



INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

RULES & REGULATIONS FOR INTERNATIONAL COMPETITION

REVISED: MAY 22, 2025

IFMA

สหภาพมวยไทยโลก



IFMA WAI KRU & MAI MUAY RULES & REGULATIONS

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REVISION HISTORY

Version	Purpose/Change	Changed By	Action Date (DD/MM/YYYY)	Approved By	Action Date (DD/MM/YYYY)
0.05	Technical Adjustment	Culture & Heritage Committee	22/05/25	IFMA C&H	22/05/2025



IFMA WAI KRU & MAI MUAY RULES & REGULATIONS

RULE 30: WAI KRU & MAI MUAY COMPETITIONS

The Wai Kru & Mai Muay competitions highlight Muaythai's cultural heritage, with Wai Kru performed as an individual **Ritual Dance** and Mai Muay as a duo-based performance of **Traditional Techniques**. Each national team can only enter one (1) Athlete (Nak Gila) per division for the individual Wai Kru contest and one (1) Team of two (2) Athletes per division for the duo Mai Muay contest.

30.1: LIMITATION OF COMPETITIONS An athlete may participate in only one (1) cultural division of either the Wai Kru or Mai Muay competition, but not both, and only one (1) combat division of the Muaythai competition.

RULE 31: MINIMUM & MAXIMUM AGE LIMIT FOR ATHLETES

The Athlete's age for competition shall be determined as at the first day of a competition's medical check.

Age Category	Minimum Age	Maximum Age
Senior	49	55
Senior	41	48
Senior	33	40
Senior	25	32
Senior	17	24
Youth	16	17
Youth	14	15
Youth	12	13
Youth	10	11
Youth	8	9

RULE 32: MEDICAL REQUIREMENT

32.1: MEDICAL DECLARATION No Athlete shall be allowed to compete without having a completed [IFMA Medical Declaration Form](#), which must be signed by an authorised Doctor of Medicine. The medical declaration must be completed in the English language stating that prior to leaving their country the Athlete was in good physical condition and not suffering from any injury, infection or disability liable to affect the Athlete's capacity to compete.

32.1.1: Declaration of Non-pregnancy Athletes age 18 and above must sign the Declaration of Non-pregnancy. Athletes under this age will also require an additional signature from one of the Athletes parents and/or legal guardians.

32.1.2: Concussion Should an Athlete accidentally be rendered unconscious during a Mai Muay contest for a period longer than ten (10) seconds, they must inform the Medical Commission immediately after their performance, and inform the Doctor during their medical check on the morning of their Muaythai bout.

32.2: PROHIBITED CONDITIONS The prohibited conditions are referred to in the medical handbook.

32.3: COMPETITION ATTENDANCE The Medical person shall sit close to the competition area with unimpeded access. They shall be in attendance throughout competition and should not leave this place until having examined the last Athlete(s) who participated in the last contest of the session.

32.3.1: Attend an Unconscious Athlete If an Athlete is rendered unconscious, only a Medical person summoned should remain in the competition area unless the Medical person requires extra help.



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32.3.2: Provide Medical Attention An Athlete who has been rendered unconscious as a result of a head hit in a contest, shall be examined by a Medical person immediately afterwards and recommend aftercare or follow up examinations to the Athlete and their Seconds. The Athlete will be accompanied to their accommodation by one of the officials on duty at the event.

RULE 33: NATIONAL TEAM DIVISIONS

33.1: TEAM DIVISIONS For duo format competitions:

33.1.1: Male Both Athletes from the Team must be Male;

33.1.2: Female Both Athletes from the Team must be Female; and

33.1.3: Mixed Athletes from the Team must include one Female and one Male.

RULE 34: TIME FOR COMPETITION

34.1: TIME FOR WAI KRU COMPETITION

Division	Performance Time	Rest Time
Senior	4 to 5 minutes	as per division schedule
Youth		

34.2: TIME FOR MAI MUAY COMPETITION

Division	Performance Time	Rest Time
Senior	5 to 6 minutes	as per division schedule
Youth		

34.2.1: Competition Total Time In an individual format Wai Kru competition the minimum allowed time is four (4) minutes, and the total allowed time is five (5) minutes. For a duo format Mai Muay competition the minimum allowed time is five (5) minutes, and the total allowed time is six (6) minutes.

34.2.2: Compulsory Completion Time In an individual format Wai Kru competition the Athlete must have completed their performance by no more than six (6) minutes. For a duo format Mai Muay competition the maximum time allowed is seven (7) minutes. The Jury will instruct the music to stop once the compulsory completion time is reached.

RULE 35: FIELD OF PLAY (FOP)

The competition area shall be set up as per Fig. 36 or Fig. 37 as determined by the Technical Delegate.

