

## Appendix:

### COMPETITION RULES

#### 44th AUSTRALIAN KENDO CHAMPIONSHIPS – WA 2019

**Promoter:** Australian Kendo Renmei (AKR)  
**Host Organisation:** Western Australian Kendo Renmie (WAKR)  
**Technical Assistance:** All Japan Kendo Federation (AJKF)

### COMPETITION RULES

#### **INCLUSION CRITERIA**

- Only life members and affiliate members whose membership fee and the relevant art fees have been received by the AKR are eligible to participate in AKR National Competitions.
- A member whose fees have not been received prior to 30<sup>th</sup> of November is ineligible to participate in AKR National Competitions held in that membership year.
- All competitors must be an Australian Citizen or a Permanent Resident of Australia.

#### **COMPETITOR'S REGISTRATION**

- Each State Organisation must register the competitors for the Individual Championships and the Team Championships with the Host Organisation by the prescribed closing date. The AKR will not accept late registrations.
- A competitor may participate in both an Individual event and a Team event.
- Criteria of age, grade and any other relevant factor is **as at** the date of competition, i.e. competitors registered for Kyu grade events must be Kyu grade at the time of the event.
- The attire for competitors comprises of kendogi and hakama in dark blue, black or white. No excessive decorative embroideries should be on the attire.

#### **GENERAL**

- **FIK Rules & Regulations:** all matches will be played in accordance with the FIK Rules & Regulations, with the following additional Competition Rules. All matches will be san-bon shobu (three point match) unless otherwise specified.
- **Competition Draws & Referees:** the Kendo Board is responsible for the allocation of the draw for each event and allocation of referees (shinpan) to each event.
- **Shomen-ni- Rei:** Shomen-ni-Rei will be done at the beginning and end of each day.
- **Nafuda (Zekken):** Competitors will wear a dark blue or black nafuda on the centre panel of their tare. For team events their state name (abbreviations accepted e.g WA) written across the top in English, state logo or family name (Japanese characters accepted) in the middle and their family name in English written across the bottom. For Individual events either team or dojo/club nafuda will be acceptable. For the dojo /club nafuda the name must be in English across the top, dojo (club) logo or family name (Japanese characters accepted) in the middle and family name in English across the bottom. Changes have been passed by the national council and updated in MoD.

Specifications and diagrams are located at the URL below:

[http://www.kendoaustralia.asn.au/content/?page\\_id=1230](http://www.kendoaustralia.asn.au/content/?page_id=1230)

## CHAMPIONSHIP TITLES

The following individual Championships are to be contested: \*

1. Individual Kyu Grade Men's Championship
2. Individual Kyu Grade Women's Championship
3. Individual Dan Grade Men's Championship
4. Individual Dan Grade Women's Championship
5. Veteran's Individual Championship (competitors must be over 45 years of age and have a dan grade on the date of the commencement of the competition, i.e. Saturday after good Friday)

*\*Note that a player may compete in only one individual event*

The following Team Championships are to be contested: \*\*

6. Teams Kyu Grade Men's Championship
7. Teams Dan Grade Men's Championship
8. Teams Kyu Grade Women's Championship
9. Teams Dan Grade Women's Championship
10. Teams Kata Championship

*\*\*Note that a player may compete in only one team event. Men and women cannot compete in each other's events, and kyu grades and dan grades cannot compete in each other's events. The exception is the Kata event where competitors can be mixed.*

## RESTRICTION ON TECHNIQUES IN KYU GRADE MATCHES

In Kyu Grade matches, the use of tsuki thrust, jodan-no-kamae and nito (two sword) style are not permitted.

## INDIVIDUAL COMPETITIONS

- Preliminary rounds will be conducted using a pool system with 3 point matches.
- Pools will consist of 3 competitors (in principle) but may consist of 4 competitors depending on the number of competitors in the event.
- In pools of 3 the order of matches is as follows: A><B, C><B, C><A.
- In pools of 4 the order of matches is as follows: A><B, C><B, C><D, A><D.
- There will be no extension (encho) in pool matches.
- The winner of a pool will be determined by number of wins (draws are not counted).
- If two or more players equal on wins, then by number of points scored (points conceded are not counted).
- If two players still equal, an ippon shobu (one-point) shiai without time limit will be played to determine winner.
- If all three players are equal on wins and points scored, pool is played again in full (san bon shobu).
- Progression in the competition after the pools will be by knock-out.
- Extensions in knock-out rounds and finals will have no time limit.
- The veteran's individual event will be for those over 45 years of age and hold a Dan grade.
- The duration of matches will be dependent on the event as follows:
  - Individual Kyu Grade Men's                    4 minutes
  - Individual Dan Grade Men's                    5 minutes
  - Individual Kyu Grade Women's                4 minutes
  - Individual Dan Grade Women's                5 minutes
  - Veteran's Individual                            4 minutes

