

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 *Rules and Regulations for Kendo Competition and Shinpan Management* published by the *International Kendo Federation (FIK)* on 26 July 2023. All amendments made hereafter to the FIK rules and 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 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. Competitor Registration and Withdrawals

2.1. Competitor Eligibility

- a) Competitors must be current Ordinary Affiliate Members of the AKR.
- b) Competitors must be registered with the AKR no later than 30 days prior to the first day of competition, i.e. 28 August 2025.
- c) The competitor's grade must have been recognised by the AKR no later than 30 days prior to the first day of competition, i.e. 28 August 2025.

2.2. Competitor Registration

- a) The maximum number of competitors that can be registered by each university team for each Individual Championship is listed in Table 1:

Individual Division	Maximum Number of Competitors from Each University Team
Individual <i>Kyu</i> Grade Men's Championship	7 men
Individual <i>Kyu</i> Grade Women's Championship	7 women
Individual <i>Dan</i> Grade Men's Championship	7 men
Individual <i>Dan</i> Grade Women's Championship	7 women

Table 1: Maximum number of competitors from each university team in Individual Championships.

- b) Competitors registered in Individual *Kyu* Grade Men's Championship and Individual *Dan* Grade Men's Championship may also participate in the Teams *Open* Grade Men's Championship, under the conditions described in the rules of this Teams Championship.
- c) Competitors registered in Individual *Kyu* Grade Women's Championship and Individual *Dan* Grade Women's Championship may also participate in the Teams *Open* Grade Women's Championship, under the conditions described in the rules of this Teams Championship.



- d) Each registered competitor will be required to complete UniSport accreditation check (i.e. receive a stamp on their person) and Kendo Competition registration (i.e. check their name off the list) during the Registration timeslot on the morning of each competition day.
 - (1) Failure of a competitor to complete either the daily accreditation or the registration will be deemed a *kiken* (forfeit) and the competitor will not be able to compete on the day.
 - (2) Late completion of the daily accreditation check and registration is not permitted.

2.3. Competitor Withdrawal

- a) After registration, a competitor may withdraw from the competition at any time.
- b) The *Participant Refund and Withdrawals* process on the [UniSport Nationals Policies & Guidelines website](#) shall be followed.
- c) Additionally, the withdrawing competitor's *kantoku* (Team Manager) shall notify the Competition Manager and the Kendo Board of the withdrawal.
- d) The incorporation of the competitor withdrawal into the competition draws shall be at the discretion of the Kendo Board, using the following guidelines:
 - (1) If the withdrawal occurs more than 14 days before the first day of competition, i.e. 13 September 2025, the competition draws should be revised to incorporate the withdrawal (e.g. rearranging pools).
 - (2) If the withdrawal occurs within 14 days of the first day of competition, i.e. between 14 September 2025 and 27 September 2025 (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 competitor from the draws and that event will proceed as per section 6.3.

3. Competition Divisions

- 3.1. The following Individual Championships will 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.
- 3.2. The following Teams Championships will be contested¹:
 - a) Teams *Open* Grade Men's Championship
 - b) Teams *Open* Grade Women's Championship.
- 3.3. Fighting Spirit Awards:
 - a) A Fighting Spirit Award will be awarded to one *shiai-sha* from each division who demonstrates Fighting Spirit during their *shiai*.
 - b) The Awardees shall be selected by the *shinpan-in* that had refereed in that division 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 division.
 - c) In the case where more than one *shiai-sha* have received equal number of votes in a division, the *Shinpan-cho* shall decide the winner of the Fighting Spirit Award for that division.

4. Point Score

- 4.1. 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.

¹ *Shiai-sha* competing in Teams *Open* Grade divisions may be of *Kyu* or *Dan* grade.