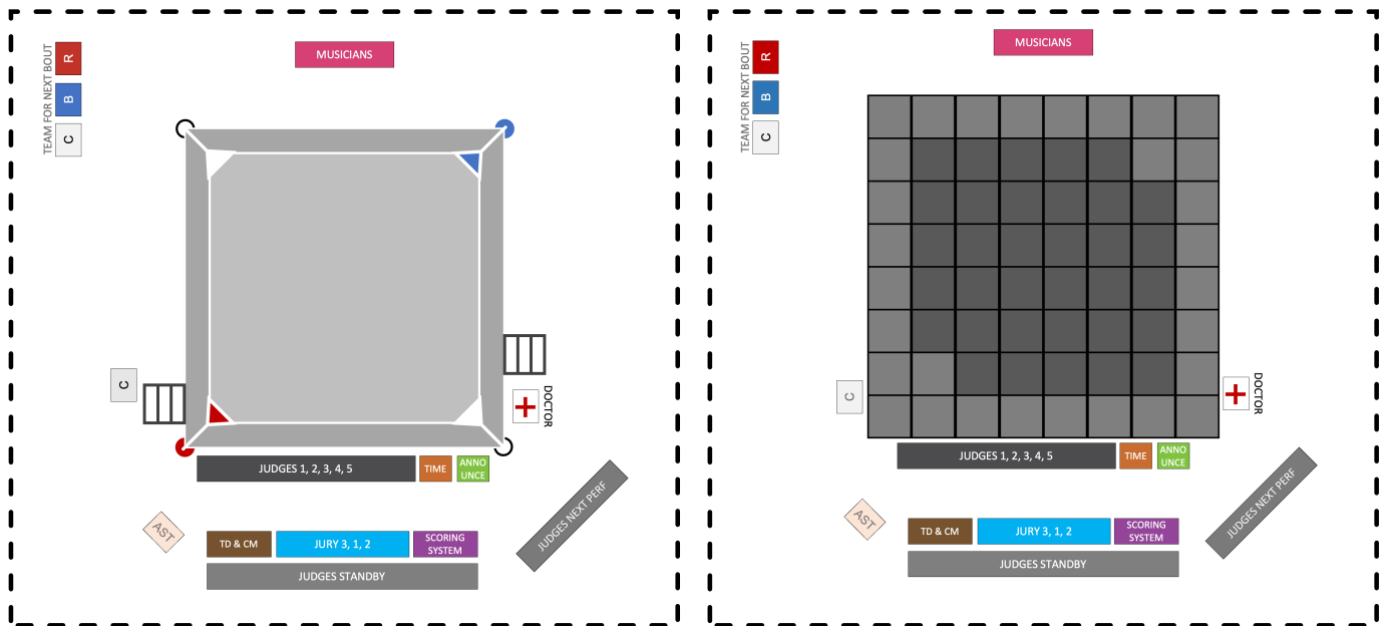


Figure 36 (Ring) & Figure 37 (Contest Area) Competition Area Setup

35.1: ADDITIONAL RINGS Two or more rings may be used in championships per Fig. 38. If more than one ring is used at an event, all rings shall utilize the same number of Judges seated at the ring.

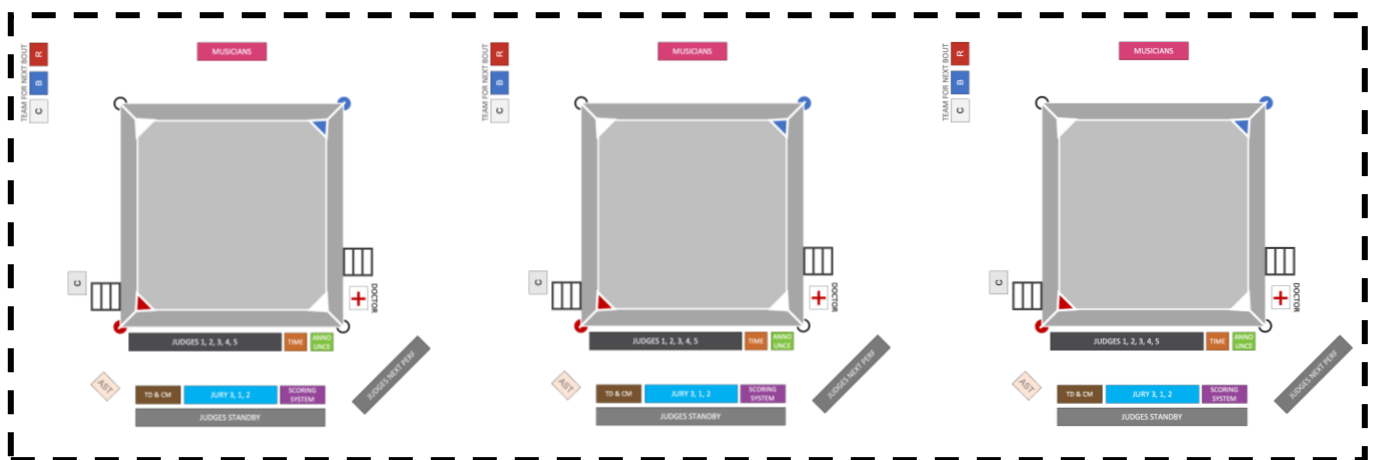


Figure 38 Competition Area Setup – Three Rings

35.2: ADDITIONAL CONTEST AREA Two or more contest areas may be used in championships per Fig. 39. If more than one contest area is used at an event, all contest areas shall utilize the same number of Judges.

