

Mun. Ord. No. 06-95 Cont'd.

SECTION 13. FEE FOR THE HOLDING OF A COCKFIGHT UNDER SPECIAL COCKFIGHTING PERMIT (SCP).- For the issuance of the SPECIAL COCKFIGHTING PERMIT (SCP), there shall be collected from the permittee the amount of FOUR HUNDRED (#400.00) PESOS, which is good for the duration of the cockfights allowed in section 9 hereof, which amount shall accrue solely to the general fund of the barangay where such cockfight is held. The Special Cockfighting Permit fee shall be paid to the Municipal Treasurer upon the issuance of such permit, who shall remit the same to the Barangay Treasurer concerned within ten (10) days from receipt thereof, without the need of any further action.

No more Mayor's Permit fee shall be collected.

SECTION 14. Fees on cockfighting officials.- The herein below named cockfighting-officials, shall not act as such in any cockpits or in any cockfights with SPECIAL COCKFIGHTING PERMIT (SCP), without first securing a license, renewable every January, from the Municipal Mayor, and upon payment to the Municipal Treasurer, of the annual fees, to wit:

- a) Pit Manager ..... 300.00
- b) Promoter ..... 300.00
- c) Match Maker ..... 150.00
- d) Bet Manager (Monton)..... 50.00
- e) referee (sentenciador)..... 100.00
- f) Gaffer ..... 100.00
- g) Soltadore ..... 100.00
- h) Bet Taker ..... 50.00

No license shall be issued to any cockfighting officials mentioned above, unless he is at least 21 years old, of good moral character, of unquestioned integrity, and shall be well versed in the rules, customs and usages of the game.

SECTION 15. All persons maintaining, operating or conducting any cockpit, any person directly or indirectly participating in the cockfights shall abide by, and obey the following rules and regulations of cockfighting as herein below enumerated, to wit:

- Rule 1. It is prohibited for any person to accept any bet without the corresponding money at his disposal to respond to the bet in case he loses. No checks will be accepted in bets or payment of bets.
- Rule 2. No person shall talk to, interfere with, or in any way obstruct the acts of the starters while releasing their respective cocks; neither shall any person talk to, interfere with, or in any way hamper, the referee while a cockfight is in progress, especially when the referee is in the act of rendering his decision on any match.

Rule 3. Any violation of the provisions of the two preceding rules shall give the management of the cockpit the right to eject the person or persons responsible therefore, and in addition to file such criminal action the management may see fit.

Rule 4. There shall be a referee (sentenciador) appointed by the management of the cockpit, who shall have the following duties, to wit:

- a) To direct and supervise the fight of game cocks in the ring, and enforce all the rules on cockfight as herein prescribed.
- b) To see to it, before the cocks are ordered released to fight, that their gaffs are genuine, placed in the correct position, and in right angle, and properly stringed;
- c) To see to it that the contending cocks are in good physical condition - holding the cocks one after another at a reasonable height from the ground and releasing cocks has been fixed (tippe), poisoned, injured, wounded or is unable to continue in a fight due to any physical defects internationally inflicted upon it. In case any of the cocks suffers from any of these defects, the match shall be nullified;
- d) To keep the two cocks in constant fight until one is outfought in the encounter or the two cocks are dead or refuse to fight any longer; and,
- e) The referee has the authority to declare a draw to a match when in his opinion the match is fixed.
- f) To decide each fight immediately and publicly and his decision is FINAL.

Rule 5. There shall be an assistant referee possessing the same qualifications as the referee who shall act in the absence or sickness of the referee, or discharge such duties as may be assigned to him by the referee.

Rule 6. In case the referee needs assistance in carrying out any of the rules herein prescribed, as in the act of performing the confrontation, and in the removal of the cocks to the center of the ring, he shall ask the assistant referee to render to him the necessary aid.

Rule 7. The contending sides may, in a particular match, agree to appoint a third party to act as referee who shall, however, be subject to all the rules herein prescribed.

Rule 8. The referee and assistant referee, including members of their immediate families, are absolutely prohibited to have game cocks of their own in the cockpit where they are the referee and assistant referee; neither, shall both be allowed to place a bet or side bet during matches (soltadas). Any violation of this rule shall disqualify permanently the referee or the assistant referee, as the case maybe, from acting as such in cockpit.

Rule 9. There shall be two starters (soltadores) in each fight whose duties shall be to release the contending cocks, and to go to their respective places opposite each other, after the two contending cocks have met and in actual fight. They shall not leave these places, except when their persons are endangered by the fighting cocks, remaining, however, always apart.

