

# UniSport Australia Guideline

## Kendo

### Men and Women

UniSport kendo competitions are conducted in accordance with the rules of the [Australian Kendo Renmei \(AKR\)](#) and the regulations of *Kendo Shiai and Shinpan and the Subsidiary Rules of Kendo Shiai and Shinpan*, published by the *International Kendo Federation (FIK)* on 2 September 2017. All amendments made hereafter to the FIK regulations shall be included. Where these differ from UniSport guidelines, 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 (referees) 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 *fusei-yogu* (prohibited equipment), prohibited acts or techniques, and other items or behaviour which are deemed to be non-conformant to the purpose mentioned above will be dealt with by the *Shinpan-cho* (Technical Officer) 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. The five competitor positions shall be, in sequential order: *Senpō* (1), *Jihō* (2), *Chūken* (3), *Fukushō* (4), and *Taishō* (5).
  - b) Minimum number of competitors in a team is three.
  - c) If a team only consists of three competitors, the team shall play in the order of *Senpō* (1), *Chūken* (3), and *Taishō* (5).
  - d) If a team only consists of four competitors, the team shall play in the order of *Senpō* (1), *Chūken* (3), *Fukushō* (4), and *Taishō* (5).
  - e) Teams Kyu Grade Championship competitors must be of Kyu grade at the point of registration.
  - f) Teams Open Grade Championship competitors may be of Kyu or Dan 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.
  - a) Membership fees must be received by AKR no later than 30 days prior to the competition.
  - b) The competitor's grade must have been recognised by AKR no later than 30 days prior to the competition.

#### 3. Competition format

- 3.1. All matches will be using the format of a *sanbon-shobu* ("three point match"), unless otherwise specified
- 3.2. The following individual competitions will be contested:

- a) Individual Kyu Grade Men
  - b) Individual Kyu Grade Women
  - c) Individual Dan Grade Men
  - d) Individual Dan Grade Women
- 3.3. The following team competitions will be contested:
- a) Teams Kyu Grade
  - b) 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.
    - i) In pools of 3, the order of matches is as follows:  $A > B$ ,  $B > C$ ,  $C > A$ .
    - ii) In pools of 4, the order of matches is as follows:  $A > B$ ,  $B > C$ ,  $C > D$ ,  $D > A$ .
    - iii) In pools of 5, the order of matches is as follows:  $A > B$ ,  $B > C$ ,  $C > D$ ,  $D > E$ ,  $E > A$ .
  - d) There is no encho (extension) in pool matches.
  - e) The winner of the pool will be determined by the following criteria, in order:
    - i) The player with the greatest number of matches won.
    - ii) If equal, the player with the greatest number of points scored.
    - iii) If 2 or more players (but not all competitors in a pool) have equal number of matches won and points scored, an *ippon-shobu* (one point "sudden death" match) shall be conducted between the equal competitors to determine the winner. These matches will have the time limit as described in Section 4. If at the end of the time-limited encho there is still no result, a *hantei* (judgement) must be called by the *Shushin* (chief referee) to determine the winner.
    - iv) 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*).
  - f) At the conclusion of a knock out round match, if the scores are tied, a one point "sudden death", time-limited *encho* must be conducted. The durations of these encho matches are referred to those stated in Section 4. If at the end of the time-limited *encho* there is still no result, a *hantei* must be called by the *Shushin* to determine the winner.
- 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* (head court referee) 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 matches won will be declared the winner.
  - c) If the number of wins is equal, the scored points of each team are counted. The team with the most scored points will 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 *ippon-shobu* within the duration of a time-limited *encho* specified in Section 4. If at the end of the time-limited *encho* there is still no result, a *hantei* must be called by the *Shushin* to determine the winner.
  - e) *Shiai-shas* (competitor) for the *ippon-shobu* play off must be selected from registered team members listed in submitted team orders that played in that team match.
- 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 *Shuryo-no rei* (bow of the end) 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 *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
- a) 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
- a) *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* (interruption).
- 3.10. Restriction on technique in all kyu grade competitions
- a) 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.
- 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.
- 3.12. *Kantokukis* (manager flag) are available for team managers in team competitions only. If the team manager of a team in action wishes to raise an *igi* (protest), 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. *Shomen-ni-Rei*
- a) Competitors and *Shinpanins* perform the *shomen-ni-rei* (a bow to the frontage) at the first and last matches of each day.
- 4.2. Match Commencement and Closure
- a) The *Shinpan-cho* indicates an audible signal to the first match of the day. In response, the *Shushin* of the court commences the match.
  - b) 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* also bows 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 *Shinpan-shunin*. Times will be the following:
- a) Kyu (male and female competition)
    - i) A four-minute match; and
    - ii) A four-minute *encho* followed by conducting a *hantei*.
  - b) Dan (male and female competition)