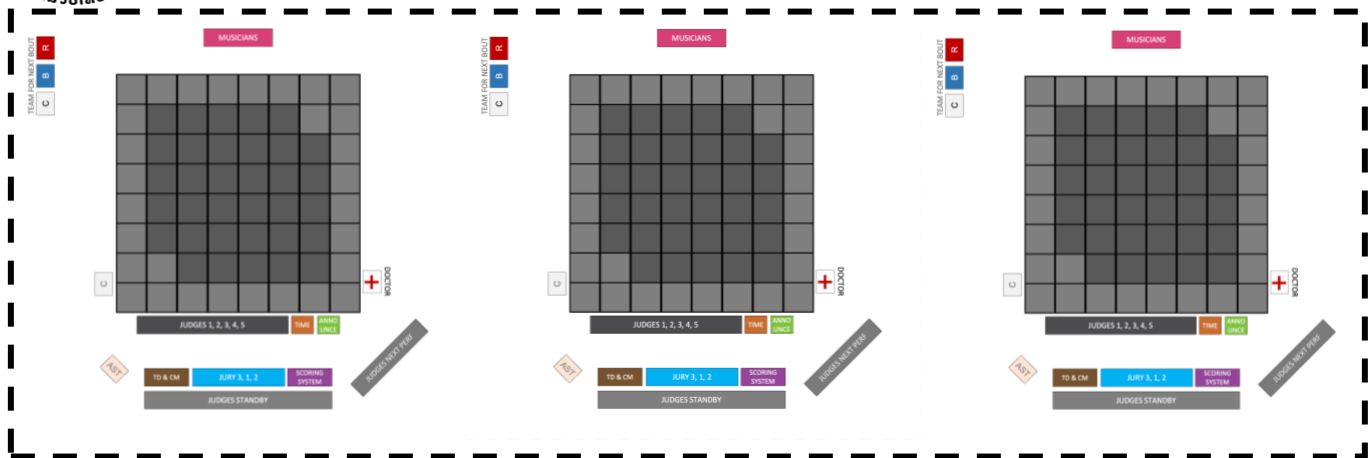


Figure 39 Competition Area Setup – Three Contest Areas

35.3: MEDIA Photographers, videographers, and other media may stand on the floor from the middle of the red / white corners, all the way round to the blue / white corners without impeding the Doctor's access to the ring stairs. The Technical Delegate may provide permission to specific media personnel to stand on the ring apron or contest area. The media should never stand behind the Judges or in front of the Jury at any time during competition.

RULE 36: RING EQUIPMENT

36.1: RING EQUIPMENT The following ring equipment shall be available:

- Two (2) sets of steps – one (1) set at the red corner for use by the contestants, and one (1) set in the neutral corner closest to jury for use by the doctors;
- One (1) seat – one (1) seat for the coach;
- Table and chairs for Officials and competition staff;
 - One (1) table for the panel of the Judges with five (5) chairs;
 - One (1) table for the panel of the Jury with three (3) chairs;
 - One (1) table for the scorekeepers with two (2) chairs;
 - One (1) table for the Timekeeper and Announcer with two (2) chairs;
 - One (1) table for the Doctor and medical staff with two (2) chairs; and
- Gong (with striker) or bell;
- One (preferably two) stop watches;
- IFMA electronic scoring system or score cards;
- One microphone connected to the loudspeaker system and another for back up;
- One stretcher or access to a cot/gurney;
- A barrier at least a 1.5 m from the Officials tables around the ring to the spectators; and
- **Only IFMA approved rings are permitted.**

RULE 37: CONTEST AREA

37.1: SPECIFICATIONS In all competitions, the contest area shall conform to the following requirements (see Fig. 40):

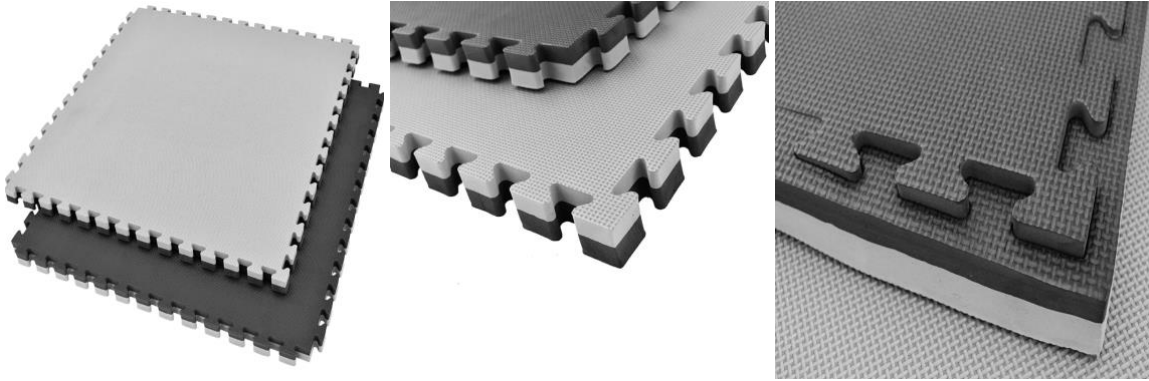


Figure 40 – Contest Area Matting

37.1.1: Material Non-toxic EVA (Ethylene Vinyl Acetate) Foam Interlocking mats.

37.1.2: Size Mats should be 1m² with a thickness between 4-5cm. The contest area minimum size shall be size 8m from straight edge to straight edge. Sixty four (64) pieces of matting will be required to create the contest area for competition.

37.1.3: Layout The mats should be set as 6x6 black or blue mats centred in the Field Of Play, surrounded by 1 grey or red mat around the edge of the black or blue matting, with the straight edge edging attached in the respective colour. There should be four (4) grey or red mats in two opposite corners, with one corner being to the near left of the Jury to represent the athletes area.

37.1.4: Staging Area Where staging is to be used, all staging will require wheelchair access. Please refer to your countries own health & safety regulations regarding this.

RULE 38: ATHLETE EQUIPMENT & DRESS

Athletes should wear the traditional Muay Boran (Blue) uniform as per Fig. 41, in any colour except for black, and be approved by IFMA.

