



AUSTRALIAN KENDO RENMEI

Kendo – Iaido - Jodo

Australian Kendo Renmei

Competition Rules for the 48th Australian Kendo Championships

By the AKR Kendo Board

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

1. PREAMBLE

- 1.1. All *shiai-sha* (competitors) shall play in a fair and square fashion in accordance with the principles of the sword, and the *shinpan-in* (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 behaviours 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 (e.g. Kendo Board members) in accordance with relevant rules and regulations (e.g. instant disqualification).

2. INCLUSION CRITERIA

- 2.1. Only Life Members and Ordinary Affiliate Members of the Australian Kendo Renmei (AKR) whose membership fee and the relevant art fees have been received by the AKR at the time of registration are eligible to participate in the AKR National Competitions.
- 2.2. New members will need to have a valid AKR number at the time of registration.
- 2.3. All *shiai-shas* must be an Australian Citizen or a Permanent Resident of Australia.

3. REGISTRATION AND WITHDRAWAL OF SHIAI-SHAS

3.1. *Shiai-sha* Registration

- 3.1.1. Each State and Territory Organisation must lodge a list of registered *shiai-sha* for the individual championships with the host organisation by the prescribed closing date.
- 3.1.2. Late registrations will not be accepted.
- 3.1.3. Registered *shiai-shas* may participate in both individual and team championships, under the conditions described in the rules of each championship.
- 3.1.4. 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 championships must be of *kyu* grade at the time of the *kyu* grade championship.

- 3.1.5. Each registered *shiai-sha* will be required to complete competition registration during the Registration timeslot on the morning of each competition day.
 - a) Failure of a *shiai-sha* to complete the daily registration will be deemed a *kiken* (forfeit) and the *shiai-sha* will not be able to compete on the day.
 - b) Late completion of the daily registration is not permitted.

3.2. *Shiai-sha* Withdrawal

- 3.2.1. After registration, a *shiai-sha* may withdraw from the competition at any time.
- 3.2.2. The withdrawing *shiai-sha*'s *kantoku* (Team Manager) shall notify the Competition Manager and the Kendo Board of the withdrawal.
- 3.2.3. The Competition Manager, in conjunction with the host organisation, will arrange for the refund of the competition fees, as applicable.
- 3.2.4. The incorporation of the *shiai-sha* withdrawal into the competition draws shall be at the discretion of the Kendo Board, using the following guidelines:
 - a) If the withdrawal occurs more than 14 days before the first day of competition (i.e. 21 March 2026), the competition draws should be revised to incorporate the withdrawal (e.g. rearranging pools).
 - b) If the withdrawal occurs within 14 days of the first day of competition (i.e. between 22 March 2026 and 4 April 2026, inclusive), the withdrawal will be treated as a *kiken* and no changes will be made to the competition draws other than crossing out the withdrawing *shiai-sha* from the draws and that event will proceed as per section 5.5.

4. CHAMPIONSHIP TITLES AND AWARDS

4.1. Individual Championships

- 4.1.1. The following individual championships are to be contested:
 - a) Individual *Kyu* Grade Men's Championship.
 - b) Individual *Kyu* Grade Women's Championship.
 - c) Individual *Dan* Grade Men's Championship.
 - d) Individual *Dan* Grade Women's Championship.
 - e) Individual Men's Veterans Championship.
 - (i) Eligible *shiai-shas* must be 45 years of age or over and hold a *Dan* grade on the date of the championship.
 - f) Individual Women's Veterans Championship.
 - (i) Eligible *shiai-shas* must be 45 years of age or over and hold a *Dan* grade on the date of the championship.
- 4.1.2. Each registered *shiai-sha* may compete in only one individual championship.

4.2. Team Championships

- 4.2.1. The following team championships are to be contested:
- Teams *Kyu* Grade Men's Championship.
 - Teams *Kyu* Grade Women's Championship.
 - Teams *Dan* Grade Men's Championship.
 - Teams *Dan* Grade Women's Championship.
 - Teams *Kata* Championship.

4.3. Fighting Spirit Awards

- 4.3.1. A Fighting Spirit Award will be awarded to one *shiai-sha* from each championship who demonstrates Fighting Spirit during their *shiai*.
- 4.3.2. The Awardees shall be selected by the *shinpan-in* that had refereed in that championship via secret ballot by the end of the competition weekend. Preference should be given to *shiai-sha* that did not obtain a placing in their championship.
- 4.3.3. In the case where more than one *shiai-sha* have received equal number of votes in a championship, the *shinpan-cho* shall decide the winner of the Fighting Spirit Award for that division.

5. GENERAL RULES

5.1. General Refereeing Rules

- 5.1.1. **FIK Rules and Regulations:** All *shiais* (matches) will be conducted in accordance with the rules of *The Rules and Regulations of Kendo Competition and Shinpan Management* published by the International Kendo Federation (FIK) on 26 July 2023. All amendments made hereafter to the FIK regulations shall be included.
- 5.1.2. All *shiais* will be *sanbon-shobu* (three-point match) based unless otherwise specified.
- 5.1.3. A *shiai-sha* who does not show up to a *shiai-jo* (match court) within three (3) minutes from when *kakari-in* (court officials) announce the *shiai-sha* name is regarded as default.
- 5.1.4. *Shinpan-in* (court referees) must determine whether to continue a match within three (3) minutes from the time when the *shushin* (chief court referee) declares "yame" (suspension).

5.2. Competition Draws and Referees

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

5.3. Timing and Location of Events

- 5.3.1. The Kendo Board reserves the right to adjust the commencement, *shiai-jo* and duration of matches of a championship to manage general safety and duration of competition.