## TEAM COMPETITIONS

### Conduct of Team Competitions

- Preliminary rounds will be conducted using a pool system.
- For the first round, the names and positions of each of the competitors of the team will be handed to the court referee by the team manager 30 minutes prior to the commencement. The names and positions in subsequent rounds will be handed to the court judge immediately after the last fight. Even if there is no change to the order from the previous match, an order list must be submitted for each match.
- In case where the competitors' order is different from the one described in the submitted order list, if it is noticed before the declaration of 'Hajime' by the chief referee (Shushin) for a match, the order of the competitors can be corrected without any penalty. However, if it is found after the declaration of 'Hajime' for a match by the chief referee, the referees of that match shall stop the match immediately and the competitor whose order is incorrect (as well as any other competitor not in correct order from the same team) shall both lose their respective matches and their opponents awarded 2 points per match respectively. If it is proved before the bow of the end (Shuryo-no Rei) at the conclusion of the matches that members from both teams were in violation of the order submitted, all competitors whose orders were incorrect shall lose his/her match and each opponent shall be given 2 points respectively. If it is found after the bow of the end (Shuryo-no Rei) by both teams, the winning and losing of them shall not be changed.
- Pools will consist of 3 teams in principle but may consist of 4 teams depending on the number of teams in the event.
- In pools of 3 the order of matches will be as follows: A><B, C><B, C><A.
- In pools of 4 the order of matches will be as follows: A><B, C><B, C><D, A><D.
- There will be no encho in the team matches.
- The winning team will be determined by number of wins.
- If the number of wins is equal, then by number of points scored (points conceded are not counted).
- If the number of wins and the number of points is still equal, then one player from each team shall play a "no time limit" ippon-shobu (one-point) play-off match (daiyou-sen). Competitors for the play off must be selected from the registered team members for the match only.
- A default will be regarded as a loss with the opponent awarded 2 points.
- 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.
- The final team match will be the winning teams from the play-offs.
- The duration of matches will be dependent on the event as follows:
  - Men's Kyu Team Competition 4 min
  - Men's Dan Team Competition 5 min
  - Women's Dan Team Competition 5 min
  - Women's Kyu Team Competition 4 min

### Team Manager (Kantoku)

- Team managers may accompany and sit with their team during shiai.
- Team managers will provide their own kantoku-ki for signalling a protest (Igi) if required.
- The kantoku-ki will be as specified in the FIK Rules & Regulations.
- Team manager, coaches or players must not have clocks, watches or any timing device near the competition area.

### Men's Dan and Kyu team matches

- Teams will be 5 a side, with a minimum of 3 players;
- If playing with 4 players, must play positions 1, 3, 4, 5;
- If playing with 3 players, must play positions 1, 3 & 5.

**Women's Dan and Kyu Team matches**

- Women's Dan Teams will be 5 per side, with a minimum of 3 players;
- If playing with 4 players, must play positions 1, 3, 4, 5;
- If playing with 3 players, must play positions 1, 3 & 5
- Women's Kyu Teams will be 3 a side, with a minimum of 2 players
- If playing with 2 players, must play positions 1 & 3.

**Kata Pairs**

- Teams must perform Nihon Kendo Kata 1 – 7

**SHINPAN (Referees)**

- All competitors of kendo 4 Dan and above must be available to referee (a shinpan list will be made).
- Competitors in an event may not participate as referees in the same event.
- All referees will wear the uniform consisting of: a plain dark blue jacket, a plain grey pair of trousers (no skirts), a plain white shirt, a plain deep red necktie and a plain dark blue or black pair of socks.
- Referees will wait in the designated area when not on duty and refrain from mixing with competitors where possible.

**TIMING AND LOCATION OF EVENTS**

The Kendo Board reserves the right to adjust the commencement and shiai-jo of an event to manage the duration of the Championship.

**REFERENCES**

These rules have been adapted from the Program and Regulations of the 15<sup>th</sup> World Kendo Championship (15 WKC).