

Competition guidelines

Kendo

Men, women and kyu

UniSport kendo competitions are conducted in accordance with the rules of the Australian Kendo Renmei (AKR) except where these differ from UniSport sports rules; in which case the latter shall take precedence.

1. Preamble

1.1. Competitors shall play in a fair and square fashion in accordance with the principles of the sword, and that Shinpanins perform their duties without prejudice. A display of disrespect and unfairness will be dealt with in accordance with relevant rules and regulations.

1.2. Safety is of paramount importance. As such, the use of unsafe equipment (e.g. short kotes and sharp-ended shinai), prohibited acts, and other items or behaviour which are deemed to be non-conformant to the purpose mentioned above will be dealt with by the Technical Officers or authorised officials in accordance with relevant rules and regulations (e.g. instant disqualification).

2. Team/squad size

2.1. Each university team shall name a squad for the Kyu grade competitions not exceeding seven men and seven women.

2.2. Each university can name unlimited Dan grade competitors.

2.3. For Teams Kyu Grade Championship and Teams Open Grade Championship, teams shall not exceed seven:

a) A team is made up of up to five competitors and two reserves for each team.

b) Minimum number of competitors in a team is three.

c) If three competitors constitute a team, these competitors must play in the order of Senpo (Position 1), Chuuken (Position 3) and Taisho (Position 5).

d) For a team of four competitors, these competitors must play in the order of Senpo (Position 1), Chuuken (Position 3), Fukusho (Position 4) and Taisho (Position 5)

e) Teams Kyu Grade Championship competitors must be kyu grade.

f) Teams Open Grade Championship competitors may be any grade.

2.4. Competitors must be a current Ordinary Affiliate Member of the AKR or if an overseas student, a member of an International Kendo Federation (FIK) affiliate.

- Membership fees must be received by AKR no later than 30 days prior to competition.

3. Competition format

3.1. All matches will be san-bon shobu (three point match) based unless otherwise specified.

3.2. The following individual competitions will be contested:

- Individual Kyu Grade Men
- Individual Kyu Grade Women
- Individual Dan Grade Men
- Individual Dan Grade Women

3.3. The following team competitions will be contested:

- Teams Kyu Grade
- Teams Open Grade



3.4. Depending on the total number of women, and the size of the competition draw, women may be permitted to compete in both the Individual Dan Grade Men's and the Individual Dan Grade Women's competitions. This will be announced and confirmed at the event.

3.5. Individual competitions:

a) Individual competitions consist of preliminary rounds and knock-out rounds.

b) The preliminary round is conducted using a pool system.

c) Pools will consist of 3 competitors (in principle) but may consist of up to 5 competitors depending on the number of competitors in the event.

d) In pools of 3, the order of matches is as follows: A><B, B><C, C><A.

e) In pools of 4, the order of matches is as follows: A><B, B><C, C><D, D><A.

f) In pools of 5, the order of matches is as follows: A><B, B><C, C><D, D><E, E><A.

g) There is generally no extension (encho) in pool matches.

h) At the conclusion of each pool, the competitor with the most wins is declared the winner of the pool.

i) In the event that there are two or more competitors with an equal number of wins, the scored points of each competitor are counted to determine the winner who has scored the greatest scored points. Draws are not counted.

j) In the event that the number of scored points is also equal, one point "sudden death" matches shall be conducted to determine final placings, between the equal competitors. These matches are time-limit based. Relevant match durations are referred to those stated in Section 9. If at the end of the time-limited encho there is still no result, a hantei must be called by the Shushin.

k) In the case where all competitors in a pool are equal on wins and points scored,

the entire pool is reset and played again in full (sanbon shobu).

l) At the conclusion of a knock out round match, if the scores are tied, a one point "sudden death" a time-limited encho (extension) must be conducted. The durations of these extension matches are referred to those stated in Section 9. If at the end of the time-limited encho there is still no result, a hantei must be called by the Shushin.