- i) A five-minute match; and
- ii) A five-minute *encho*, 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 each division will be awarded the following points (note that all points will be tallied to determine the winner of each overall pennant):
  - a) 1st place: 3 points
  - b) 2nd place: 2 points
  - c) 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 or carried.
- 6.2. A shinpan group consist of *Shinpan-cho*, *Shinpan-shunin* of the competition court, and *Shinpanins*. Each match must be controlled and managed by a group of one *Shushin* two *Fukushins*, each of who has the equal authority to decide on *yuko-datotsu* 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 or as a competitor.
- 7.3. No watches or devices equipped with time functions are to be worn or carried during the 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:

- a) The standard Kendo uniform for competitors consists of Kendo-gi (Kendo Attire) and Hakama. A Kendo-gu (Kendo Equipment) consists of Men, Tenugui, Kote, Do, and Tare. No other external fittings are permitted unless approved by the Shinpan-cho or authorised officials.
- b) Competitors must wear a dark blue or black nafuda (also known as zekken) on the centre panel of their tare in accordance with Figure 1 in the Supplementary AKR Kendo Competition Rules (also shown below). Non-conformance to this rule will be dealt with by the Shinpan-cho or authorised officials.

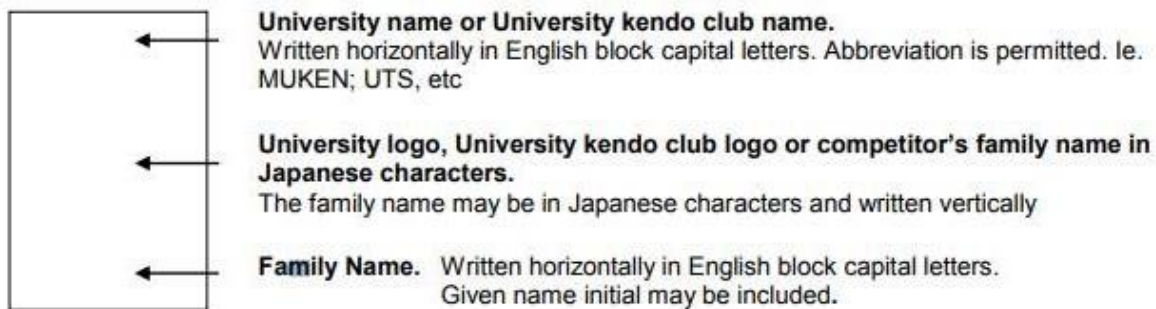


Figure 1: Supplementary AKR Kendo Competition Rules Guideline for Nafuda (Zekken)

- c) 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 *Shinpan-cho* for correct weight and safety by the time specified by the Competition Manager.
  - d) The use of inappropriate and/or unsafe items is prohibited. The Technical Officer and authorised officials are empowered to exercise full discretion to determine the appropriateness of those items.
  - e) Competitors may use supporters and/or other medical equipment for medical reasons only. These items must be neatly fitted and shall not be obstacles to others or competitions in any shape or form. The use of the items may be inspected by the *Shinpan-cho* and authorised officials.
- 9.2. In addition to the FIK Rules and Regulations, the following AKR-specific rules will apply:
- a) The external surface of the *men-gane* (the grill) must not be black colour coated. Such equipment will be considered as *fusei-yogu*. Penalties apply if used.
  - b) The *shinai* dimensions must satisfy the requirements as indicated in Tables 1 and 2. The *chikuto* diameters mentioned are measured using the prescribed *shinai* gauge, as indicated in Figure 2. Minimum *chikuto* diameter is the diagonal diameter to be measured at the section, 8cm down from the tip of *shinai sakigawa*.