5.4. *Shomen-ni-rei*

- 5.4.1. *Shomen-ni-rei* (bow to the frontage) will be conducted at the beginning and end of each competition day.
- 5.4.2. At the start of the first *shiai* of the day, after the *shinpan-in* and the first pairs of *shiai-sha* are on both *shiai-jo*, with the *shiai-sha* standing at the location of *ritsu-rei* (standing bow), the *shushin* on *shiai-jo* A will call “*Shomen-ni rei*”. After the bowing, the *shinpan-cho* shall remain standing and signal the commencement of the first *shiai* using a whistle or similar. At this signal, the *shiai-sha* will step to the *kaishi-sen* (starting line) as per the usual protocol for the start of a *shiai*, with the *shushin* on each *shiai-jo* calling “*Hajime*” to start the *shiai* on their respective *shiai-jo*.
- 5.4.3. When the last *shiai* of the day has been completed and before the *shinpan-in* and *shiai-sha* have left the *shiai-jo*, the *shushin* (there should be only one *shiai-jo* in use by this time of the day) will call “*Shomen-ni-rei*”, and all *shinpan-in* and *shiai-sha*, as well as the *shinpan-cho*, will bow to the frontage.

5.5. *Shiai-sha* / Team Forfeit

- 5.5.1. A *kiken* (forfeit) will be regarded as a loss with the opponent awarded two (2) points.
- 5.5.2. **For Individual Championships:**
 - a) If a *shiai-sha* fails to register on the morning of their championship as per 3.1.5, they will be treated as a *kiken* in their respective pool and therefore championship.
 - b) The pool with the forfeited *shiai-sha* will start as per 6.1.1.b), with the forfeited *shiai-sha* recording a loss with the opponent awarded two (2) points in each of the two scheduled pool *shiai*. In the case of a pool of 2, there will only be one *shiai* for the remaining two *shiai-sha*.
- 5.5.3. **For Team Championships:**
 - a) If a *shiai-sha* in a team fails to register on the morning of their division as per 3.1.5 but their team can still meet the minimum number of *shiai-sha* in a team, the team will proceed through the championship as per the competition draws. The opponents of this forfeited *shiai-sha* will be awarded two (2) points in each team *shiai* contested.
 - b) If a *shiai-sha* in a team fails to register on the morning of their division as per 3.1.5 and results in their team unable to meet the minimum number of *shiai-sha* in a team:
 - (i) The entire team will be treated as a *kiken* in their respective pool and therefore championship.
 - (ii) The remaining teams in the affected pool will form a reduced pool with the pool matches to proceed as per 7.1.1.b).

5.6. Restriction on Techniques

- 5.6.1. 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 and Kyu Team Championships**.

- 5.6.2. If found during a *shiai*, the use or intended use¹ of any of these prohibited techniques may result in a *hansoku* (penalty) or disqualification of the offending *shiai-sha* following an agreement by all *shinpan-in* on the *shiai-jo*.

5.7. *Tsubazeriai* Rules

- 5.7.1. *Tsubazeriai* represents the closest and tensest point between two *shiai-sha* when they enter a close-quarters engagement with *tsuba* (sword guards) in a competitive position arising from attack and defence amid striking action.
- a) When both *shiai-sha* are at close range without engaging in attack or defence, even if their *tsuba* are not physically pressed together, *tsubazeriai* is considered to have started.
 - b) *Tsubazeriai* is considered to have been resolved after both *shiai-sha* have actively pursued separation until both *kensen* (tip of *shinai*) are completely disengaged, and both *shiai-sha* take *chudan-no-kamae* (posture where the *shinai* is held in front of the centre of the body) at a distance from where an immediate strike cannot be made.
- 5.7.2. *Kiai* (vocalisation) during *tsubazeriai* should be minimised.
- 5.7.3. The time taken between the start and resolution of *tsubazeriai* should be approximately one breath (about 3 seconds).
- a) If *tsubazeriai* continues for longer than this duration, the *shushin* must call “*yame*” (stop) to stop the *shiai*, followed by “*gogi*” (referee consultation during a *shiai*), to decide if a *hansoku* (penalty) needs to be given to either or both of the *shiai-sha*.
 - (i) *Shinpan-in* should observe the situation carefully and refrain from calling “*yame*” too easily.
 - (ii) *Shiai-sha* must attempt to separate themselves from *tsubazeriai* without relying for the *shushin* to call “*yame*”.
 - b) When deciding if a *hansoku* should be given, the *shinpan-in* must make a comprehensive judgment based on the following points:
 - (i) Are the *shiai-sha* engaged in correct *tsubazeriai*?
 - (ii) Do they demonstrate intent to strike?
 - (iii) Do they demonstrate the will to separate?
- 5.7.4. When *tsubazeriai* is entered:
- a) *Shiai-sha* must either:
 - (i) Proactively execute a *waza* (technique), for example *hikiwaza* (striking technique executed when retreating from *tsubazeriai*); or
 - (ii) If no *waza* can be executed, both *shiai-sha* should actively and mutually (i.e. in equal spirit) disengage from *tsubazeriai* by utilising the competitive force between the *tsuba* in one swift motion.

¹ For example, any movement that could logically be interpreted to lead to the display or execution of any of the prohibited techniques. If there is any doubt, a *gogi* (referee consultation during a *shiai*) should be called for the *shinpan-in* to discuss.

- b) It is acceptable for *shiai-sha* to:
 - (i) *Kuzushi* (momentarily unbalance) the opponent from *tsubazeriai* in order to execute a strike.
 - (ii) Perform momentary action to set up the execution of a *waza*, or instantaneous actions that connect to a *waza*.
 - (iii) Perform *gyaku-kosa* (a transitory reverse-crossing of the *shinai*) as a means of setting up a strike.
 - c) It is unacceptable for *shiai-sha* to:
 - (i) Perform acts that appear irregular from a common-sensical stance, as determined by the purpose of Article 1 in the “Regulations”.
 - (ii) Have their fist(s) in contact with the cutting edge of the opponent’s *shinai*.
 - (iii) Perform violence, or deliberately hooking the *shinai* together (with the intent of making it drop), and other such actions that appear to be generally irregular.
- 5.7.5. When mutually disengaging from *tsubazeriai*, either *shiai-sha* must not:
- a) Attempt any striking action while pretending to retreat. If a *waza* is executed, any strike must not be considered *yuko-datotsu* (valid strike).
 - b) Deliberately place their *shinai* on the opponent’s shoulder.
 - c) Attempt any actions that involve *harau* (slapping), *maku* (binding), holding down, or hooking the *shinai*.
 - d) Perform any actions that involve opening or lowering the *shinai*.
 - e) Perform any actions that include intentionally bending or twisting the body.
 - f) Perform any actions that are deemed to be inappropriate or unfair.
 - g) Push their opponent backwards before separating.
 - h) Chase their opponent in *tsubazeriai* when their opponent starts to separate.
 - i) Approach their opponent in a defence posture i.e. to avoid fighting.
- 5.7.6. In each of the situations in sections 5.7.4.c) and 5.7.5, *shushin* must call “*yame*” and decide in “*gogi*” whether to give *hansoku* based on each cause and circumstance.
- 5.7.7. If both *shiai-sha* are engaged in *tsubazeriai* close to a *shiai-jo* boundary line, and any attempt in mutual separating means one of the *shiai-sha* cannot avoid stepping out of the *shiai-jo*, the *shushin* must call “*yame*” to bring both *shiai-sha* back to the *kaishi-sen* (starting line) where there *shiai* will be continued.
- 5.7.8. Note the rules related to *tsubazeriai* when at least one *shiai-sha* is using *nito* or *jodan-no-kamae* in the following two sections.

