

# 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 *shiai-shas* (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 3 *shiai-shas*.
  - 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).
- 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

\* 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.

- 3.3. The following team competitions will be contested\*\*:
  - a) Teams Kyu Grade

b) Teams Open Grade

\*\* Teams Kyu Grade Championship competitors must be of Kyu grade at the point of registration. Teams Open Grade Championship *shiai-sha* may be of *Kyu* or *Dan* grade.

3.4. Fighting Spirit Awards

The *shimpan-in* shall select the *shiai-sha* who demonstrate Fighting Spirit by secret ballot.

3.5. Individual competitions:

- a) Individual competitions consist of preliminary rounds and knock-out rounds.
- b) Preliminary round will be conducted using a pool system with the san bon shobu rule
- c) In general, each pool will comprise 3 shiai-shas. However, up to 5 shiai-shas may constitute a pool in some cases due to the number of shiai-shas registered.
  - i) In pools of 3, the order of shiais is as follows: A><B, B><C, C><A.
  - ii) In pools of 4, the order of shiais is as follows: A><B, B><C, C><D, D><A.
  - iii) In pools of 5, the order of shiais is as follows: A><B, B><C, C><D, D><E, E><A.
- d) If a shiai-sha in a pool of 4 fails to register on the morning of an event the pool of 4 will be changed to a pool of 3.
- e) If a shiai-sha in a pool of 5 fails to register on the morning of an event the pool of 5 will be changed to a pool of 4.
- f) There is no *encho* (time extension) in preliminary rounds.
- g) The winner of a pool will be determined by number of wins (draws are not counted).
  - i) If two or more shiai-shas equal on wins, the winner will be determined by the number of points scored (points conceded are not counted).
  - ii) If two shiai-shas are still equal, a sudden death play-off by an ippon shobu (one-point shiai) will be conducted to determine the winner. These matches will be time-limited as described in 4.3. If at the end of the time-limited encho there is still no result, a hantei (three referees appoint a winner based on the shiai-shas overall performance) must be called by the Shushin to determine the winner.
  - iii) If all shiai-shas in the pool are equal on wins and points scored, the pool is repeated in full (san bon shobu).
- h) Shiais after preliminary rounds will progress on a knock-out basis. In the case of a draw, time-limited encho is applied as described in 4.3. 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) Preliminary rounds will be conducted using a pool system. In general, two pools (Pool A and Pool B) are set up.
- b) Pools will comprise 3 teams but may comprise of up to 5 teams in some cases, depending on the number of teams in the event.
- c) In pools of 3 teams the order of shiais will be as follows: A><B, B><C and C><A.
- d) In pools of 4 teams the order of shiais will be as follows: A><B, B><C, C><D and D><A.
- e) In pools of 5 teams the order of shiais will be as follows: A><B, B><C, C><D, D><E and E><A.
- f) Team orders for pool matches must be submitted by the team manager to the shinpan-shunin (shiai-jo referee) of a relevant shiai-jo 30 minutes prior to the commencement.
  - i) The team order list should also include any reserve players.
  - ii) Team orders for pool matches can be different, however each order list must be submitted at the same time 30 minutes prior to the commencement of the pool. Once submitted team members must compete in that order.
  - iii) Team managers must also submit team order lists for subsequent (knock-out) matches to the shinpan-shunin of the relevant shiai-jo 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.
- g) A kiken (default) will be regarded as a loss with the opponent awarded 2 points.
- h) There will be no encho in team championships.
- i) At the conclusion of each team match, the team with the most matches won will be declared the winner.
- j) 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).
- k) If the number of wins and the number of points are equal, there will be a daihyosha-sen with a representative from each team contesting an ippon-shobu within the duration of a time-limited encho specified in 4.3. 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. Shiai-shas for

the ippon-shobu play off must be selected from registered team members listed in submitted team orders that played in that team match. The Kantoku (team manager) must submit the name of the selected representative shiai-sha to the shimpan shunin before the daihyosha-sen.

- l) 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.
  - m) The final team shiai will be the winning teams from the play-offs.
  - n) Depending on award conditions, matches for the third place may be held. This must be determined by the Competition Manager.
- 3.7. Management of team order miss
- a) In case where the competitor's order is different from the one described in the submitted order:
    - i) If it is noticed before a shushin declares "Hajime" (start), the team order can be corrected in accordance with the submitted order. No penalty applies.
    - ii) If it is found after the declaration of "Hajime" by the shushin, shinpan-in of the 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 orders are also incorrect will lose their respective shiais. Their opponents will be awarded 2 points per shiai, respectively. All points scored by the violating members of the team prior to the finding shall be forfeited.
    - iii) If it is found, before shuryo no rei (mutual bowing exchanged at the conclusion of the shiai), that members from either teams were in violation of the order submitted, all shiai-shas whose orders were incorrect will lose their shiai and each opponent will be awarded 2 points per shiai, respectively. All points scored by the violating members of either team prior to the finding shall be forfeited.
    - iv) If either team are found in violation of the order submitted after the shuryo no rei, the shiai outcome must not be changed.
- 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. Individual Match Durations
- a) The following shiai and encho durations are applied to individual championships:
    - i) Individual Kyu Grade Men's: 4 minutes.
    - ii) Individual Kyu Grade Women's: 4 minutes
    - iii) Individual Dan Grade Men's: 5 minutes.

