



AUSTRALIAN KENDO RENMEI

Kendo – Iaido - Jodo

Australian Kendo Renmei Australian Kendo Championships Competition Rules

By the AKR Kendo Board

Technical Assistance: All Japan Kendo Federation (AJKF)
International Kendo Federation (FIK)

COMPETITION RULES

1 INCLUSION CRITERIA

- 1.1. Only life members and affiliate members whose membership fee and the relevant art fees have been received by the affiliate at the time of registration are eligible to participate in the AKR National Competitions.
- 1.2. New members will need to have a valid AKR number at the time of registration.
- 1.3. All *shiai-shas* (competitors) must be an Australian Citizen or a Permanent Resident of Australia.

2 REGISTRATION OF SHIAI-SHAS

- 2.1. Each State and Territory Organisation must lodge a list of registered *shiai-shas* for the individual championships with the host organization by the prescribed closing date.
- 2.2. Late registrations will not be accepted.
- 2.3. Registered *shiai-shas* may participate in both individual and team championships, under the conditions described in the rules for each division.
- 2.4. Registration criteria of age, grade and any other relevant factors are determined **as at the date of the relevant championship**. For example, *shiai-shas* registered for *kyu* grade events must be of *kyu* grade at the time of the *kyu* grade championship.

3 CHAMPIONSHIP TITLES AND AWARDS

3.1. Individual Championships

- 3.1.1. The following individual championships are to be contested:
 - 3.1.1.1. Individual *Kyu* Grade Men's Championship.
 - 3.1.1.2. Individual *Kyu* Grade Women's Championship.
 - 3.1.1.3. Individual *Dan* Grade Men's Championship.
 - 3.1.1.4. Individual *Dan* Grade Women's Championship.
 - 3.1.1.5. Veteran's Individual Championship.
 - 3.1.1.5.1. Eligible *shiai-shas* must be 45 years of age or over and hold a dan grade on the date of the championship.
- 3.1.2. Each registered *shiai-sha* may compete in only one individual championship.

3.2. Teams Championships

- 3.2.1. The following team championships are to be contested:
 - 3.2.1.1. Teams *Kyu* Grade Men's Championship.
 - 3.2.1.2. Teams *Kyu* Grade Women's Championship.
 - 3.2.1.3. Teams *Dan* Grade Men's Championship.
 - 3.2.1.4. Teams Open Grade Women's Championship.
 - 3.2.1.5. Teams *Kata* Championship.

3.3. Fighting Spirit Awards

- 3.3.1. The *shinpan-in* shall select the *shiai-sha* who demonstrate Fighting Spirit by secret ballot.

4 GENERAL RULES

4.1. General Refereeing Rules

- 4.1.1. **FIK Rules and Regulations:** All *shiais* (matches) will be conducted in accordance with *The Regulations of Kendo Shiai and Shinpan and the Subsidiary Rules of Kendo Shai and Shinpan* published by The International Kendo Federation (FIK) on 2 September 2017. All amendment made hereafter to the regulations shall be included.
- 4.1.2. All *shiais* will be *sanbon shobu* (three-point match) based unless otherwise specified.
- 4.1.3. A *shiai-sha* who does not show up to a *shiai-jo* within 3 minutes from when *kakari-in* (*shiai-jo* officials) announce the *shiai-sha* name is regarded as default.
- 4.1.4. *Shinpan-in* (referees) must determine whether to continue a match within 3 minutes from the time when the *Shushin* (chief referee) declares “*yame*” (suspension).

4.2. Competition Draws and Referees

- 4.2.1. The Kendo Board is responsible for the allocation of the draw for each championship and allocation of *shinpan-in* to each event.

4.3. Timing and Location of Events

- 4.3.1. The Kendo Board reserves the right to adjust the commencement, *shiai-jo* (match *shiai-jo*) and duration of matches of an event to manage general safety and the duration of events.

4.4. *Shomen-no-rei*

- 4.4.1. *Shomen-no-rei* (bow to the front) will be conducted at the beginning and end of each day. Only *shiai-shas* and *shinpan-in* are required to conduct a *rei* (bow) to the front.

4.5. Restriction on Techniques

- 4.5.1. The use of *tsuki* (thrust to the throat) techniques, *jodan-no-kamae* (posture where the *shinai* is held above the head), or *nito* (kendo which uses two swords) is not permitted in **Kyu Individual, Kyu and Open Team events**. The use of prohibited techniques, if found during a match, may result in a *hansoku* or the disqualification of the offending player.