5.8. Jodan Rules

- 5.8.1. The following additional rules apply to *shiai-sha* using *jodan-no-kamae*.
- 5.8.2. In principle, for *sekkiwan* (one-armed) and *katate* (one-handed) *jodan*, the *shiai-sha* should grip the *tsuka* (the handle of the *shinai*) of the *shinai*

close to the *tsukagashira* (the very end or bottom of the *tsuka*) so their *kote* area is not concealed.

- a) If a *shiai-sha* grips their *shinai* near the *tsubamoto* (base of the *tsuba*) and adopts an excessively defensive or unsightly posture, it will be considered a *hansoku* under Article 1 of the Regulations, following a *gogi*.
 - b) Gripping the *tsubamoto* during close engagements such as *tsubazeriai* is not considered to be particularly problematic when taking into account *toho* (sword usage) and *maai* (distance).
- 5.8.3. During disengagement from *tsubazeriai*, a *shiai-sha* using *jodan* will retreat in *chudan-no-kamae* until the tips separate and then resume *jodan-no-kamae*.
- a) For *hidari-jodan* (the stance in which the *shinai* is held with both hands, with the left hand gripping the *tsukagashira* and the right hand gripping just below the *tsuba*, and the left foot is forward), the *shiai-sha* should first return to having the right foot forward before resuming *jodan*.

5.9. Nito Rules

- 5.9.1. The following additional rules and refereeing considerations apply to *shiai-sha* using *nito* (two swords).
- 5.9.2. At the start and end of a *shiai*:
 - a) Both the *daito* (long sword) and the *shoto* (short sword) are carried in the left hand in *sageto* (the standing posture with the *shinai* held in the left hand with the arms extended).
 - b) When assuming *kamae* (posture or stance), the *shinai* to be held in the left hand is drawn with the right hand and passed to the left. The other *shinai* to be held in the right hand is then drawn with the right hand.
 - (i) *Shiai-sha* should avoid holding the *shoto* under their arm when drawing the swords. While this is not deemed a problem if the drawing procedure follows the guideline above, *shiai-sha* are encouraged to avoid doing this.
 - c) To perform *noto* (the act of coming out of the *kamae* and returning the *shinai* back to one's left side) with two *shinai*, the *shinai* in the right hand is firstly passed to the left hand, and the second *shinai* already in the left hand is turned with the right hand back into the left.
 - (i) *Shiai-sha* should avoid holding the blade area of the *shinai* when performing *noto*. While this is not deemed a problem if the sheathing procedure follows the guideline above, *shiai-sha* are encouraged to avoid doing this.
 - d) Other than the three differences listed above, the manner for *shiai-sha* using *nito* are the same as those for *itto* (one sword).
- 5.9.3. For a strike executed with the *shoto* (short sword) to be judged as valid, the striker must be in control of the opponent's *shinai* with their own *daito* (long sword) while the strike is executed with their *shoto* arm

- sufficiently extended as the strike is made with all the necessary requirements for *yuko-datotsu*.
- a) In principle, strikes made with a *shoto* from the *tsubazeriai* position will not be considered valid.
 - b) An example of a valid strike using the *shoto* is controlling the opponent's *daito* that is attacking the *kote* on the *daito* side, and then striking the opponent's *men* with the *shoto* while fully extending the elbow.
- 5.9.4. If a *nito shiai-sha*'s *shinai* is damaged and there is no replacement, the *shiai* will be forfeited and the *nito shiai-sha* will lose.
- a) An *itto shinai* cannot be used as a replacement *shinai* for a *nito shiai-sha*.
- 5.9.5. In *tsubazeriai* with *nito*, the two swords should be crossed with the *shoto* on the bottom and the *daito* over the top.
- a) If *tsubazeriai* is formed with the *shoto* above and the *daito* below, the *shinpan-in* should refrain from calling a *hansoku* immediately and provide instruction instead. However, if the behaviour is repeated despite instruction, it shall be ruled a *hansoku* by following *gogi*.
- 5.9.6. During disengagement from *tsubazeriai*, it is not necessary for *shiai-sha* using *nito* to insist on always returning to having the right foot forward first. Instead, care should be taken to avoid improper actions during the process of disengagement.
- a) Note that in *nito*, there are variations with both right-foot-forward and left-foot-forward in both standard *sei-nito* (*nito* where the *daito* is held in the right hand and the *shoto* in the left hand) and *gyaku-nito* (*nito* where the *daito* is held in the left hand and the *shoto* in the right hand).
- 5.9.7. It is deemed acceptable for *nito shiai-sha* to assume *kamae* with the *daito* and *shoto* crossed during *shiai*.
- a) In classical schools, this is called the *juji-no-kamae* stance and was frequently used in actual sword combat. From a cultural perspective, this stance is regarded as one acceptable stance in *nito*.
- 5.9.8. In principle, when in *tsubazeriai*, the opponent's *daito* should be positioned at the centre of the crossed swords.
- a) However, this may not occur in the flow of a *shiai*, and as it is not assumed to give either side a particular advantage, it is not considered a problem as long as the *tsuba* are locked together and the correct *tsubazeriai* form is taken.
- 5.9.9. For *nito* techniques that involve striking with the *daito* and simultaneously letting go of the *shoto*:
- a) If the strike has already entered the striking motion and meets the elements and requirements for *yuko-datotsu*, this strike may be considered valid.
 - b) If the strike is not yet in the striking motion, it cannot be considered valid because the *shinai* no longer meets the weight requirements for *itto*.

