

# JUEGO TODO PROFESSIONAL

LATAYAN HYBRID CORPORATION • REPUBLIC OF THE PHILIPPINES

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## I. GENERAL EQUIPMENT REQUIREMENTS

All professional competitors are required to wear the standard base equipment layout at all times:

- **Groin Guard:** Mandatory for all male fighters.
- **Hand Wraps:** Mandatory for all fighters.
- **MMA Shorts Only:** Basketball shorts, board shorts, Muay Thai shorts, and other non-MMA shorts are strictly prohibited. Only MMA shorts or compression shorts are permitted.

### A. ROUND 1 & 2 ADDITIONAL GEAR (DOBLE & SOLO BASTON)

During weapon rounds, both Men's and Women's Professional divisions must implement the following mandatory safety configuration:

- Headgear with integrated protective grills, hand gloves, breastplate, arm guards, and shin guards.

### B. ROUND 3 ADDITIONAL GEAR (MANO Y MANO)

Prior to entering the third round, combatants must adjust their uniform requirements to full-contact unarmed rules:

- **Mouth Guard:** Mandatory additional equipment required for the entirety of Round 3 (worn alongside the standard base layout).

## II. CATEGORIES & MATCH STRUCTURE

Juego Todo Professional competition features clear transitions over three (3) distinct, sequential rounds:

- **Round 1: Doble Baston** – Two-stick weapon configuration.
- **Round 2: Solo Baston** – One-stick weapon configuration featuring limited auxiliary empty-hand strikes.
- **Round 3: Mano y Mano** – Full-contact unarmed hybrid round completely integrating Filipino Martial Arts (FMA) striking frameworks and Brazilian Jiu-Jitsu (BJJ) ground structures.

## III. OFFICIAL BOUT DURATION

### A. PROFESSIONAL MEN

- **Standard Bouts:** Three (3) rounds of five (5) minutes each.
- **Championship Bouts:** Five (5) rounds of five (5) minutes each.
- **Rest Periods:** Exactly one (1) minute of rest provided between all consecutive rounds.

## B. PROFESSIONAL WOMEN

- **Standard Bouts:** Three (3) rounds of three (3) minutes each.
- **Championship Bouts:** Three (3) rounds of five (5) minutes each.
- **Rest Periods:** Exactly one (1) minute of rest provided between all consecutive rounds.

## IV. GENERAL FOULS (ALL ROUNDS)

The following infractions are strictly illegal across all stages and rounds of professional competition:

- **Hitting Below the Belt:** Low blows are completely prohibited. A fouled fighter is allowed an official recovery duration of up to five (5) minutes.
- **Holding and Hitting:** Gripping or holding an opponent with one hand while executing strikes with the other.
- **Rabbit Punches:** Any intentional striking directed to the spine, the back of the neck, or the back of the head.
- **Headbutting & Shouldering:** Utilizing the head or the tip of the shoulder to strike an opponent.
- **Eye Attacks:** Thumbing, direct eye gouging, or applying an open glove face against an opponent's eyes.
- **Prolonged Clinching:** Excessive, non-active stalling or clinching inside the cage.
- **Faking Knockdowns:** Timidity, intentional delaying, or dropping to the canvas without sustaining an active hit.
- **Illegal Glove Actions:** Flicking, stabbing, or striking utilizing an open glove.
- **Unsportsmanlike Conduct:** Use of abusive language inside the cage, taunting, disrespect, or dangerous tricks that endanger an opponent, tournament officials, or the general public.
- **Cage Grabbing:** Intentional holding, gripping, or wrapping fingers/toes around the cage fence.
- **Corner Conduct:** Strict professional behavior and decorum must be maintained by both corners at all times.

## V. PADDED STICK FOULS (DOBLE & SOLO BASTON ROUNDS)

The following technical parameters govern the active weapon combat periods:

- **Head Target Restriction:** Absolutely no stick strikes, punches, kicks, knees, or elbow strikes directed to the head are allowed during weapon rounds.
- **Two-Handed Weapon Grips:** Delivering stick strikes using both hands simultaneously to wield a single weapon is strictly prohibited.
- **Weapon Drop:** The intentional dropping or discarding of an active weapon results in an **automatic 1-point deduction**.
- **Disarm Commands:** Failure to immediately halt actions and obey referee commands during an active disarm sequence.

- **Illegal Weapon Use:** Delivering strikes completely outside of designated legal zones or general structural misuse of the weapon.
- **Thrusting Attacks:** Linear thrusting (*tusok*) strikes with the tip of the stick are strictly illegal.
- **Butt-End Strikes:** Striking with the blunt butt end (*puño*) of the stick is completely prohibited.

## VI. MANO Y MANO FOULS (UNARMED ROUND)

The following dedicated rules apply exclusively to the final unarmed round of combat:

- **Head Strike Restrictions:** No elbows or knees targeting the head are allowed. Soccer kicks to a downed opponent are strictly illegal.
- **Grounded Opponents:** No strikes of any kind may be landed against a downed or grounded opponent.
- **Severe Biological Fouls:** Biting, hair pulling, fish hooking, pinching, scratching, or inserting fingers into any bodily orifices (mouth, nose, ears, etc.).
- **Airway Attacks:** Direct throat strikes, throat punches, or windpipe grabs.
- **Small Joint Manipulation:** Grabbing, bending, or twisting individual fingers or toes.
- **Groin Attacks:** Any direct strike or kick targeting the groin area.

## VII. COMPLIANCE & DISCIPLINARY ACTIONS

Failure to strictly comply with these official rules and equipment requirements will result in immediate official handling by the referee and commission. Intentional, flagrant, or repeated rule-breaking will progress dynamically through the following penalties:

1. Official point deductions per infraction.
2. Immediate disqualification from the match.
3. Immediate removal from the event premises.
4. **The Ultimate Sanction:** Severe, repetitive, or unsportsmanlike non-compliance will result in a permanent corporate ban from all future events under the organization.