- 4.2. Points from Individual *Kyu* Grade Women's, Individual *Dan* Grade Women's and Teams *Open* Grade Women's Championships will contribute to the overall women's pennant.
- 4.3. Points from Individual *Kyu* Grade Men's, Individual *Dan* Grade Men's and Teams *Open* Grade Men's Championships will contribute to the overall men's pennant.
- 4.4. Second teams are permitted to earn points for their university as per the point score outlined in section 4.1.
- 4.5. In the event that more than one university finish on the same point 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. Team / Squad Size

5.1. For the Teams *Open* Men's Championship:

- a) Each university may enter one team of up to 5 *shiai-sha* and up to 2 reserves, with a minimum of 3 *shiai-sha*.
- b) The *shiai-sha* in each team may be a mix of *Dan* and *Kyu* grades.
- c) *Shiai-sha* positions:
 - (1) If a team of 5 *shiai-sha* competes, their *shiai-sha* positions are 1 (*senpo*), 2 (*jiho*), 3 (*chuken*), 4 (*fukusho*) and 5 (*taisho*).
 - (2) If a team of 4 *shiai-sha* competes, their *shiai-sha* positions are 1, 3, 4 and 5.
 - (3) If a team of 3 *shiai-sha* competes, their *shiai-sha* positions are 1, 3 and 5.

5.2. For the Teams *Open* Women's Championship:

- a) Each university may enter up to two teams of 3 *shiai-sha* and up to 1 reserve, with a minimum of 2 *shiai-sha* in each team.
 - (1) If a university enters two teams, one of the teams must be a full team (i.e. team of 3 *shiai-sha*). Entering two teams of 2 *shiai-sha* is not allowed.
- b) The *shiai-sha* in each team may be a mix of *Dan* and *Kyu* grades.
- c) If a university 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 *Open* Grade Women's Championship. The team order may be changed in accordance with the conditions for submission of team orders in 6.5.a)(3).
- d) *Shiai-sha* positions:
 - (1) If a team of 3 *shiai-sha* competes, their *shiai-sha* positions are 1 (*senpo*), 2 (*chuken*) and 3 (*taisho*).
 - (2) If a team of 2 *shiai-sha* competes, their *shiai-sha* positions are 1 and 3.

6. Competition Format

6.1. All *shiai* will be using the format of a *sanbon-shobu* (three-point match), unless otherwise specified.

6.2. All divisions will consist of preliminary rounds (using a pool system) and knock-out rounds.

6.3. Competitor / Team Forfeit:

- a) A *kiken* (forfeit) will be regarded as a loss with the opponent awarded two (2) points.
- b) For Individual Championships:
 - (1) If a *shiai-sha* fails to register on the morning of their division as per 2.2.d), they will be treated as a *kiken* in their respective pool and therefore division.
 - (2) The pool with the forfeited *shiai-sha* will start as per 6.4.a)(2), 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*.
- c) For Teams Championships:

- (1) If a *shiai-sha* in a team fails to register on the morning of their division as per 2.2.d) but their team can still meet the minimum number of *shiai-sha* in a team, the team will proceed through the division as per the competition draws. The opponents of this forfeited *shiai-sha* will be awarded two (2) points in each team *shiai* contested.
- (2) If a *shiai-sha* in a team fails to register on the morning of their division as per 2.2.d) 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 division.
 - (ii) The remaining teams in the affected pool will form a reduced pool with the pool matches to proceed as per 6.5.a)(2).

6.4. Individual Championships:

a) Preliminary rounds:

- (1) The preliminary rounds will be conducted using a pool system.
- (2) 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.
- (3) The duration of the *shiai* in the preliminary rounds will be in accordance with section 8.1.
 - (i) There is no *encho* (time extension) in preliminary rounds.
- (4) 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 to determine the winner. These playoffs will be time-limited as described in section 8.1. If a winner is not decided at the end of the time limit, a *hantei* (selection of a winner based on referee judgement/decision, see section 9.4) must be called by the *shushin* (chief court referee) 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 6.4a)(1) using *sanbon-shobu*.

b) Knock-out rounds:

- (1) *Shiai* after the preliminary rounds will progress on a knock-out basis, including the Finals.
- (2) In the case the *shiai* is a draw, a time-limited *encho* is applied as described in section 8.1.
- (3) If at the end of the time-limited *encho* there is still no result, the winner will be determined using a *hantei* in accordance with section 9.4.

6.5. Teams Championships:

a) Preliminary rounds:

- (1) The preliminary rounds will be conducted using a pool system. In general, two pools (Pool A and Pool B) will be set up.
- (2) 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.
- (3) ***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*.
- b) ***Semi-Finals and Finals:***
- (1) 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.
 - (2) The winning team of each Semi-Final will progress to the Finals match for 1st place.
 - (3) The second-ranked team of each Semi-Final will progress to the Finals match for 3rd place.
- (4) ***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*.
- c) At the conclusion of each team match:
- (1) The team with the most matches won will be declared the winner (draws are not counted).
 - (2) 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).
 - (3) 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* within the duration of a time-limited *encho* specified in section 8.2. If at the end of the time-limited *encho* there is still no result, the winner will be determined using a *hantei* in accordance with section 9.4.
 - (i) The *shiai-sha* for the *daihyosha-sen* must be selected from the submitted team order list for that team match.