- 5.9.10. For *kote* techniques executed from *sei-nito* and *gyaku-nito*, particular attention should be paid to the following requirements for a *yuko-datotsu*:
- a) Whether the target area is struck with the correct *hasuji* (the direction of the sword edge).
 - b) Whether the opportunity is properly taken, such as the opponent raising their hands or the initiation of movement.

6. INDIVIDUAL CHAMPIONSHIPS

6.1. Competition Rules

6.1.1. Preliminary rounds:

- a) The preliminary rounds will be conducted using a pool system.
- b) In general, each pool in the preliminary rounds will comprise 3 *shiai-sha*. However, up to 5 *shiai-sha* may constitute a pool in some cases due to the number of *shiai-sha* registered.
 - (i) In pools of 2 (used only in the case when a *shiai-sha* withdraws), there will only be one *shiai* for the remaining two *shiai-sha*.
 - (ii) In pools of 3, the order of *shiai* will be as follows: A<>B, B<>C, C<>A.
 - (iii) In pools of 4, the order of *shiai* will be as follows: A<>B, B<>C, C<>D, D<>A.
 - (iv) In pools for 5, the order of *shiai* will be as follows: A<>B, B<>C, C<>D, D<>E, E<>A.
- c) The duration of the *shiai* in the preliminary rounds will be in accordance with 6.2.1.
 - (i) There is no *encho* (time extension) in preliminary rounds.
- d) The winner of a pool will be determined by the number of wins (draws are not counted).
 - (i) If two or more *shiai-sha* are equal on wins, the winner will be determined by the number of points scored (points conceded are not counted).
 - (ii) If two *shiai-sha* are equal on wins and points scored, a sudden death playoff by an *ippon-shobu* (one-point match) will be conducted with no time limit to determine the winner.
 - (iii) If three or more *shiai-sha* in the pool are equal on wins and points scored, these *shiai-sha* will form a pool and this reduced pool is played in accordance with 6.1.1b) using *sanbon-shobu*.

6.1.2. Knock-out rounds:

- a) *Shiai* after the preliminary rounds will progress on a knock-out basis, including the Finals.
- b) In the case the *shiai* is a draw, *encho* is applied to these *shiais* with no time limit.

6.2. Individual Match Durations

- 6.2.1. All pool matches will be 4 minutes in duration.
- 6.2.2. Match duration in the knock-out rounds will be as follows:
 - a) Individual *Kyu* Grade Men's Championship: 4 minutes.

- b) Individual *Kyu* Grade Women's Championship: 4 minutes.
- c) Individual *Dan* Grade Men's Championship: 5 minutes.
- d) Individual *Dan* Grade Women's Championship: 5 minutes.
- e) Individual Men's Veterans Championship: 4 minutes.
- f) Individual Women's Veterans Championship: 4 minutes.

7. TEAM CHAMPIONSHIPS

7.1. Competition Rules

7.1.1. Preliminary rounds:

- a) The preliminary rounds will be conducted using a pool system. In general, two pools (Pool A and Pool B) will be set up.
- b) In general, each pool will comprise 3 teams. However, up to 5 teams may constitute a pool in some cases due to the number of teams registered.
 - (i) In pools of 2 teams (used only in the case when a team withdraws or forfeits), there will only be one pool match for the remaining two teams.
 - (ii) In pools of 3 teams, the order of pool matches will be as follows: A<>B, B<>C and C<>A.
 - (iii) In pools of 4 teams, the order of pool matches will be as follows: A<>B, B<>C, C<>D and D<>A.
 - (iv) In pools of 5 teams, the order of pool matches will be as follows: A<>B, B<>C, C<>D, D<>E and E<>A.
- c) **Team order submissions:**
 - (i) Team orders for pool matches must be submitted by the *kantoku* (Team Manager) to the *shinpan-shunin* (court referee, seated at the table) of the relevant *shiai-jo* (match court) prior to the commencement of the pool.
 - (ii) The *shiai-jo shinpan-shunin* will make an announcement for the team orders for a specific pool to be submitted. All teams in that pool will need to submit their team orders within 10 minutes of this announcement.
 - (iii) Each team will submit two team order lists prior to the commencement of the pool, one list for each pool match. Even if there is no change to the order between pool matches, each team must submit two team order lists.
 - (iv) The team order list shall include any reserve *shiai-sha*.

7.1.2. Semi-Finals and Finals:

- a) The top two teams from each pool will progress to the Semi-Finals. The winning team from Pool A will play off the second-ranked team from Pool B, and the winning team from Pool B will play off the second-ranked team from Pool A.
- b) The winning team of each Semi-Final will progress to the Finals match for 1st place.

