

## KENDO (men, women and kyu)

2016

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

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### 1. Team/squad size

- 1.1. Each university team shall name a squad for the Kyu grade competitions not exceeding seven 7 men and 7 women.
- 1.2. Each university can name unlimited Dan grade competitors.
- 1.3. For Teams Kyu Grade Championship and Teams Open Grade Championship, teams shall not exceed 7
  - A team is made up of up to 5 competitors and 2 reserves for each team
    - a) Minimum number of competitors in a team is 3
    - b) Competitors must play in positions 1, 3 and 5. In the case of a 4 person team they must play in positions 1, 2, 3 and 5
    - c) Teams Kyu Grade Championship competitors must be kyu grade
    - d) Teams Open Grade Championship competitors may be any grade
- 1.4. Competitors must be a current Ordinary Affiliate Member of the AKR.
  - Membership fees must be received by AKR no later than 30 days prior to competition.

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### 2. Competition format

- 2.1. The following individual competitions will be contested:
  - Individual Kyu Grade men and women
  - Individual Dan Grade men and women
- 2.2. The following team competitions will be contested:
  - Teams Kyu Grade
  - Teams Open Grade
- 2.3. 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 Mens and the Individual Dan Grade Womens competitions. This will be announced and confirmed at the event.
- 2.4. Individual competitions:
  - a) At the conclusion of each pool, the competitor with the most wins is declared the winner of the pool
  - b) In the event that there are two or more competitors with an equal number of wins, a count back of scored points shall take place
  - c) In the event that the number of scored points is also equal, 1 point "sudden death" matches shall be conducted to get final placing's
  - d) At the conclusion of a knock out round match, if the scores are tied, a 1 point "sudden death" encho (extension) of time limit specified by the tournament director shall be conducted
  - e) If at the end of the encho there is still no result, a hantei (judge's decision) shall be called by the head court judge
  - f) In the case of unlimited encho the match must be decided by a point score and cannot be decided by hantei
- 2.5. Teams competition:
  - a) Prior to each round, team manager/captains shall submit the order of play in writing to the score keeping table. 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 shall be declared the winner
- c) If the number of win/loss/draws is equal, a count back of scored points shall take place and the team with the most scored points shall be declared the winner
- d) If the number of scored points is also equal, each team manager/ captain shall nominate 1 player to decide the result by 1 point "sudden death" match, 5 minutes, unlimited encho (extension)

2.6. Restriction on technique in kyu grade matches and Teams Open competitions:

- The use of tsuki thrust, jodan-no-kamae and nito (two sword style) are not permitted

2.7. As the Team Open competition provides for mixed dan and kyu competitors, the above rule will also apply to the Team Open Grade competition.

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### 3. Competition time/duration

3.1. 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)
  - 4 minutes no encho (extension)
  - 4 minutes plus a 2 minute encho (extension)
- b) Women (Dan)
  - 4 minutes no encho (extension)
  - 4 minutes plus a 3 minute encho (extension)
  - 4 minutes plus an unlimited encho (extension)
- c) Dan and Open Grade
  - 5 minutes no encho (extension)
  - 5 minutes plus a 3 minute encho (extension)
  - 5 minutes plus an unlimited encho (extension)

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### 4. Point score

4.1. 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

4.2. 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):

- 1<sup>st</sup> place 3 points
- 2<sup>nd</sup> place 2 points
- 3<sup>rd</sup> place 1 point

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### 5. Uniform requirements

5.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.

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

- Traditional kendo-gi (jacket) with correct nafuda (name tag) and traditional hakama (pleated pants)
- Shinai (bamboo sword) must be checked for correct weight and safety before competition, in accordance with the International Kendo Federation (FIK) rules.

5.3. Minimum uniform requirements for AUS events must be met:

- A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
- Long or sharp fingernails are to be trimmed short
- All participating competitors are to be correctly attired in appropriate, matching team uniforms
- Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally the exceptions will only be granted providing they are



the same colour, and the extra clothing does not cover up any identification numbers or colours

- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

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## 6. Award ceremonies

6.1. Medal ceremonies will be held at the completion of the competition.

6.2. Gold, silver and bronze medals will be presented to those teams finishing 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in the competition.

6.3. Pennants will be presented at the closing presentation to the following teams:

- For the Australian University Games
  - Overall mens champion
  - Overall womens champion

6.4. The following trophies will be presented to the overall champion teams at the Australian University Games (note that trophies are presented at the closing presentation):

- Mens Champion University – AUS Mens Kendo Championship trophy
- Womens Champion University – AUS Womens Kendo Championship trophy

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## Previous rule amendments

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