The management shall provide places, where the starters shall be located after releasing their respective cocks, which places shall be adjacent to the ring with free access thereto.

Rule 10. The starters shall not take back their respective cocks after releasing them to fight, except when so ordered by the referee or when their respective cocks peck on the ground or are out of position.

Rule 11. The starters shall not interfere with the referee by either preventing the latter from taking the two cocks to perform the necessary confrontation (careo) or from rendering this rule shall lose the matched money delivered by him or by the owner of the cock released by him to the bet fixer; Provided, however, that the bettings of the general public shall be decided in accordance with the result of the fight. The said starter shall furthermore be disqualified permanently from releasing any cock in the ring of any cockpit.

Rule 12. There shall be a bet fixer (casador) appointed by the management of the cockpit, whose duty shall be to take possession of the matched money from the starters or owners of the two contending cocks before the fight, delivering the money to the corresponding winners after the fight, and after deducting the participation to which the management and the owners agree when the fight is declared a draw.

Rule 13. The bet fixer shall place the matched money before each fight on a table located within the premises of any cockpit and shall advise the referee before the latter orders the release of the game cocks, that all arrangements with respect to betting have been completed.

- Rule 14. Persons waging a bet may, at their option, change their bet or withdraw their matched money before any fight begins; but once the fight has started, no such change or withdrawal shall be permitted. Any discrepancy or shortage in the amount of bets delivered to the bet fixer shall be paid by the management.
- Rule 15. The management of cockpits has the right and power to oust with the assistance of peace officers to bar any person who is causing nuisance or disturbance in the cockpit premises during cockfights.
- Rule 16. The ring of any cockpit shall be at least seven (7) meters wide, which shall be maintained clean at all times.
- Rule 17. Two lines parallel with each other shall be drawn in the middle of the ring with a distance of forty (40) centimeters between them.
- Rule 18. The game cocks shall each have a gaff of such form and length, and placed in such manner as may be agreed upon between the opposing sides. The gaffs shall be smooth, clean, pointed at the end and sharpened at one side. During the fight the position of such gaffs shall not be changed nor the said gaff touched even if it breaks or drops down or is loosened from the leg.
- Rule 19. The referee may, however, interfere in any match for the purpose of allowing the contending cocks to continue the fight:
  - a) When the gaffs of both cocks are entangled with one another thereby preventing the continuance of the fight;
  - b) When the gaff of any fighting cock gets entangled with the railing of the ring, or of any object, and its adversary does not take the initiative to attack.
  - c) When the gaff is embecked in any of the cocks, the same may be removed when the cocks have stopped pecking or shuffling.
- Rule 20. Only four (4) persons shall remain in the ring when the two contending cocks are released to fight, the referee, the two starters, and other employees, not exceeding four, provided that if it is necessary to maintain peace and order, any peace officer may enter or stay in the said premises.

• Rule 21. After arrangements have been made with regard to bets waged on each fighting cock, and after having complied with the requirements of the preceding rule, the starters, upon the direction of the referee, shall cause their respective cocks to peck on each other, remove the sweats of the gaffs, and worthwhile release the contending cocks.

Rule 22. Any match shall be deemed terminated -

- a) When one or both cocks are killed in a fight; and,
- b) when any one of them flees or runs away as a sign of giving-up the fight.

The referee shall render his decision by raising the winning cock in his hand, and delivering the same to the corresponding starter.

Rule 23. If in an encounter a cock flees or runs away but does not quackle or give signs that it gives-up the fight, it should be left undisturbed until it quackles and shows signs that it refuses to fight any longer.

Rule 24. The match shall be deemed terminated and considered a draw whenever any of the game cocks, at the start, without being attacked by its adversary, flees or runs away, and refuses to fight.

Rule 25. In no case shall a cockfight be allowed to last more than ten (10) minutes from the start of the fight. After ten (10) minutes, the referee shall declare the said match a DRAW (tabla). However, the referee must count ten (10) seconds from the termination of the ten (10) minutes from the start of the fight. The count must be made public. For this purpose, the management shall provide a time piece situated at a conspicuous place for the general public to see.

Rule 26. Confrontation shall be effected by the referee in the following cases:

- a) When neither of the contending cocks does not initiate a fight or pursue its adversary;
- b) When the cock that pursues its adversary in the ring stops in its pursuit or departs from its course and fight is not resumed when seen by its adversary;
- c) When the cocks are seriously wounded after an encounter and cannot attack each other;
- d) When one of the cocks or both of them appear to be dead;

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