- c) **Team order submissions:**
 - (i) Team order for the Semi-Final and Final matches must be submitted by the *kantoku* to the *shinpan-shunin* of the relevant *shiai-jo* prior to the commencement of each round.
 - (ii) Prior to the both Semi-Final matches starting, the *shinpan-cho* will make an announcement for the team orders for all teams in the Semi-Finals to be submitted. Teams will need to submit their team order within 3 minutes of this announcement.
 - (iii) Prior to each of the Finals matches starting, the *shinpan-cho* will make an announcement for the team orders to be submitted. Teams will need to submit their team order within 3 minutes of this announcement.
 - (iv) Each team will submit a separate team order list for each of the Semi-Final and Final matches, even if there is no change to the order between matches.
 - (v) The team order list shall include any reserve *shiai-sha*.
- 7.1.3. At the conclusion of each team match:
- a) The team with the most matches won will be declared the winner (draws are not counted).
 - b) 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).
 - c) If the number of wins and the number of points are equal, there will be a *daihyosha-sen* (representative playoff) with a representative from each team contesting an *ippon-shobu* with no time limit.
 - d) The *shiai-sha* for the *daihyosha-sen* must be selected from the submitted team order list for that team match.
 - e) Once it has been determined that a *daihyosha-sen* will be contested, the *shiai-jo shinpan-shunin* will make an announcement for the *daihyosha* (selected representative *shiai-sha*) to be submitted. The *kantoku* must submit the name of the *daihyosha* to the *shinpan-shunin* within 3 minutes of this announcement.
- 7.1.4. In case where the *shiai-sha*'s order is different to the one described in the submitted team order:
- a) If it is noticed before a *shushin* declares "*Hajime*" (start), the *shiai-sha* can be corrected in accordance with the submitted team order. No penalty applies.
 - b) If it is found after the declaration of "*Hajime*" by the *shushin*, the *shinpan-in* in that *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 order are also incorrect will lose their respective *shiai(s)*. Their opponents will be awarded two (2) points per *shiai*, respectively. All points scored by the violating *shiai-sha(s)* of the team prior to this finding shall be forfeited.
 - c) If it is found before *shuryo no rei* (mutual bowing exchanged at the conclusion of the *shiai*) that members from either team were in violation of the order submitted, all *shiai-shas* whose orders were

incorrect will lose their *shiais* and each opponent will be awarded two (2) points per *shiai*, respectively. All points scored by the violating members of either team prior to the finding shall be forfeited.

- d) If either team are found in violation of the order submitted after the *shuryo no rei*, the *shiai* outcome must not be changed.

7.2. Team Match Durations

- 7.2.1. The Teams *Kyu* Grade Men's Championship match duration is 4 minutes.
7.2.2. The Teams *Kyu* Grade Women's Championship match duration is 4 minutes.
7.2.3. The Teams *Dan* Grade Men's Championship match duration is 5 minutes.
7.2.4. The Teams *Dan* Grade Women's Championship match duration is 5 minutes.

7.3. Team Orders

7.3.1. For the Teams *Kyu* Grade and Teams *Dan* Grade Men's Championships:

- a) Each State / Territory may enter one team of up to 5 *shiai-shas* (1 – *senpo*, 2 – *jicho*, 3 – *chuken*, 4 – *fukusho*, and 5 – *taisho*) and up to 2 reserves, with a minimum of 3 *shiai-shas* in each team.
b) *Shiai-sha* positions:
(i) If a team of 4 *shiai-shas* competes, their *shiai-sha* positions are 1, 3, 4 and 5.
(ii) If a team of 3 *shiai-shas* competes, their *shiai-sha* positions are 1, 3 and 5.

7.3.2. For the Teams *Kyu* Grade Women's Championship:

- a) Each State / Territory may enter one team of up to 3 *shiai-shas* (1 – *senpo*, 2 – *chuken*, and 3 – *taisho*) and up to 1 reserve, with a minimum of 2 *shiai-shas* in each team.
b) If a team of 2 *shiai-shas* competes, their *shiai-sha* positions are 1 and 3.

7.3.3. For the Teams *Dan* Grade Women's Championship:

- a) Each State / Territory may enter up to two teams of 3 *shiai-shas* and up to 1 reserve, with a minimum of 2 *shiai-shas* in each team.
(i) If a State / Territory enters two teams, one of the teams must be a full team (i.e. a team of 3 *shiai-shas*). Entering two teams of 2 *shiai-shas* is not allowed.
b) If a State / Territory enters a team of 2 *shiai-shas*, they may source the third *shiai-sha* from another State / Territory to complete the team.
(i) It is the responsibility of the respective State / Territory to organise the sourcing of additional *shiai-sha*.
(ii) States and Territories may source the additional *shiai-sha* up to the day of the Team Championship.
c) If a State / Territory enters two teams, the makeup of each team (including the reserve) cannot change between *shiai* nor rounds. This means the same two, three or four (inclusive of the reserve) *shiai-sha* must compete in the same team for the entirety of the Teams *Dan*

Grade Women's Championship. The team order may be changed in accordance with the conditions for submission of team orders in 7.1.1.c) and 7.1.2.c).

- (i) The *Kantoku* of each State / Territory must submit the makeup of their *Dan Women's* team(s), including any reserves or any *shiai-sha* sourced from another State / Territory to the *shinpan-shunin* of the *shiai-jo* for their pools match at the commencement of the Championship.
- (ii) The *shinpan-shunin* of each *shiai-jo* must confirm that the team makeup at each team *shiai* are in accordance with the team makeup submitted prior to the *shiai* starting.

7.4. Use of *Kantoku-ki* (Team Manager's Flag)

- 7.4.1. *Kantoku* or a team member acting as *kantoku* will provide their own *kantoku-ki* (Team Manager's flag) for signalling a *igi* (protest) during any of the contested divisions if required.
- 7.4.2. If the *kantoku* or a team member acting as *kantoku* accompanying a *shiai-sha* or a team in action wishes to raise an *igi*, the *kantoku* must contact the *shinpan-shunin* before the individual or team match in question is completed.
- 7.4.3. No other persons are permitted to raise an *igi* to *shinpan-in*.
- 7.4.4. The *igi* raised can only be regarding incorrect *shiai* procedure. Examples include errors in scoring and countback of points or *hansoku*, incorrect team order, mixing of makeup between a State / Territory's two teams in the Teams *Dan* Grade Women's Championship, and incorrect *nafuda* (name tag worn on the centre panel of their *tare*, or waist protector) worn by *shiai-sha*. *Kantoku* are not permitted to raise *igi* to question decisions made by *shinpan-in*, such as whether an *ippon* or a *hansoku* should be awarded.