4.6. COVID-19 Safety Considerations

- 4.6.1. This event will be conducted in accordance with NSW COVID-19 guidelines.
- 4.6.2. All attendees, *shiai-sha*, *shinpan-in* and *kakari-in* (volunteers and officials) should get tested if they have symptoms consistent with COVID-19 and refrain from attending if a positive test is returned.
- 4.6.3. The use of facemasks by *shiai-sha*, *shinpan-in* and *kakari-in* is optional.
- 4.6.4. The use of face shields (full or partial) by *shiai-sha* is optional.

4.7. COVID Modified *Tsubazeriai* Rules for *Shiai-sha*

The following rules will apply during *shiai* (match).

- 4.7.1. *Shiai-sha* must avoid *tsubazeriai* (when the distance between two opponents is at its closest and the sword guards come in to contact).
- 4.7.2. When *tsubazeriai* cannot be avoided and there is contact, *shiai-sha* must either:
 - 4.7.2.1. Proactively execute *hikiwaza* (striking technique executed when retreating from *tsubazeriai*), or *waza* (technique) after *taiatari* (colliding with the opponent), as soon as they come in contact with each other, or,
 - 4.7.2.2. If no *waza* can be executed, both *shiai-sha* should swiftly separate themselves from each other.
- 4.7.3. *Shiai-sha* must attempt to separate themselves without waiting for the *shushin* to call “*wakare*” (separate). If this does not happen and *tsubazeriai* or other contact continues, *shushin* must call “*wakare*” immediately. *Shinpan-in* should observe the situation carefully and refrain from calling “*wakare*” if the *shiai-sha* have started to separate by themselves.
- 4.7.4. When mutually separating, whether of their own accord or as a result of “*wakare*” being called by the *shushin*, *shiai-sha*:
 - 4.7.4.1. must move to a distance where their *kensen* (tip of the sword) do not touch. *Shiai-sha* must do so together, in equal spirit, and with the *shinogi* (ridge on the side of a sword’s blade) in contact. *Shiai-sha* must not open or lower their *kensen*. *Shiai-sha* should not make gestures such as bowing when separating.

- 4.7.4.2. must **not** start to separate, then stop, and then press forwards to force their opponent to retreat backwards.
- 4.7.4.3. must **not** attempt *waza* separating. If a *waza* is executed, that *waza* must not be considered *yuko-datotsu* (valid strike).
- 4.7.4.4. must **not** strike, *maki* (twist), or *gyaku-kousa* (press their opponent's shinai down using the right face of their shinai) their opponent's shinai whilst separating.
- 4.7.4.5. must **not** push their opponent backwards before separating.
- 4.7.4.6. must **not** chase their opponent in *tsubazeriai* when their opponent starts to separate.
- 4.7.4.7. must **not** approach their opponent in a defensive posture (i.e. to avoid fighting).
- 4.7.4.8. In each situation above (b - g), *shinpan-in* must call "yame" and decide in *gogi* (referee conference during a match) whether to award *hansoku* (foul) based on each cause and circumstance.
- 4.7.5. When separating if one of the *shiai-sha* is close to the shiai-jo boundary line, the *shushin* must adjust the *shiai-sha* positions to prevent this *shiai-sha* from stepping out of the shiai-jo. The other *shiai-sha* may need to take additional steps backward if required. Both *shiai-sha* are expected to mutually adjust their positions. If one of the *shiai-sha* cannot avoid stepping out of the shiai-jo, the *shushin* must call "yame" and bring the *shiai-sha* back to the *kaishi-sen* (starting line).

5 INDIVIDUAL COMPETITIONS

5.1. Competition Rules

- 5.1.1. Preliminary rounds will be conducted using a pool system with the *san bon shobu* rule.
- 5.1.2. In general, each pool will comprise 3 *shiai-shas*. However, 4 *shiai-shas* may constitute a pool in some cases due to the number of *shiai-shas* registered.
- 5.1.3. In pools of 3 the order of *shiais* is as follows: A><B, B><C, C><A.
- 5.1.4. In pools of 4 the order of *shiais* is as follows: A><B, B><C, C><D, D><A.
- 5.1.5. If a *shiai-sha* in a pool of 4 fails to register on the morning of an event the pool of 4 will be changed to a pool of 3.
- 5.1.6. There will be no *encho* (time extension) in preliminary rounds.
- 5.1.7. The winner of a pool will be determined by number of wins (draws are not counted).
 - 5.1.7.1. If two or more *shiai-shas* equal on wins, the winner will be determined by the number of points scored (points conceded are not counted).
 - 5.1.7.2. If two *shiai-shas* are still equal, a sudden death play-off by an *ippon shobu* (one-point *shiai*) will be conducted with no time limit to determine the winner.
 - 5.1.7.3. If all *shiai-shas* in the pool are equal on wins and points scored, the pool is repeated in full (*san bon shobu*).
- 5.1.8. *Shiais* after preliminary rounds will progress on a knock-out basis.
 - 5.1.8.1. In the case of a draw, *encho* is applied to these *shiais* with no time limit.