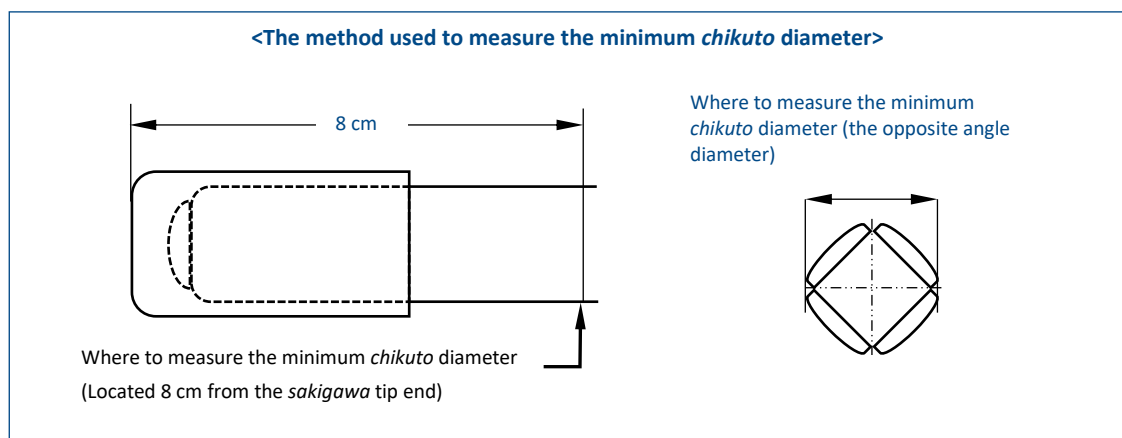


Figure 2: A schematic diagram of method used to measure the minimum *chikuto* diameters

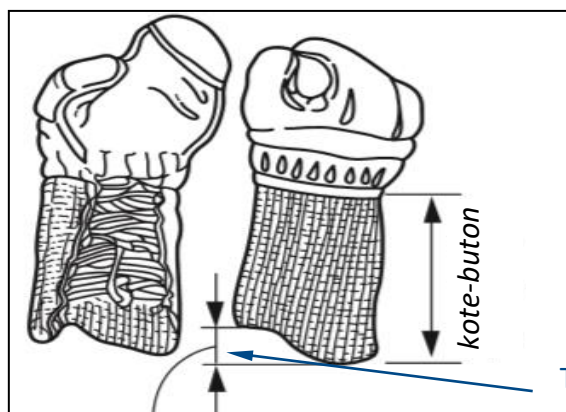
- c) Minimum *chikuto* diameter: Diagonal diameter to be measured at the section, 8cm down from the tip of *shinai sakigawa*

	Gender		Senior High School (15-18yrs; also the same age bracket)	University Students and other Adults (18yrs and up)
Diameter	Men	Minimum <i>chikuto</i> diameter*	21 mm or wider	21 mm or wider
	Women	Minimum <i>chikuto</i> diameter*	20 mm or wider	20 mm or wider

Table 1: Criteria of Shinais for Ittou (one sword)

9.3. AKR has adopted the following regulations as guidelines for *Kendo-gu* and *Kendo-gi*. Whilst *Kendo-gu* and *Kendo-gi* which do not meet the specifications below will not be regarded as *fusei-yogu* for the time being, all competitors are encouraged to comply with the guidelines set out below for safety reasons:

- a) Men fitted with polycarbonate laminated board must be the one approved by *All Japan Kendo Federation*.
- b) The sleeves of a *kendo-gi* must be long enough to protect elbow joints.
- c) The *men-buton* (flaps) must be long enough to protect shoulder joints and has sufficient impact absorbing capacity.
- d) 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 3).
- e) *Kote-buton* 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



The maximum *eguri* is 2.5cm or smaller

Figure 3: A description of *eguri*

9.4. In addition to the guidelines stipulated, AKR may include additional supplementary rules that may include, but not limited to: recommended or mandatory Personal Protective Equipment (PPE), social distancing requirements, considerations for local health and safety regulations, etc.

**Previous 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 | February 2020 | April 2021

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