7.5. *Kata* Teams *Shiai*

- 7.5.1. *Kata* Teams comprise of 2 *shiai-shas* (*uchidachi* and *shidachi*) per team.
 - a) One *shiai-sha* will be in the *uchidachi* (instructor) role and the other *shiai-sha* will be in the *shidachi* (student) role.
- 7.5.2. *Shiai-shas* are required to perform the *Nihon Kendo Kata* from *ippon-me* (*Kata* 1) to *nanahonme* (*Kata* 7).
- 7.5.3. At the start of a *shiai*:
 - a) Teams will stand and wait at the side of the *shiai-jo*, to the right of the *shushin*, with the red team placed closer to the table.
 - b) Once the *shinpan-in* are in position, both *shidachi* will move across the *shiai-jo*. The *shiai-sha* will move themselves into their starting positions centred by the centre of the *shiai-jo*.
 - c) The *shushin* will commence the *shiai* by declaring "*Hajime*".
- 7.5.4. At the end of a *shiai*:
 - a) After completing their *kata* performance, the teams will remain at their finishing positions.
 - b) The *shinpan-in* will stand and at the *shushin*'s declaration of "*Hantei*", the *shinpan-in* will indicate their decision with their flags.

- c) Once the decision has been declared by the *shushin*, the *shidachi* will move across the *shiai-jo* to join the *uchidachi*, before exiting the *shiai-jo* area.

8. KANTOKU

- 8.1. *Kantoku* (Team Managers) must be those directly affiliated with the State / Territory kendo teams.
 - 8.1.1. Only one designated *kantoku* is permitted to accompany their *shiai-shas* or teams and sit with them in the designated waiting area by the *shiai-jo* during the entire period of the individual or team *shiai*.
 - 8.1.2. In the case where more than one *shiai-sha* or team from one State / Territory kendo team are competing at or around the same time, another registered *kantoku* or a member from the same State / Territory kendo team (they may remain in their *kendogi* and *hakama*) may act as a *kantoku* and stay with the *shiai-sha* or team by the *shiai-jo* for their match.
 - 8.1.3. No other persons are permitted to enter the waiting area with the exception of emergency circumstances.
 - 8.1.4. Should another person that is not readily recognisable as being associated with the team wishes to act as a *kantoku* and accompany the *shiai-sha* or team, this must be informed to and agreed upon by the *shinpan-shunin* before the replacement takes place.
- 8.2. The uniform of a *kantoku* follows the standard professional dress code (business suits with a tie, paired with solid-coloured dress shirt, business pants, and dark-coloured socks), unless the *kantoku* is also involved in *shinpan* duties or is participating as a *shiai-sha* in the competition.
- 8.3. No watches or devices equipped with time functions are to be worn or carried by the *kantoku* whilst they are by the *shiai-jo* where one of the *shiai-sha* from their team is in an active *shiai*.
- 8.4. *Kantoku* must not indicate a signal to a *shiai-sha* engaged in a *shiai* or allow other team members or associates to indicate a signal to the *shiai-sha*, in any shape or form. Non-conformance to these rules may result in instant *shiai-sha* or team disqualification and additional punitive actions against the team including the *kantoku*, at the discretion of the *shinpan-cho*.

9. SHINPAN-IN

- 9.1. All *shinpan-in* must:
 - 9.1.1. be Life Members or current Ordinary Affiliate Members of the AKR.
 - 9.1.2. hold Kendo 4th *Dan* or above.
 - 9.1.3. have completed the following necessary courses on the AKR Learning Centre:
 - a) Safeguarding children and young people in sport induction.
 - b) Harassment and discrimination.

- 9.1.4. *Shiai-sha*, *kantoku* and/or Team Coaches meeting the requirements as per 9.1 may be requested to take part as *shinpan-in*, at the discretion of the Kendo Board and the Competition Manager.
- a) *Shiai-shas* competing in a championship are not allowed to participate as *shinpan-in* in the same championship.
 - b) *Kantoku* and Team Coaches should refrain from participating as *shushin* in a *shiai* that one or more members from their associated State / Territory kendo team are competing in.
- 9.1.5. All *shinpan-in* must wear the following uniform:
- a) A plain, dark blue jacket.
 - b) A plain, grey pair of trousers.
 - c) A plain, white business shirt.
 - d) A plain, deep red necktie.
 - e) A plain, dark blue or black pair of socks.
 - f) No wrist watch or a similar device (e.g. a smart phone) shall be worn or carried on their person.
- 9.1.6. *Shinpan-in* on standby will be seated in the designated waiting area.
- 9.1.7. *Shinpan-in* will refrain from conversing with others near *shiai-jo* where possible.

10. COMPETITION ADMINISTRATION

10.1. Match Suspension

- 10.1.1. A *shiai* may need to be suspended to address situations such as safety hazards and/or *shiai-sha* injury. In general, the process is:
- a) The *shushin* suspends the *shiai* by calling “*yame*”. A separate timer starts timing from when the “*yame*” is called.
 - b) The *shinpan-in* assess the situation, conferring with each other, the *shinpan-shunin*, the *shinpan-cho*, the Competition Manager and/or authorised officials as required.
 - c) The *shinpan-in* need to determine whether the *shiai* can be continued within five (5) minutes of the “*yame*” call.
- 10.1.2. If the situation relates to safety hazards, clear the safety hazards in accordance with applicable competition and/or venue procedures. For example: blood spills to be cleaned up using blood spill kits whilst wearing gloves. *Shiai* must only be continued when the *shiai-jo* is assessed as clear of safety hazards by the *shinpan-shunin*.

10.2. Injury Sustained during *Shiai*

- 10.2.1. If a *shiai* is suspended due to *shiai-sha* injury, the first aid responder (e.g. authorised Sport Trainer for the competition) must be engaged promptly to assess the injury.
- 10.2.2. Within three (3) minutes from when the first aid responder begins assessing the injury, the first aid responder will determine if the injury can be treated using first aid, or if additional medical assessment is required.
- 10.2.3. If the first aid responder deems the *shiai-sha* capable to continue after treating the injury using first aid, the *shiai-sha* may receive an addition

three (3) minutes for the first aid to be administered. Within six (6) minutes from when the first aid responder begins assessing the injury, the *shiai-sha* should be deemed fit by the first aid responder to continue the *shiai*.