5.2. Individual Match Durations

- 5.2.1. All pool matches will be 4 minutes in duration, followed by knock-out rounds of the following durations:
 - 5.2.1.1. Individual Kyu Grade Men's match duration is 4 minutes.
 - 5.2.1.2. Individual Kyu Grade Women's match duration is 4 minutes.
 - 5.2.1.3. Individual Dan Grade Men's match duration is 5 minutes.
 - 5.2.1.4. Individual Dan Grade Women's match duration is 5 minutes.
 - 5.2.1.5. Veteran's Individual match duration is 4 minutes.

6 TEAM COMPETITIONS

6.1. Competition Rules

- 6.1.1. Preliminary rounds will be conducted using a pool system.
- 6.1.2. In general, two pools (Pool A and Pool B) are set up.
- 6.1.3. Pools will comprise 3 teams, but may comprise 4 teams in some cases, depending on the number of teams in the event.
- 6.1.4. In pools of 3 teams the order of *shiais* will be as follows: A><B, B><C and C><A.
- 6.1.5. In pools of 4 teams the order of *shiais* will be as follows: A><B, B><C, C><D and D><A.

- 6.1.6. Team orders for pool matches must be submitted by the team manager to the *shinpan-shunin* (shiai-jo referee) of a relevant shiai-jo prior to the commencement of the pool and within 10 minutes of order submission final announcement made by *shiai-jo shinpan -shunin*.
- 6.1.6.1. The team order list should include any reserve players.
- 6.1.6.2. Team orders for pool matches can be different, however each order list must be submitted at the same time prior to the commencement of the pool. Once submitted team members must compete in that order.
- 6.1.6.3. Team managers must also submit team order lists for subsequent (knock-out) matches to *the shinpan-shunin* of the relevant shiai-jo immediately after the last match. Even if there is no change to the order from the previous match, an order list must be submitted for each match.
- 6.1.7. In case where the competitor's order is different from the one described in the submitted order:
- 6.1.7.1. If it is noticed before a *shushin* declares "*Hajime*" (start), the team order can be corrected in accordance with the submitted order. No penalty applies.
- 6.1.7.2. If it is found after the declaration of "*Hajime*" by the *shushin*, *shinpan-in* of the shiai-jo must stop the *shiai* immediately. The *shiai-sha* whose order is incorrect, and any other *shiai-sha(s)* of the same team whose orders are also incorrect will lose their respective *shiais*. Their opponents will be awarded 2 points per *shiai*, respectively. All points scored by the violating members of the team prior to the finding shall be forfeited.
- 6.1.7.3. If it is found, before *shuryo no rei* (mutual bowing exchanged at the conclusion of the shiai), that members from either teams were in violation of the order submitted, all *shiai-shas* whose orders were incorrect will lose their *shiai* and each opponent will be awarded 2 points per *shiai*, respectively. All points scored by the violating members of either team prior to the finding shall be forfeited.
- 6.1.7.4. If either team are found in violation of the order submitted after the *shuryo no rei*, the *shiai* outcome must not be changed.
- 6.1.8. A *kiken* (default) will be regarded as a loss with the opponent awarded 2 points.
- 6.1.9. There will be no *encho* in team championships.
- 6.1.10. The winning team will be determined by the number of wins.
- 6.1.10.1. If the number of wins is equal, then the winning team will be determined by the number of points scored (points conceded are not counted).
- 6.1.10.2. If the number of wins and the number of points are equal, there will be a *daihyosha-sen* with a representative from each team contesting an *ippon-shobu* with no time limit. *Shiai-shas* for the *ippon-shobu* play off must be selected from registered team members listed in submitted team orders that played in that team match. The *Kantoku* (team manager) must submit the name of the selected representative *shiai-sha* to the *shinpan shunin* before the *daihyosha-sen*.
- 6.1.11. The top 2 teams will progress to a play-off with the winning team from Pool A playing-off the second team from Pool B and the winning team from Pool B playing-off the second team from Pool A.
- 6.1.12. The final team *shiai* will be the winning teams from the play-offs.