38.1: UNIFORM There are two elements the athlete should consider:

- Costume must consist of a traditional top and short appropriate for athlete gender; and
- Accessories including traditional hand bindings (hand wraps) and sash belt.

38.1.1: Traditional Attire Athletes must not wear provocative uniforms.

38.2: MONGKON & PRAJIAD COLOUR Athletes should wear their respective IFMA Khan level colour, or any mix of colours other than Silver, Silver & Gold, and Gold which shall be worn by the Technical Officials only, unless the athlete has qualified for these IFMA Khan levels.

38.2.1: Traditional Mongkon Athletes must wear a traditional Mongkon, no additional ornaments are permitted.



Figure 41 – Athlete Muay Boran Uniform

RULE 39: MUSIC

The traditional Muay Boran musical instruments (java pipe, small cymbals and two drums) will accompany the ritual. If a live band (Pi Muay) is not available, it is permissible to use Muay Boran music (known as ‘Sarama’ Wai Kru and ‘Keck Jao Sen’ Mai Muay) played from a recording.

39.1: WAI KRU TO MAI MUAY For duo format Mai Muay contests, the transition from Wai Kru music to Mai Muay music will happen only when the Athletes have completed their Wai Kru performance. The Mai Muay music will not stop until the Teams have completed their full performance.

39.1.1: Wai Kru Contest For individual format Wai Kru contests, the music will not stop until the Teams have completed their full performance.

RULE 40: THE DRAW AND BYES

40.1: THE DRAW The draw as per Fig. 42 must take place in the presence of official representatives of the teams concerned and must ensure where practicable that no competitor shall compete twice in the competition before all other competitors have performed at least once. In special situations, the IFMA Executive Committee has the right to depart from this rule.

40.1.1: Contesting System The ranking system format for all competitions and championships will be used:

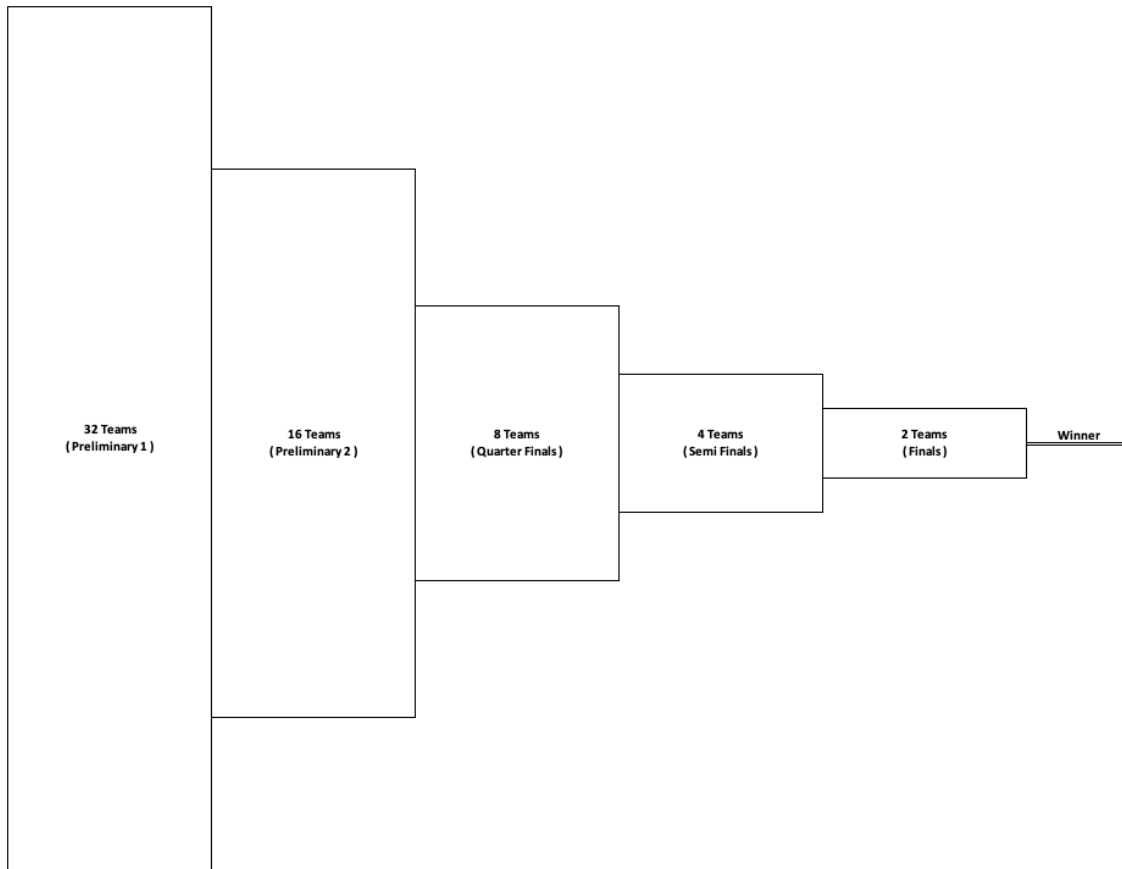


Figure 42 Drawing 'Ranking' System – Preliminary, Quarter, Semi and Finals

Teams	Rounds
4	1-2
5 – 8	1-3
9 – 16	1-4
17 – 32	1-5
33 – 64	1-6
65 – 128	1-7
129 – 256	1-8

- for further team grouping is possible under the system power of two;
- when limitation of competition or championship days, the first round grouping is unlimited;
- the IFMA Executive Committee has the right to amend as necessary;
- there must be no more than 2 teams in the finals; and
- no less than 4 teams in the first round.