- 10.2.4. If the first aid responder deems that the injury requires additional medical assessment, or the injury is too severe for the *shiai-sha* to continue competing, the *shiai-sha* must forfeit this *shiai* as well as the remaining *shiai* on the day to receive the required medical assessment or treatment. The *shinpan-cho*, Competition Manager and/or authorised officials must be informed of this *shiai-sha* forfeiting for the remainder of the day.
- 10.2.5. If a *shiai-sha* who had forfeited the previous day due to injury plans to compete the next day, they will need to be assessed by the first aid responder prior to their first *shiai* on the second day. The *shiai-sha* will only be deemed fit to compete for the day by the first aid responder following appropriate assessment.
- a) If the first aid responder deems the *shiai-sha* fit to compete, and the *shinpan-cho* / Competition Manager / authorised officials agrees, then the *shiai-sha* may compete for the day.
 - b) If the first aid responder deems the *shiai-sha* unfit to compete, the *shiai-sha* will not be able to compete for the day and will be treated as a *kiken* (forfeit).
 - c) Even if the first aid responder deems the *shiai-sha* fit to compete, the *shinpan-cho* / Competition Manager / authorised officials may still disagree, then the *shiai-sha* will not be able to compete for the day.
- 10.2.6. The will and motivations of the *shiai-sha* and/or their *kantoku* or Team Coach will not outweigh the determination of the first aid responder or the authorised officials of the competition for the *shiai-sha* to continue competing.

11. UNIFORM AND EQUIPMENT

11.1. Standard *Shiai-sha* Attire

- 11.1.1. The standard Kendo uniform for *shiai-sha* consists of:
- a) *Kendogi* (Kendo top) and *hakama* (Kendo bottoms).
 - b) *Kendo-gu* (Kendo protective equipment) consisting of *men*, *tenugui*, *kote*, *do*, and *tare*. No other external fittings are permitted unless approved by the *shinpan-cho* or authorised officials.
- 11.1.2. The external surface of the *men-gane* (grill on the *men*) must not be black colour coated. Such equipment will be considered as *fusei-yogu* (prohibited kendo equipment). *Shiai-shas* found using *fusei-yogu* will be penalised in accordance with the applicable FIK Regulation.
- 11.1.3. ***Shiai-sha* Use of Protectors**
- a) *Shiai-sha* may use protectors or other items (e.g. foot protectors, ankle or knee supporters) only in case of medical need, provided that these items are tidy and not hazardous to the opponent.
 - b) At the start of each championship, before the first *shiai* of the championship starts, all *shiai-sha* with protectors or similar in that

division must present their protectors to the *shinpan-shunin* of their first pool for their check and approval.

11.1.4. In principle, the ribbon that a *shiai-sha* wears should be visible to the *shinpan-in* at all times during a *shiai*.

- a) For *shiai-sha* with long hair, particular attention should be taken to secure the hair in a manner that does not cover their ribbon.

11.2. Nafuda

11.2.1. *Shiai-sha* must wear a dark blue or black *nafuda* (also known as *zekken*) on the centre panel of their *tare* in accordance with the specifications and diagrams at this URL:

http://www.kendoaustralia.asn.au/content/?page_id=1230.

11.2.2. **For team championships:**

- a) State / Territory team *nafudas* must be worn.
- b) The State or Territory name must be written across the top in English block capital letters. Abbreviations such as NSW, VIC and WAKR are accepted.
- c) State or Territory logo or family name (Japanese characters accepted) in the middle.
- d) The *shiai-sha*'s family name in English must be printed or embroidered across the bottom in block capital letters. This name must be consistent with the name used for competition registration. Given name initials may be included with the family name. Other names, such as given names or preferred names only, will not be accepted.

11.2.3. **For individual championships:**

- a) *Shiai-shas* can choose to wear either State / Territory team *nafudas* or *dojo* (club) *nafudas*.
- b) For *dojo nafudas*:
 - (i) The *dojo* name must be written in English block capital letter across the top of the *nafuda*.
 - (ii) A *dojo* logo or family name (Japanese characters accepted) in the middle.
 - (iii) The *shiai-sha*'s family name in English must be printed or embroidered across the bottom in block capital letters. This name must be consistent with the name used for competition registration. Given name initials may be included with the family name. Other names, such as given names or preferred names only, will not be accepted.

11.2.4. Non-conformance to this rule may result in the *shiai-sha* being disqualified from the competition, at the discretion of the *shinpan-cho* or authorised officials.

11.3. Shinai

- 11.3.1. 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.
- 11.3.2. The *shinai* dimensions must satisfy the following requirements in addition to those listed in the FIK Rules and Regulations, 26 July 2023. Specifications and diagrams are located at the URL: https://www.kendoaustralia.asn.au/content/?page_id=1230.
- 11.3.3. 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.

11.4. Safety Guidelines for *Kendo-gu* and *Kendo-gi*

- 11.4.1. Whilst *kendo-gu* and *kendo-gi* which do not meet the specifications below will not be regarded as *fusei-yogu*, all *shiai-shas* are encouraged to comply with the guidelines set out below for safety.
 - a) *Men* fitted with polycarbonate laminated board must be the one approved by the All Japan Kendo Federation (AJKF).
 - b) The *men-buton* (flaps) must be long enough to protect the shoulder joints and have sufficient impact absorbing capacity.
 - c) The sleeves of a *kendo-gi* must be long enough to protect the elbow joints.
 - d) The *kote* must cover at least half of the forearm.
 - e) 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).
 - f) *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.