- iv) Individual Dan Grade Women's: 5 minutes.
- b) The following shiai and daihyosha-sen durations are applied to team events:
  - i) Kyu Team Competition: 4 minutes.
  - ii) Open Team Competition: 5 minutes.

## 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. Shinpan-In

- 6.1. All shiai-shas holding a 4 Dan or above must be available as shinpan-in.
- 6.2. Shiai-shas competing in a championship are not allowed to participate as shinpan-in in the same event.
- 6.3. The uniform of a *Shinpan-in* must be as follows:
  - A plain, dark blue jacket.
  - A plain, grey pair of trousers.
  - A plain, white 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.
- 6.4. Shinpan-in on standby will wait in the designated waiting area.
- 6.5. Shinpan-in will refrain from conversing with others near shiai-jo (match shiai-jo) where possible.

## 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. Kantoku will provide their own kantoku-ki (team manager's flag) for signalling an igi (protest) if required.
- 7.5. The use of a kantoku-ki will conform to the FIK Rules and Regulations.
- 7.6. 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*.
- 7.7. 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.

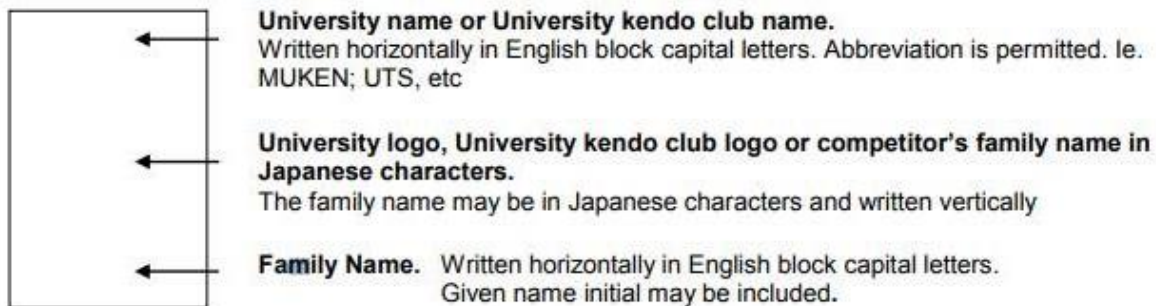


Figure 1: Supplementary AKR Kendo Competition Rules Guideline for Nafuda (Zekken)

- 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*.

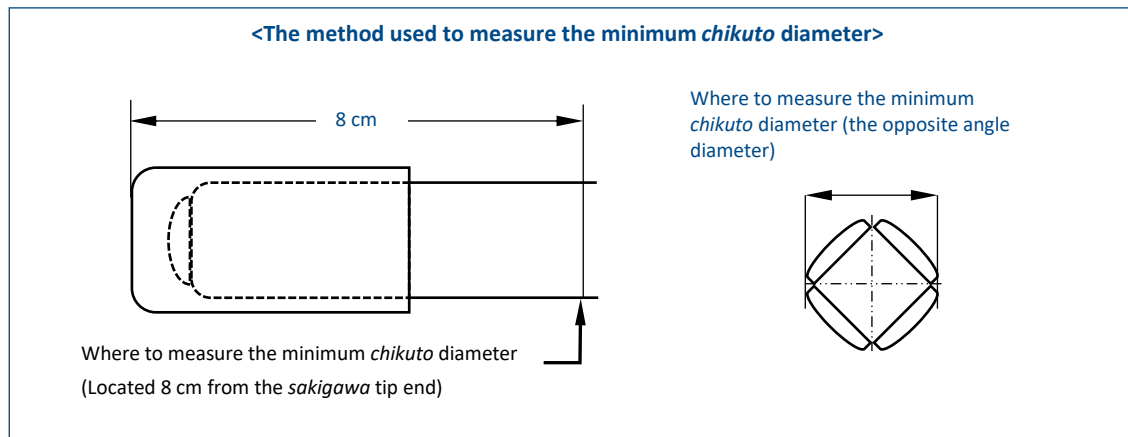


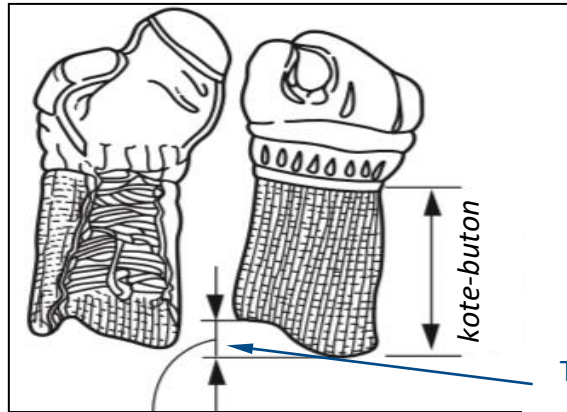
Figure 2: A schematic diagram of method used to measure the minimum *chikuto* diameters

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

	<b>Gender</b>		<b>Senior High School (15-18yrs; also the same age bracket)</b>	<b>University Students and other Adults (18yrs and up)</b>
<b>Diameter</b>	<b>Men</b>	Minimum <i>chikuto</i> diameter*	21 mm or wider	21 mm or wider
	<b>Women</b>	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:
- Men fitted with polycarbonate laminated board must be the one approved by *All Japan Kendo Federation*.
  - The sleeves of a *kendo-gi* must be long enough to protect elbow joints.
  - The *men-buton* (flaps) must be long enough to protect shoulder joints and has sufficient impact absorbing capacity.
  - 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).
  - 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 | August 2023

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