3.6. Teams competition:

a) For the first round, the names and positions of each of the competitors of the team will be handed to the Shinpan-shunin in charge 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 match. Even if there is no change to the order from the previous match, an order list must be submitted for each match. Once submitted, team members must compete in that order for that round.

b) At the conclusion of each team match, the team with the most wins must be declared the winner.

c) If the number of wins is equal, the scored points of each team are counted. Draws are not counted. The team with the most scored points must be declared the winner.

d) If the number of scored points is also equal, each team manager/ captain must nominate one competitor to decide the result by one point "sudden death" match (ippon shobu) within the duration of a time-limited encho specified in Section 9. If at the end of the time-limited encho there is still no result, a hantei must be called by the Shushin. This competitor must be selected from a team of five who have completed their matches in the in-progress competition. No competitor must be selected from reserves.

3.7. Management of team order miss

a) In case where the competitors' order is different from the one described in the

submitted order list and if it is reported by a relevant team manager before the declaration of "Hajime" by the Shushin for a match, the order of the competitors can be corrected without any penalty.

b) If it is found after the declaration of "Hajime" by the Shushin, the Shinpanins of that match shall stop the match immediately and the competitor whose order is incorrect shall lose their respective matches and their opponents shall be awarded 2 points per match respectively. Those from the same team and not in the correct order from the same team shall also lose their matches. Their opponents shall be awarded 2 points per match, respectively. All points scored by the violating members of the team prior to the finding shall be forfeited.

c) 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. All points scored by the violating members of the both team prior to the finding shall be forfeited.

d) If it is found after the bow of the end (Shuryo-no rei), the winning and losing of both teams shall not be changed and all points scored by the violating members of the team shall remain as scored points.

3.8. Third place match

Depending on award conditions, matches for the third place may be held. This must be determined by the Competition Manager.

3.9. Suspension of a match

Shinpanins need to determine whether to continue the match within five minutes from the time when the Shushin suspends the match by calling a yame.

3.10. Restriction on technique in all kyu grade competitions

The use of tsuki thrust, jodan-no-kamae, or nito (two-sword style) is not permitted. Competitors who have used these

techniques will be penalised (one hansoku is taken from a competitor at fault for each non-conformance).

3.11. As the Team Open competition provides for mixed dan and kyu competitors, the above restriction is also applied to the Team Open Grade competition. Any matches between dan and kyu competitors prohibit the aforementioned techniques. Either or both competitors intending to use or using any of the techniques in these matches will be penalised (one hansoku is taken from a competitor at fault for each non-conformance).

3.12. Kantokukis are available for team managers in team competitions only. If the team manager of a team in action wishes to raise an igi, this person must contact the Shinpan-shunin in charge or Shinpan-cho until the match of question completes. No other persons are permitted to raise an igi to shinpanins.

4. Competition time/duration

4.1. Shomenni-Rei

Competitors and Shinpanins perform the shomenni-rei (a bow to the frontage) at the first and last matches of each day.

4.2. Match Commencement and Closure

The Shinpan-cho indicates an audible signal to the first match of the day. In response, the Shushin of the court commences the match.

When the last match of the day has been completed, the competitors and Shinpanins of the match mutually bow and then bow to the frontage before leaving the court. The Shinpan-cho and Shinpan-shunin in charge also bow to the frontage.

4.3. Time limits per match depend on the competition (individual or team) and the round number, as prescribed by the draw procedure. Times will be the following:

a) Kyu (male and female competition)

- A four-minute match; and



- A four-minute extension, followed by conducting a hantei.

b) Dan (male and female competition)

- A five-minute match; and
- A five-minute extension, followed by conducting a hantei.

5. Point score

5.1. In the event that universities finish on the same points in either an award division or the overall point score, the winner will be determined by a count back in the following order:

- a) Number of first placing in sports divisions.
- b) Joint winners awarded.

5.2. Final placings in weight divisions will be awarded the following points (note that all points will be tallied to determine the winner of each overall pennant):

- 1st place: 3 points
- 2nd place: 2 points
- 3rd place: 1 point

5.3. Team Kyu Grade competition points will combine with the women's points and the Team Open Grade competition points will combine with the men's points and thus contribute to each.