6.2. Team Match Duration

- 6.2.1. Men's Kyu Team Competition match duration is 4 minutes.
- 6.2.2. Women's Kyu Team Competition match duration is 4 minutes.
- 6.2.3. Men's Dan Team Competition match duration is 5 minutes.
- 6.2.4. Women's Open Team Competition match duration is 5 minutes.

6.3. Team Orders

- 6.3.1. Men's Dan, Men's Kyu and Women's Open Teams comprise of 5 *shiai-shas* (1, *senpo*; 2, *jicho*; 3, *chuken*; 4, *fukusho*; and 5, *taisho*) and up to 2 reserves per side, with a minimum of 3 *shiai-shas*.
- 6.3.1.1. If a team of 4 *shiai-shas* competes, their *shiai-sha* positions are 1, 3, 4, and 5.
- 6.3.1.2. If a team of 3 *shiai-shas* competes, their *shiai-sha* positions are 1, 3 and 5.
- 6.3.2. Women Kyu Teams comprise of 3 *shiai-shas* (1, *senpo*; 2, *chuken*; and 3, *taisho*) and up to 1 reserve per side, with a minimum of 2 *shiai-shas*.
- 6.3.2.1. If a team of 2 *shiai-shas* competes, their *shiai-sha* positions are 1 and 3.

6.4. Nihon Kendo Kata Shiai

6.4.1. Kata Teams comprises of 2 *shiai-shas* (*uchidachi* and *shidachi*) per team.

6.4.2. *Shiai-shas* are required to perform the *Nihon Kendo Kata* from *ippon-me* (Kata 1) to *nanahon-me* (Kata 7).

7 KANTOKU

- 7.1. Only registered *Kantoku* may accompany their *shiai-shas* or teams and sit with them in designated waiting areas.
- 7.2. *Kantoku* will provide their own *kantoku-ki* (team manager's flag) for signalling an *igi* (protest) if required.
- 7.3. The use of a *kantoku-ki* will conform to the FIK Rules and Regulations.
- 7.4. *Kantoku* and *shiai-shas* must not bring watches or any timing device into the designated waiting area. In addition, they must not engage in providing coaching or encouragement to *shiai-sha* during their *shiai*.
- 7.5. The uniform of a *Kantoku* follows the standard professional dress code (business suites with a tie, paired with a solid-coloured dress shirt, business pants, and dark-coloured socks); unless the *Kantoku* is involved in shinpan duties or as a *shiai-sha*.

8 SHINPAN-IN

- 8.1. All *shiai-shas* holding a 4 Dan or above must be available as *shinpan-in*.
- 8.2. *Shiai-shas* competing in a championship are not allowed to participate as *shinpan-in* in the same event.
- 8.3. The attire for *shinpan-in* comprises of a plain:
 - dark blue jacket;
 - grey pair of trousers;
 - white shirt;
 - deep red necktie; and
 - dark blue or black pair of socks.
- 8.4. *Shinpan-in* on standby will wait in the designated waiting area.
- 8.5. *Shinpan-in* will refrain from conversing with others near *shiai-jo* (match *shiai-jo*) where possible.

9 UNIFORM AND EQUIPMENT

9.1 Standard Attire

- 9.1.1. The standard attire for *shiai-sha* consists of *kendo-gi* (kendo top), *hakama* (kendo trousers) and *kendo-gu* (kendo equipment).
- 9.1.2. *Kendo-gu* consists of *Men* (protective mask for head, face, throat and shoulders), *Tenugui* (cotton towel), *Kote* (gloves covering hands and forearms), *Do* (covering for chest and stomach), *Tare* (covering for waist, lower abdomen and thighs) and *Nafuda* (name tag). No other external fittings are permitted unless approved by the *Shinpan-cho* (director of referees) or authorised officials.
- 9.1.3. The external surface of the *men-gane* (the grill) must not be black colour coated. Such equipment will be considered as *fusei-yogu* (prohibited kendo equipment). Players found using prohibited equipment will be penalised in accordance with the FIK *Shiai* and *Shinpan* Regulation concerning *fusei-yogu*.
- 9.1.4. Competitors may use supporters and/or other medical equipment for medical reasons only. These items must be neatly fitted and must not be an impediment to others. The use of the items may be inspected by authorised officials.