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RULE 41: THE SECOND (COACH)

41.1: NUMBER OF SECONDS Each competitor is entitled to a maximum of one (1) Second but may not compete with less than one (1).

41.1.1: Nationality The Second should be of the same nationality as their passport, or resident within the country of the national team presented at accreditation. At the discretion of the Technical Delegate, a Second may assist another nation during a contest.

41.2: CONDUCT The Seconds shall abide by the following rules:

41.2.1: During an Active Round

- The Seconds shall remain seated away from the platform of the ring or contest area. Before a round begins, they shall remove all objects from the ring platform or contest area (e.g. seats, towels, buckets, water bottles, etc).

41.3: ATTIRE Seconds must wear the uniform of the National Association with flat heeled athletic shoes, or the traditional Muay Boran (Red) uniform except for black, and be **approved by IFMA**. Jeans, shorts, hats/caps, leather jackets, vests, open toe footwear, and other inappropriate attire are not permitted.

41.4: COMPULSORY MEETING At each competition the 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 IFMA rules will be followed.

RULE 42: TIMEKEEPER & ANNOUNCER

42.1: DUTIES OF THE TIMEKEEPER Each contest shall have one (1) timekeeper who shall be seated within the competition area. The Timekeeper shall:

- Regulate the duration of the Wai Kru;
- Regulate the duration of the Mai Muay; and
- Take note of the Teams Wai Kru time, and Mai Muay time.

42.2: DUTIES OF THE ANNOUNCER Each contest shall have one (1) announcer and where necessary one (1) translator who shall be seated within the competition area, next to the Timekeeper.

- Prior to the first contest of each day, announce the position, name and country of the Jury officiating the competition to the public;
- Announce the position, name and country of the Judges officiating the contest to the public, prior to the beginning of each group of contests;
- Announce the group class, division, Athlete(s) name, Team country or delegation to the public whenever the Team appears at the ring for contest;
- Announce the beginning and end of each round; and
- Announce the result of the competition and name of the winner.



IFMA WAI KRU & MAI MUAY RULES & REGULATIONS

RULE 43: STARTING A CONTEST

43.1: PRESENTING FOR COMPETITION The Athletes will approach the competition area wearing the following equipment in a state ready to be used:

- Traditional Muay Boran Uniform; and
- Krueng-Wrang.

The Mongkon shall be held by the Athlete's Coach in preparation for the contest.

43.1.1: Entering the Ring Athletes shall enter the ring between the 2nd & 3rd rope, and after having entered the ring will have the Mongkon placed on their head by the Coach before presenting themselves to the Jury and Judges.

43.1.2: Entering the Contest Area Athletes shall enter the contest area from the left side, and after having entered the contest area will have the Mongkon placed on their head by the Coach before presenting themselves to the Jury and Judges.

43.1.3: When to Enter Athletes shall enter the ring or contest area after the previous Athlete(s) or Team's Score has been announced.

43.2: SIGNAL OF STARTING An Athlete will signal the Jury that the Team is ready to start the Wai Kru. The Head of Jury will confirm the Athlete signal, and the performance, music and time will begin.

43.2.1: Wai Kru Finishes for individual contests when the Athlete is standing facing towards the Jury in the centre of the ring or contest area, for duo event it is when the Athletes are standing in their own corners.

43.2.2: Mai Muay Begins when the Athletes pull their Mongkon down from their head and place it around their neck.

43.2.3: Mai Muay Finishes when the Athletes are standing in their own corners.

43.2.4: Present to Jury Athletes must present themselves to the Jury and Judges before leaving the ring or contest area.

RULE 44: TECHNICAL OFFICIALS

44.1: COMPETITION MANAGER (CM) Each cultural competition or championship shall be overseen by a Competition Manager who shall be seated separately from the public, officials and in close proximity to the performance area(s).

44.1.1: Responsibilities The Competition Manager is responsible for all cultural aspects of the officials and field of play within a Competition or Championship and reports directly to the Technical Delegate.

44.1.2: Duties To observe and liaise with all parties of interest within the cultural field of play for the Competition or Championship.

44.2: JURY Each contest shall be presided over by a minimum three (3) Jury members who shall be seated on a platform stage separately from the public and within the competition area.

44.2.1: Head Jury reports to the Chairman of the Jury and / or the Technical Delegate, and is responsible for all aspects of the competition relating to their ring or contest area, in and out of the field of play. The Head Jury must attend the official draw, managers meeting, technical officials meeting.

44.2.2: Administration Jury reports directly to the Head Jury, is considered the 'Head of Results' and is responsible for all administrative tasks relating to their ring or contest area, in and out of the field of play. This includes but is not limited to; inspecting the teams Mai Muay postures list for their performance, verifying the judges scoresheets, contests against the competition schedule, recording in the athlete's book, recording in the technical officials book and result reporting.

44.2.3: Protocol Jury reports directly to the Head Jury, is considered the 'Head of Judges', and is responsible for all protocols relating to their ring or contest area, in and out of the field of play. This includes but is not limited to; observing time allowance, ring and contest area setup according to the technical standards, the correct members/staff are identifiable within the field of play, ensuring seconds are properly dressed before and during the contest, overseeing any situations within the ring such as a Doctor's inspection of an athlete, assigning the judges roster, judges assistance with training, impartiality and medical condition.