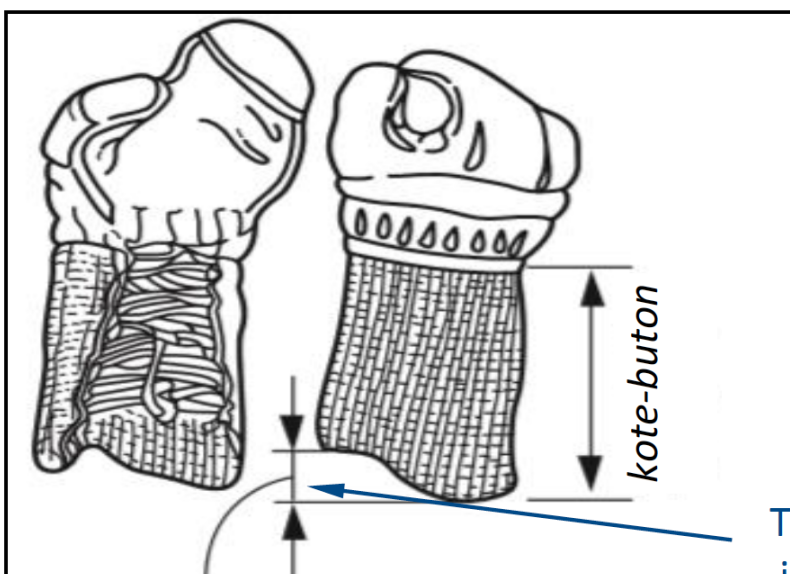


Figure 1: A description of *eguri*.

Glossary of Japanese Terms

Japanese Term	Meaning / Definition
Chikuto	The narrowest part on the bamboo body of the <i>shinai</i> (near the tip).
Chudan-no-kamae	Posture where the <i>shinai</i> is held in front of the centre of the body.
Chuken	In a team match in which each team is made up of three or more players, the player in the centre position of a line-up.
Daihyosha	Selected representative player
Daihyosha-sen	Representative playoff
Daito	The long sword in <i>nito</i>
Datotsu	Strike
Do	The piece of Kendo equipment which covers the chest and stomach areas.
Eguri	The cut between the longest part and the shortest part of the <i>kote-buton</i>
Encho	Time extension
Fukusho	In a team match in which each team is made up of four or more players, the player in the line-up who appears second-to-last (before the <i>taisho</i>).
Fusei-yogu	Prohibited equipment
Gogi	Referee consultation during a match
Gyaku-kosa	A transitory reverse-crossing of the <i>shinai</i>
Gyoku-nito	<i>Nito</i> where the <i>daito</i> is held in the left hand and the <i>shoto</i> in the right hand
Hajime	Start
Hakama	The pleated bottoms worn during Kendo matches
Hansoku	Penalty
Hantei	Selection of a winner based on referee judgement / decision.
Harau	To slap the opponent's <i>shinai</i> with one's <i>shinai</i>
Hasuji	The direction of the sword edge
Hidari-jodan	The stance in which the <i>shinai</i> is held with both hands, with the left hand gripping the <i>tsukagashira</i> and the right hand gripping just below the <i>tsuba</i> , and the left foot is forward.
Hikiwaza	Striking technique executed when retreating from <i>tsubazeriai</i>

Japanese Term	Meaning / Definition
Igi	Protest
Ippon-shobu	One-point match
Itto	Kendo which uses one sword
Jiho	In a team match in which each team is made up of three or more players, the player in the line-up who appears second (after <i>senpo</i>).
Jodan-no-kamae	Posture where the <i>shinai</i> is held above the head
Juji-no-kamae	A stance used in classical schools of <i>nito</i> where the <i>kamae</i> is assumed with the <i>daito</i> and <i>shoto</i> crossed.
Kaishi-sen	Starting line
Kakari-in	Volunteer official
Kamae	Posture or stance
Kantoku	Team Manager
Kantoku-ki	Team manager's flag
Katate jodan	One-handed <i>jodan</i>
Kendogi	The top worn during Kendo matches
Kendo-gu	Kendo protective equipment
Kensen	Tip of <i>shinai</i>
Kiai	Vocalisation used in Kendo
Kiken	Forfeit
Kote	A piece of Kendo equipment; the gloves which cover the hands and forearms.
Kote-buton	The padding on the <i>kote</i> which protects the forearms
Kuzushi	To momentarily unbalance (the opponent)
Maai	Distance
Maku	To bind the opponent's <i>shinai</i> with one's <i>shinai</i>
Men	The piece of Kendo equipment which covers the head, face, throat and shoulders.
Men-buton	Flaps on both sides of the <i>men</i>
Men-gane	Grill on the <i>men</i>
Nafuda	Name tag worn on the centre panel of a player's waist protector.
Nito	Kendo which uses two swords
Noto	The act of coming out of the <i>kamae</i> and returning the <i>shinai</i> back to one's left side
Sageto	The standing posture with the <i>shinai</i> held in the left hand with the arms extended.

Japanese Term	Meaning / Definition
Sakigawa	The leather cap at the tip end of the <i>shinai</i> .
Sanbon-shobu	Three-point match
Sei-nito	<i>Nito</i> where the <i>daito</i> is held in the right hand and the <i>shoto</i> in the left hand.
Sekkiwan jodan	One-armed <i>jodan</i>
Senpo	In a team match, the player in the line-up who fights the first match.
Shiai	Match (in a competition)
Shiai-jo	Match court
Shiai-sha	Player, competitor
Shinai	Bamboo sword used in Kendo
Shinpan-cho	Technical Officer
Shinpan-in	Referee (on the court)
Shinpan-ki	Referee flag
Shinpan-shunin	Court referee (seated at the table)
Shomen-ni-rei	A bow to the frontage.
Shoto	The short sword in <i>nito</i>
Shuryo no rei	Mutual bowing exchanged by the players/teams at the conclusion of the match.
Shushin	Chief referee (on the court)
Taisho	In a team match, the last player in the line-up to appear and fight a match.
Tare	The piece of Kendo equipment which is worn around the waist, and covers and protects the lower abdominal area and the thighs.
Tenugui	The cotton cloth which is wrapped around the head when wearing the <i>men</i> .
Toho	Sword usage
Tsuba	Sword guard
Tsubamoto	The base of the <i>tsuba</i>
Tsubazeriai	The situation in which the distance between two opponents is at its closest. Both players are holding their <i>shinai</i> with the <i>tsuba</i> locked together in a competitive position.
Tsuka	Handle of the <i>shinai</i>
Tsukagashira	The very end (bottom) of the <i>tsuka</i>
Tsuki	Thrust to the throat

Japanese Term	Meaning / Definition
Waza	Technique
Yame	Stop
Yuko-datotsu	Valid strike
Zekken	Another name for <i>nafuda</i>