- (ii) 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.
- d) In case where the *shiai-sha*'s order is different to the one described in the submitted team order:
 - (1) 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.
 - (2) 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.
 - (3) 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.
 - (4) If either team are found in violation of the order submitted after the *shuryo no rei*, the *shiai* outcome must not be changed.

6.6. Restrictions on techniques:

- a) 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 prohibited in the Individual *Kyu* Championships, as well as Teams *Open Grade* Championships (since these divisions provide for mixed *Dan* and *Kyu* competitors).
- b) If found during a *shiai*, the use or intended use² of any of these prohibited techniques may result in a *hansoku* (penalty) or the disqualification of the offending *shiai-sha* following an agreement by all *shinpan-in* on the *shiai-jo*.

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

- a) *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.
- b) 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.
- c) No other persons are permitted to raise an *igi* to *shinpan-in*.
- d) The *igi* raised can only be regarding incorrect *shiai* procedure. Typical examples include errors in scoring and countback of points or *hansoku*, incorrect team order, 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. *Tsubazeriai* Rules for *Shiai-sha*

- 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.

² 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 conference during a *shiai*) should be called for the *shinpan-in* to discuss.

- 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.
- 7.2. *Kiai* (vocalisation) during *tsubazeriai* should be minimised.
- 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 conference during a *shiai*), to decide if a *hansoku* (penalty) needs to be given to either or both of the *shiai-sha*.
 - (1) *Shinpan-in* should observe the situation carefully and refrain from calling “*yame*” too easily.
 - (2) *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:
 - (1) Are the *shiai-sha* engaged in correct *tsubazeriai*?
 - (2) Do they demonstrate intent to strike?
 - (3) Do they demonstrate the will to separate?
- 7.4. When *tsubazeriai* is entered:
- a) *Shiai-sha* must either:
 - (1) Proactively execute a *waza* (technique), for example *hikiwaza* (striking technique executed when retreating from *tsubazeriai*); or
 - (2) 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.
 - b) It is acceptable for *shiai-sha* to:
 - (1) *Kuzushi* (momentarily unbalance) the opponent from *tsubazeriai* in order to execute a strike.
 - (2) Perform momentary action to set up the execution of a *waza*, or instantaneous actions that connect to a *waza*.
 - (3) 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:
 - (1) Perform acts that appear irregular from a common-sensical stance, as determined by the purpose of Article 1 in the “Regulations”.
 - (2) Have their fist(s) in contact with the cutting edge of the opponent’s *shinai*.
 - (3) 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.
- 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.

- 7.6. In each of the situations in sections 7.4.c) and 7.5, *shushin* must call “*yame*” and decide in “*gogi*” whether to give *hansoku* based on each cause and circumstance.
- 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.

8. *Shiai* Duration

- 8.1. **Individual Championships.** The *shiai* and *encho* durations in Individual Championships are as per Table 2.

Individual Division	<i>Shiai</i> & <i>Encho</i> Duration
Individual <i>Kyu</i> Grade Men's Championship	4 minutes
Individual <i>Kyu</i> Grade Women's Championship	4 minutes
Individual <i>Dan</i> Grade Men's Championship	5 minutes
Individual <i>Dan</i> Grade Women's Championship	5 minutes

Table 2: *Shiai* and *Encho* duration in Individual Championships.

- 8.2. **Teams Championships.** The *shiai* and *daihyosha-sen* durations in Teams Championships are as per Table 3.

Individual Division	<i>Shiai</i> & <i>Daihyosha-sen</i> Duration
Teams <i>Open</i> Grade Men's Championship	4 minutes
Teams <i>Open</i> Grade Women's Championship	4 minutes

Table 3: *Shiai* and *Encho* duration in Teams Championships.

9. Competition Administration

9.1. Commencement and Closure of Competition Day

- 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*” (a bow to the frontage). 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 up 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*.
- 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.