44.3: JUDGES Each contest shall be marked by five (5) IFMA Judges who shall be seated separately from the public and immediately adjacent to the ring or contest area. When five (5) Judges are used, all Judges shall be seated on the same side of the ring or contest area at a sufficient distance from the other, facing away from the Jury.

44.3.1: Qualification The ITO Judges must have passed the IFMA Wai Kru & Mai Muay Khan exam. All NTO Judges should have knowledge and understanding of the Art and Science of Muaythai.

44.3.2: Obligation of Attendance Should a National Association submit a Team of Athletes to a contest, competition or championship, they should provide at least one (1) Technical Official per five (5) divisions.

44.4: DRESS Technical Officials are to wear the traditional IFMA Muay Boran uniform in black as per Fig. 43, similar to the Bovytaopolsawat design, with black sandals.



Figure 43 – Technical Officials Muay Boran Uniform

44.4.1: Appearance The IFMA Muay Boran uniform with Gold trim will be worn by all approved Jury members and IFMA ITO Judges, the NTO Judges will wear the IFMA Muay Boran uniform with Silver trim only.

44.4.2: Uniform The ITO and NTO Judges uniform will be made available at international championships, and the Jury uniforms will be bestowed upon them during an official ceremony by the IFMA Cultural & Heritage commission.



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44.4.3: Additions A black or skin tone colour sleeveless shirt can be worn underneath the top of the uniform, and a black or skin tone colour leggings can be worn underneath the bottom of the uniform for comfort.

RULE 45: AWARDING OF POINTS

45.1: SCORING WAI KRU & MAI MUAY The duo format Mai Muay contest has a maximum combined total score of 100 points. The Wai Kru has a maximum total score of 100 points during an individual format Wai Kru contest and a maximum total score of 35 points during a duo format Mai Muay contest.

The following categories will be used to deduct points for minor infringements during Wai Kru contests and the Wai Kru section of duo format Mai Muay contests:

- 45.1.1: Authentic** Correct postures used;
- 45.1.2: Completed Postures** Full identity performed;
- 45.1.3: Rhythmic** Performed in good rhythm;
- 45.1.4: Fluidity** Postures flow uninterrupted and smoothly;
- 45.1.5: Personality** Artistically correct; and
- 45.1.6: Costume** Remains in place throughout, and is IFMA approved.

45.2: WAI KRU STARTING POSTURES All Athletes must perform all Six (6) of the Wai Kru Starting Postures. The Starting Postures have a maximum total score of 20 points (individual), or 5 points (duo).

45.2.1: Starting Postures: 1. Thep Pa Nom, 2. Kom Krab, 3. Kob Pra Mae Thoranee, 4. Tha Wai Bangkom, 5. Pathom and 6. Prom.

45.3: 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).

45.3.1: Prom Nang (sitting) Postures: 1. Lab Hok Mokkasak (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.

45.4: 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).

45.4.1: Prom Yuen (standing) Postures: 1. Yoong Ram Paen, 2. Na Rai Kwang Jak, 3. Chang Choo Nguang, 4. Pra Ram Plaeong Sorn, 5. Kum Pa Kan Pong Hok, 6. Kun Paen Fun Mahn and 7. Hong Hoen.

45.5: FINISHING (MOVEMENT) POSTURES Athletes must perform all five (5) Finishing movements. The Finishing has a maximum total score of 20 points (individual), or 5 points (duo).

45.5.1: Finishing (movement) Postures: 1. Yang Sam Khum, 2. Payak Dom Kwang, 3. Kwang Liaw Lang, 4. Tad Mai Kom Nam and 5. Yang Suk Ka Sem.

45.6: JOIN (CONNECTION) POSTURES Athletes can perform the Joining Postures (9). The Join (connection) Postures have a maximum total score of 20 points (individual), or 5 points (duo).

45.6.1: 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.



IFMA WAI KRU & MAI MUAY RULES & REGULATIONS

45.7: MAI MUAY AWARDING POINTS The Mai Muay has a maximum total score of 65 points. The Teams must forward their performances on the Jury Posture List form, to the Administration Jury no less than sixty (60) minutes before the start of the competition for inspection. All Muaythai Skill postures must be taken from the IFMA Khan syllabus and contain a blend of 'Basic Skill', 'Art of Muay' and 'High Level' posture groups.

The following are guidelines for awarding points:

45.7.1: Performance Realism A maximum total score of 30 points;

45.7.2: Athlete Fitness A maximum total score of 25 points; and

45.7.3: Other A maximum total score of 10 points.

The following categories will be used to deduct points for minor infringements during Mai Muay contests:

45.7.4: Timing Not too fast, not too slow;

45.7.5: Target Correct target used for technique;

45.7.6: Realistic Techniques used realistically;

45.7.7: Balance Correct balance through-out;

45.7.8: Continuity Fluid and does not pause;

45.7.9: Conditioning Athlete looks strong at the end;

45.7.10: Costume Remains in place throughout, and is IFMA approved;

45.7.11: Spatial Awareness Full use within the competition area; and

45.7.12: Posture List All postures on submitted Jury list completed.

45.8: MUAYTHAI SKILL POSTURES All Athletes must perform the Muaythai skill postures from the IFMA Khan syllabus;

45.8.1: Basic Skill Posture Groups Athletes must perform the techniques from each of the three (3) Basic Skill Posture Groups: 1. Stance/Moving, 2. Weapons; Punch, Elbow, Knee, Push Kick, Kick and 3. Defence.