6. Shinpanins

6.1. The uniform of a Shinpanin must be as follows:

- A plain dark blue jacket.
- A plain, grey pair of trousers.
- A plain, white long sleeve business shirt.
- A plain, deep red necktie.
- A plain, dark blue or black pair of socks.

- No wrist watch or a similar device (e.g. a smart phone) must be worn.

6.2. A shinpan group consist of Shinpan-cho, Shinpan-shunin of the competition court, Shinpanins. Each match must be controlled and managed by a group of one Shushin and two Fukushins, each of who has the equal authority to decide on yukodatotsu and other matters in accordance with relevant AKR and FIK rules and regulations.

7. Team managers

7.1. Team managers must be those directly affiliated with teams. These managers must also be registered as team managers and confirmed by the Competition Manager.

7.2. The uniform of a Team Manager 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 manager is involved in shinpan duties.

7.3. No watches or devices equipped with time functions are to be worn during the team match.

7.4. Only one designated team manager is permitted to stay with associated team members in a designated waiting area during the entire period of the team match. No other persons are permitted to enter the area with the exception of emergency circumstances. Should the manager be replaced with another, this must be informed of and agreed upon by the Shinpan-shunin.

7.5. Team Managers must not indicate a signal to a competitor engaged in a match or allow other team members or associates to indicate a signal to the competitor, in any shape or form. Non-conformance to these rules may result in instant team disqualification and additional punitive actions against the team including the manager, at the discretion of the Shinpan-cho.

8. Kakariin group

8.1. A Kakariin group generally consist of time keepers, scoreboard recorders and score recorder. There may be other kakariins assigned to relevant administration duties. Kakariins perform their duties in accordance with relevant AKR and FIK rules and regulations.

8.2. Kakariins follow the standard professional dress code.

9. Uniform requirements

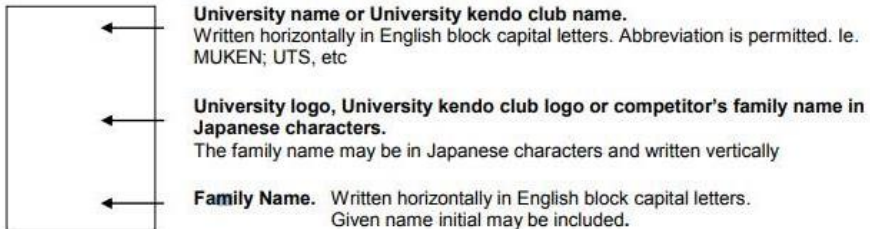
9.1. The specific uniform requirements for Kendo are as per the national sporting organisation standard with the following UniSport uniform requirements:

- The standard Kendo uniform for competitors consists of Kendo-gi and Hakama. A Kendo-gu consists of Men, Tenugui, Kote, Do and Tare. No other external fittings are permitted unless approved by the Technical Officer or authorised officials.
- Competitors must wear a dark blue or black nafuda (also known as Zekken) on the centre panel of their tare in

accordance with Figure 3 in the [Supplementary AKR Kendo Competition Rules](#) (also shown below). Non-conformance to this rule will be dealt with by the Technical Officer or authorised officials.

- A shinai 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 Technical Officer for correct weight and safety by the time specified by the Competition Manager.
- The use of inappropriate and/or unsafe items including excessively decorated items is prohibited. The Technical Officer and authorised officials are empowered to exercise full discretion to determine the appropriateness of those items.
- Competitors may use supporters and/or other medical equipment for medical reasons only. These items are neatly fitted and shall not be obstacles to others or competitors in any shape or form. The use of the items may be inspected by the Technical Officer and authorised officials.

Supplementary AKR Kendo Competition Rules: Figure 3



Previous rule amendments

September 1999 | August 2002 | May 2004 | July 2005 | May 2008 | March 2011 | May 2012 | May 2013 | February 2015 |

April 2016 | April 2017 | February 2018 | March 2018 | August 2018 | April 2019

*All competitions will be held in accordance with the UniSport competition Guidelines.