9.2. *Shiai-sha* Accreditation Stamp Check

- To comply with the UniSport Australia requirement that all competitors must have their accreditation stamp checked prior to each match (“no accreditation = no stamp = no play”), all *shiai-sha* must have their accreditation stamp checked prior to each *shiai*.
- Each *shiai-sha* must approach the ribbon table for their respective *shiai-jo* to receive a red/white ribbon from a Ribbon Bearer for their next *shiai*.
- The Ribbon Bearer will check the *shiai-sha*'s *nafuda* (name tag worn on the centre panel of their *tare*, or waist protector) to confirm their identity and the accreditation stamp on the *shiai-sha*'s arm to verify their eligibility to compete, before giving a red/white ribbon (colour corresponding to that on the competition draws) to the *shiai-sha*.
- Once their *shiai* is complete, the *shiai-sha* must return their ribbon to the same ribbon table that they had received the ribbon from, and a Ribbon Bearer at that table will check the ribbon back into their stack and mark the *shiai-sha*'s name off.
- No other persons (e.g. the *kantoku*, another *shiai-sha* or volunteers) are allowed to obtain or return a ribbon on behalf of a *shiai-sha*. The chain of ribbon possession must

be from a Ribbon Bearer at the ribbon table to a *shiai-sha* (after *nafuda* and accreditation check), and that *shiai-sha* back to a Ribbon Bearer at the same ribbon table (with *nafuda* check).

- f) *Shiai-sha* found to have violated this rule may face disqualification from the Kendo Competition, at the discretion of the *shinpan-cho* or authorised officials.

9.3. ***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 division, before the first *shiai* of the division 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.

9.4. **Process of *Hantei***

- a) A *hantei* (selection of a winner based on referee judgement/decision) is required if a winner or an Individual or a Teams match cannot be determined by the end of a time-limited *encho*.
- b) When a winner must be decided by *hantei*, once all the *shinpan-in* and *shiai-sha* have returned to their original positions as per the start of the *shiai*, the *shushin* will call “*hantei*”, at which time all the *shinpan-in* shall simultaneously signal their decision for the winner with their *shinpan-ki* (referee flag).
- c) When making the judgment for *hantei*, *shinpan-in* shall take into consideration first the skills of the *shiai-sha*, then their attitude in the *shiai*.
 - (1) In the case where a *shiai-sha* makes *datotsu* (strikes) nearly equal to *yuko-datotsu* (valid strikes), this *shiai-sha*’s skill should be regarded as superior.
 - (2) In the case where a *shiai-sha* is superior in posture and movement, this *shiai-sha*’s attitude should be regarded as superior.
 - (3) The number of *datotsu* that are close to being *yuko-datotsu* is given priority, then the *shiai-sha*’s attitude during the *shiai* is considered.

9.5. **Match Suspension**

- a) A *shiai* may need to be suspended to address situations such as safety hazards and/or *shiai-sha* injury. In general, the process is:
 - (1) The *shushin* suspends the *shiai* by calling “*yame*”. A separate timer starts timing from when the “*yame*” is called.
 - (2) 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.
 - (3) The *shinpan-in* need to determine whether the *shiai* can be continued within five (5) minutes of the “*yame*” call.
- b) 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*.

9.6. **Injury Sustained during *Shiai***

- a) If a *shiai* is suspended due to *shiai-sha* injury, the first aid responder (e.g. authorised Sport Trainer for the Kendo Competition) must be engaged promptly to assess the injury.
- b) 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.
- c) 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*.

- d) 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.
- e) 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.
 - (1) 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.
 - (2) 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 *kiiken* (forfeit).
 - (3) 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.
- f) 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 Kendo Competition for the *shiai-sha* to continue competing.

10. *Shinpan-in*

- 10.1. All *shinpan-in* must:
 - a) be current Ordinary Affiliate Members of the AKR.
 - b) hold Kendo 4th Dan or above.
 - c) have completed the following necessary courses on the AKR Learning Centre:
 - (1) Safeguarding children and young people in sport induction.
 - (2) Harassment and discrimination.
- 10.2. *Shiai-sha*, *kantoku* and/or Team Coaches meeting the requirements as per 10.1 may be requested to take part as *shinpan-in*, at the discretion of the Kendo Board and the Competition Manager. However, they will not be allowed to participate as *shinpan-in* in a Championship that they or their associated university kendo team are competing in.
- 10.3. Unless also a *shiai-sha* who are permitted to remain in their *kendogi* and *hakama*, 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.
- 10.4. *Shinpan-in* on standby will be seated in the designated waiting area.
- 10.5. *Shinpan-in* will refrain from conversing with others near *shiai-jo* where possible.