45.8.2: Art of Muay Posture Groups Athletes must perform at least ten (10) technique from the two (2) Art of Muay Posture Groups: 1. Muaythai Tactic; Punch, Elbow, Knee, Push Kick, Kick and 2. Muaythai Strategy; Punch, Elbow, Knee, Push Kick, Kick.

45.8.3: High Level Posture Group Athletes under 18 years of age must perform three (3), and athletes 18 years and older must perform a minimum of five (5) of the nine (9) High-Level Postures: 1. Hiran Muan Paendin, 2. Jorake Fad Hang, 3. Kwang Liew Lang, 4. Kacha Tokman, 5. Hanuman Tayan, 6. Hanuman Yieb Longo, 7. Narai Kan Samut, 8. Rue Sri Bod Ya and 9. Rue Sri Hern.

45.9: ONE HUNDRED SCORING SYSTEM Each round shall be scored individually, in which at least one Athlete or Team can be awarded a maximum of 100 points. No fraction of points may be given by the Judges.

45.9.1: Final Team Score For the final team score;

- the Judges individual total scores will be divided by ten (10),
- the highest and lowest scores will be removed,
- all three (3) remaining Judges scores will be added together to give a total team score,
- the total team score will then be divided by three (3) to give the round / final team score.



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The round / final team score will be shown to two (2) decimal places e.g. 9.064 and 9.063 etc becomes 9.06, whilst 9.065 and 9.066 etc becomes 9.07.

45.9.2: Jury It is the duty of the Jury to confirm the final scores and scoring papers of all the Judges, before confirming the official final results.

45.9.3: 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.

45.9.4: 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.

45.9.5: Walk Over Athlete(s) or Teams failing to appear at the competition area, after their name or country 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).

45.10: DURING THE ROUND Athletes and Teams must abide by the following principals;

45.10.1: Red and Blue Corner The Athlete in the Red Corner will perform the Prom Nang (sitting) postures and the Athlete in the Blue Corner will perform the Prom Yuen (standing) postures.

45.10.3: Prom Nang/Yuen Four Directions The Athlete must perform the sequences facing all four (4) sides of the competition area.

45.10.4: Mai Muay The Athletes must perform the Mai Muay immediately after the end of the Wai Kru.

45.10.5: Out of Ring The Athletes will be given a maximum of two (2) minutes to continue their performance should they fall out of the ring.

45.10.6: 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.

45.10.7: Retirement Where an Athlete(s) or Team walks out from the contest area and does not return within ten (10) seconds, the Jury shall declare the Athlete or Team lose by "Retirement" (RET).

RULE 46: DECISIONS

46.1: 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.

46.1.1: Standings The Team with the highest score will be awarded first place, and the Team with the lowest score will be awarded last place. All other Teams will be ranked between first and last place dependent on their final score.

RULE 47: FOULS

47.1: 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.

47.1.1: Disqualifications For major/blatant infractions of the rules the Jury may opt to immediately disqualify an Athlete or Team.



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47.2: TYPES OF FOULS If the Athlete intentionally commits the following fouls:

- 47.2.1: **Impolite Posture** towards an opponent;
- 47.2.2: **Impolite Motion** towards an opponent;
- 47.2.3: **Impolite Attitude** towards an opponent;
- 47.2.4: **Improper use of Performance Area** by being outside; and
- 47.2.5: **Improper use of Ring** ropes and corner padding use is forbidden.

RULE 48: TOURNAMENT AWARDS

48.1: PRIZES In international competition, cups or prizes of honour may be presented. **No medal shall be awarded to an Athlete who has not competed at least once.**

48.1.1: **Muaythai, Wai Kru and Mai Muay Medal Awards** First place athletes will receive a Gold medal, Second place will receive a Silver medal, and joint Third place will receive a Bronze medal each.

48.2: TEAM STANDINGS The team standings shall be determined in the following manner

- 1 mark - The winner of each contest in the preliminary rounds or quarter finals contest;
- 2 marks - The winner of each contest in the semi-finals contest; and
- 3 marks - The winner of the final contest.

The marks shall be awarded for contests that are won by Walk-Over as an Athlete **MUST** progress through the tournament bracket to proceed to the next contest.

In the case of 2 or more teams obtaining an equal number of marks, the placing shall depend on:

- 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 49: COMPLIANCE WITH THE RULES

49.1: **UNIFORMITY** These IFMA Rules & Regulations apply to all IFMA's competitions, and all IFMA Continental and National Associations must follow and respect these competition rules. No National Association may develop its own Competition Rules & Regulations that are contradictory to these rules. However National Associations may, for National competitions, alter these rules to reflect National laws or regulations as long as the alteration does not diminish the rules, especially with regards to medical and safety requirements.

