIBITED ACTIONS

- **No head strikes** of any kind (whether with weapons, hands, or legs).
- No takedowns, sweeps, or throws.
- No submissions or ground grappling sequences if the stick is lost.

VI. ROUND 3: MANO Y MANO RULES

Controlled unarmed combat integrating weaponless Filipino Martial Arts (FMA) body strikes and Brazilian Jiu-Jitsu (BJJ) canvas mechanics.

A. ALLOWED ACTIONS

- Punches and kicks targeting the body.
- Takedowns, sweeps, and clean hip throws.
- Controlled ground submissions.

B. PROHIBITED ACTIONS

- **No strikes to the head** of any kind.
- No dangerous slams, high-amplitude lifts, or spiking.
- No groin attacks.
- No small joint manipulation (finger or toe locks).
- No eye gouging or biting.

VII. CRITICAL SAFETY PARAMETERS

Due to safety mandates regarding youth sports engagement, the following rules take strict precedent:

- **Head Target Restriction:** Strikes to the head are completely illegal across all rounds and configurations for the entire 5–11 division.
- **Ages 5 and Below Exception:** Absolute zero tolerance is enforced for early development athletes aged 5 and under. Any deliberate or uncontrolled contact directed near an opponent's head or neck area will result in immediate official handling.

VIII. COMPLIANCE & INFRACTIONS

Violating safety protocols, gear configurations, or age parameters will yield strict penalty updates:

- Official point deductions.
- Disqualification from the tournament match.
- Expulsion from the tournament grounds.

A. NO CONTEST PROTOCOL

If an accidental injury or hardware disruption forces an early match stoppage, a **No Contest** ruling is bypassed if the match has effectively passed **beyond the halfway point of the second round**. In this instance, the victor will be determined by calculating the tournament judges' scorecards up to the moment of stoppage.