9.2 Nafuda

- 9.2.1. Registered *shiai-shas* must wear a dark blue or black *nafuda* on the centre panel of the *tare*. Specifications and diagrams are located at the URL below:
http://www.kendoaustralia.asn.au/content/?page_id=1230
- 9.2.1.1. For team championships, state or territory team *nafudas* must be worn. The state or territory name (abbreviations such as NSW, VIC and WAKR are accepted) must be written across the top in English block capital letters, state or territory logo or family name (Japanese characters accepted) in the middle, and their family name in English

written across the bottom in block capital letters. The printed/embroidered name must be consistent with the name registered.

- 9.2.1.2. For individual championships, *shiai-shas* can choose either state or territory team *nafudas* or *dojo (club) nafudas*. The *dojo* name on a *dojo nafuda* must be written in English block capital letters across the top, a *dojo* logo or family name (Kanji characters accepted) in the middle and a family name in English block capital letters across the bottom. The printed/embroidered name must be consistent with the name registered.

9.3 Shinai

9.3.1. A *shinai* (bamboo sword) shall be made of bamboo, or of synthetic material as a substitute of bamboo. Quality and dimension conditions must meet relevant AKR and FIK requirements. Each *shinai* must be inspected by officials authorised by the *Shinpan-cho* for correct weight and safety by the time specified by the Competition Manager.

9.3.2. The *shinai* dimensions must satisfy the following requirements in addition to those listed in the FIK Rules & Regulations, 2 Sep 2017. Specifications and diagrams are located at the URL below:
http://www.kendoaustralia.asn.au/content/?page_id=1230

10 SAFETY GUIDELINES FOR KENDO-GU AND KENDO-GI

10.1. Whilst *kendo-gu* and *kendo-gi* which don't meet the specifications below will not be regarded as *fusei-yogu*, all competitors are encouraged to comply with the guidelines set out below for safety.

10.1.1. *Men* fitted with polycarbonate laminated board must be the one approved by All Japan Kendo Federation.

10.1.2. The *men-buton (flaps)* must be long enough to protect the shoulder joints and have sufficient impact absorbing capacity.

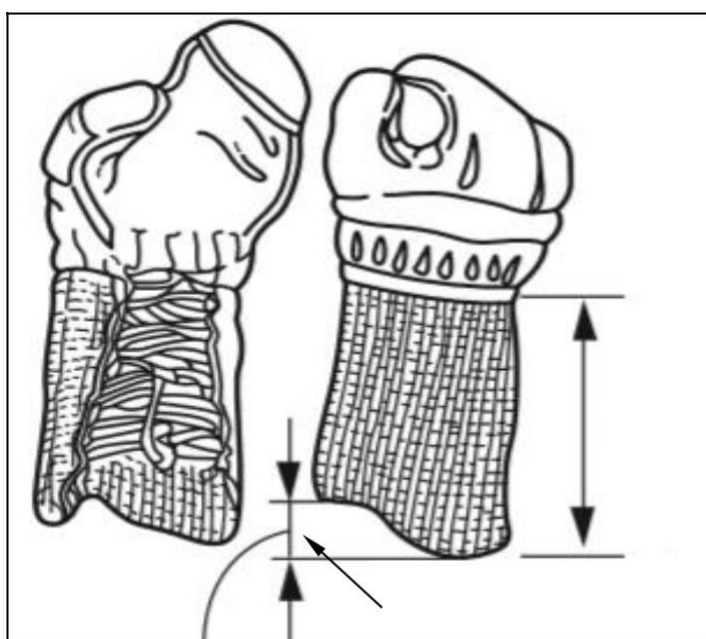
10.1.3. The sleeves of a *kendo-gi* must be long enough to protect the elbow joints.

10.1.4. The *kote* must cover at least half of the forearm

10.1.5. The depth of *eguri (cut)* in *kote-buton (padding)* should be no wider than 2.5cm between the longest part and the shortest part of the *kote-buton (see Figure 1 – A description of eguri)*.

10.1.6. *Kote-buton (padding)* should protect more than half of the forearm (distance between wrist and elbow) and the fist area of *kote* and *kote-buton* area should have sufficient impact absorbing capacity.

Figure 1 A description of eguri



The maximum *eguri* must be 2.5 cm or less.