THESE RULES SHALL RESCIND ALL PREVIOUS RULES OF IFMA



IFMA WAI KRU & MAI MUAY RULES & REGULATIONS

WAI KRU JUDGE SCORE CARD AND JURY DECISION SHEET

INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

JUDGE SCORE JUDGE No.
(Wai Kru - Individual Format) PERFORM No.
RING / CONTEST

Division _____ M [] - F [] TEAM _____
--- WAI KRU SCORE --- Class A / B / C ---

CONTENT	FULL SCORE
1 STARTING POSTURES (all 6) Thep Pa Nom / Kom Krab / Kob Pramae Thoranee / Tha Wai Banglam / Pathom / Prom	20
2 PROM NANG - Sitting (pick 4) 1. Lab Hok Mokkasak (Kumpakan Lab Hok) 2. Mekkala Loah Kaw 3. Song Mek (Tai Mek) 4. Mae Pra Toranee Beeb Muay Phom 5. Sue Lak Hang 6. Praya Krut Yut Naka 7. Sao Noi Pra Paeng	20
3 PROM YUEN - Standing (pick 4) 1. Hoong Ram Paen 2. Nai Rai Kwang Jak 3. Chang Choo Ngung 4. Pra Rama Plaeng Som 5. Kum Pa Kan Pong Hok 6. Kun Paen Fun Mahn 7. Hong Hoon	20
4 FINISHING - Movement (all 5) 1. Yang Sam Khum 2. Pa Yak Dom Kwang 3. Kwang Liao Lang 4. Tad Mai Kom Nam 5. Yang Suk Ka Sem	20
5 JOIN - Connection (optional) 1. Sod Soi Mala 2. Khuang Mad 3. Muay Muay 4. Chang Yaek Plok 5. Klub Hua Sanam 6. Klum Choeng Kru 7. Doo Dussakorn 8. Fon Long Choeng 9. Kinaree Liab Thom	20

Judge Name _____ Country _____ Date _____ Signature _____ TEAM TOTAL _____

INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

JURY DECISION PERFORM No.
(Wai Kru - Individual Format) RING / CONTEST

Division _____ M [] - F [] TEAM _____
--- WAI KRU SCORE ---

J1	J2	J3	J4	J5

TIME DEDUCTION By Jury -5 / Initial _____
TEAM TOTAL = / 3

Jury Name _____ Country _____ Date _____ Jury Signature _____

MAI MUAY JUDGE SCORE CARD, JURY POSTURE LIST AND JURY DECISION SHEET

INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

JUDGE SCORE JUDGE No.
(Mai Muay - Duo Format) PERFORM No.
RING / CONTEST

Division _____ M [] - F [] TEAM _____
--- WAI KRU SCORE --- Class A / B / C ---

CONTENT	FULL SCORE	DEDUCTIONS
1 STARTING POSTURES (all 6) Thep Pa Nom / Kom Krab / Kob Pramae Thoranee / Tha Wai Banglam / Pathom / Prom	5	
2 PROM NANG - Sitting (pick 4) 1. Lab Hok Mokkasak (Kumpakan Lab Hok) 2. Mekkala Loah Kaw 3. Song Mek (Tai Mek) 4. Mae Pra Toranee Beeb Muay Phom 5. Sue Lak Hang 6. Praya Krut Yut Naka 7. Sao Noi Pra Paeng	10	
3 PROM YUEN - Standing (pick 4) 1. Yoong Ram Paen 2. Nai Rai Kwang Jak 3. Chang Choo Ngung 4. Pra Rama Plaeng Som 5. Kum Pa Kan Pong Hok 6. Kun Paen Fun Mahn 7. Hong Hoon	10	
4 FINISHING - Movement (all 5) 1. Yang Sam Khum 2. Pa Yak Dom Kwang 3. Kwang Liao Lang 4. Tad Mai Kom Nam 5. Yang Suk Ka Sem	5	
5 JOIN - Connection (optional) 1. Sod Soi Mala 2. Khuang Mad 3. Muay Muay 4. Chang Yaek Plok 5. Klub Hua Sanam 6. Klum Choeng Kru 7. Doo Dussakorn 8. Fon Long Choeng 9. Kinaree Liab Thom	5	
TOTAL SCORE	35	

--- MAI MUAY SCORE ---

CONTENT	FULL SCORE	DEDUCTIONS
1 PERFORMANCE REALISM (Timing - Target - Realistic (controlled power, not dramatic or over action))	30	
2 ATHLETE FITNESS (Balance - Continuity - Conditioning)	25	
3 OTHER (Creative - Special Appearance - Personal Life)	10	
TOTAL SCORE	65	

MAXIMUM TOTAL SCORE FOR COMBINED WAI KRU & MAI MUAY IS 100

Judge Name _____ Country _____ Date _____ Signature _____ TEAM TOTAL _____

INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

JURY POSTURE LIST PERFORM No.
(Mai Muay - Duo Format) RING / CONTEST

Division _____ M [] - F [] TEAM _____
--- WAI KRU POSTURES ---

POSTURES	RED CORNER ATHLETE	BLUE CORNER ATHLETE
PROM NANG (sitting)	1. 2. 3. 4.	1. 2. 3. 4.
PROM YUEN (standing)	1. 2. 3. 4.	1. 2. 3. 4.

--- MAI MUAY POSTURES ---

POSTURES	RED CORNER ATHLETE	BLUE CORNER ATHLETE
BASIC SKILL Up to your discretion	1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	1. 2. 3. 4. 5. 6. 7. 8. 9. 10.
ART OF MUAY (Chereng Muay)	1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	1. 2. 3. 4. 5. 6. 7. 8. 9. 10.
HIGH LEVEL (jump, turning)	1. 2. 3. 4. 5.	1. 2. 3. 4. 5.

Jury Name _____ Country _____ Time Received _____ Date _____ Jury Signature _____

INTERNATIONAL FEDERATION OF MUAYTHAI ASSOCIATIONS

JURY DECISION PERFORM No.
(Mai Muay - Duo Format) RING / CONTEST

Division _____ M [] - F [] TEAM _____
--- WAI KRU & MAI MUAY SCORE ---

J1	J2	J3	J4	J5

TIME DEDUCTION By Jury -5 / Initial _____
TEAM TOTAL = / 3

Jury Name _____ Country _____ Date _____ Jury Signature _____



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