11. *Kantoku*

- 11.1. *Kantoku* (Team Managers) must be those directly affiliated with the university kendo teams. These *kantoku* must be registered as a Non-Competing Official and confirmed by the Competition Manager.
 - a) Only one designated *kantoku* is permitted to stay with associated team members in the designated waiting area by the *shiai-jo* during the entire period of the team match.
 - b) In the case where more than one *shiai-sha* or team from one university kendo team are competing at or around the same time, another registered *kantoku* or a member from

the same university 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.

- c) No other persons are permitted to enter the waiting area with the exception of emergency circumstances.
- d) 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
- e)
- 11.2. 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.
- 11.3. 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*.
- 11.4. *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*.

12. *Kakari-in*

- 12.1. A *kakari-in* (volunteer officials) group generally consists of a scorer, an announcer, a timekeeper, one or more ribbon bearers, and up to three (3) scoreboard keepers.
- 12.2. There may be other *kakari-in* assigned to relevant administrative and logistic duties throughout the competition.
- 12.3. *Kakari-in* perform their duties in accordance with relevant AKR and FIK rules and regulations, as well as relevant *kakari-in* guidance for the UniSport Nationals Kendo Competition.
- 12.4. *Kakari-in* follow the standard professional dress code, as determined by the Competition Manager.

12.5. **Team Duty Requirements:**

- a) To align with UniSport Australia Guidelines, all university kendo teams must fulfil team duty requirements by providing volunteers to facilitate the smooth running of the Kendo Competition.
- b) Each university kendo team must nominate a minimum of two (2) volunteers to partake in *kakari-in* and/or *shinpan* duties during the Kendo Competition.
- c) Each nominated volunteer must fulfil *kakari-in* and/or *shinpan* duties for a minimum of one division in the Kendo Competition; for example, for the duration of the Individual Kyu Grade Women's Championship.
 - (1) For those partaking *shinpan* duties, they must fulfil the requirements as per section 10 and as set by the Competition Manager in the *Shinpan* EOI, including *Shinpan* Briefing attendance.
 - (2) For those partaking *kakari-in* duties, they must familiarise themselves with the *kakari-in* guidance for this Competition, fulfil the duties assigned to them by the Competition manager, and attend the required Volunteer Briefings.
 - (3) The preference is for the team duty volunteers to partake *kakari-in* duties.
- d) University kendo teams must submit their volunteer nominations to the Competition Manager no later than 30 days prior to the first day of competition (i.e. 28 August 2025) so that rosters can be developed.
- e) A university kendo team is deemed to have not fulfilled their team duty requirement if:
 - (1) The minimum of two (2) volunteers has not been nominated by the university kendo team by the due date, as per section 12.5.d).

- (2) The nominated volunteer(s) do not fulfil their assigned duties on Competition days. This includes but is not limited to: not turning up to their assigned duties on time or at all, and leaving their assigned duties early.
- f) If a nominated volunteer is unable to fulfil their assigned duties due to unforeseen circumstances (e.g. health reasons), the *kantoku* of the university kendo team should report this to the Competition Manager as early as possible, and nominate a suitable substitute volunteer for the assigned duties. The acceptance of the substitute is at the discretion of the Competition Manager. In this case, this university kendo team will still be considered to have fulfilled their team duty requirement.
- g) Any non-fulfilment of team duty requirements by a university kendo team during the Kendo Competition will be reported by the Competition Manager to UniSport Australia, and a \$20.00 fine per duty required will be enforced, payable by the university unless special circumstances are applicable.

13. Uniform Requirements

13.1. The uniform requirements for the Kendo Competition are as per the AKR standard, which are as follows:

- a) The standard Kendo uniform for *shiai-sha* consists of:
 - (1) *Kendogi* (Kendo top) and *hakama* (Kendo bottoms).
 - (2) *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.
- b) *Shiai-sha* 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 may result in the *shiai-sha* being disqualified from the competition, at the discretion of the *shinpan-cho* or authorised officials.

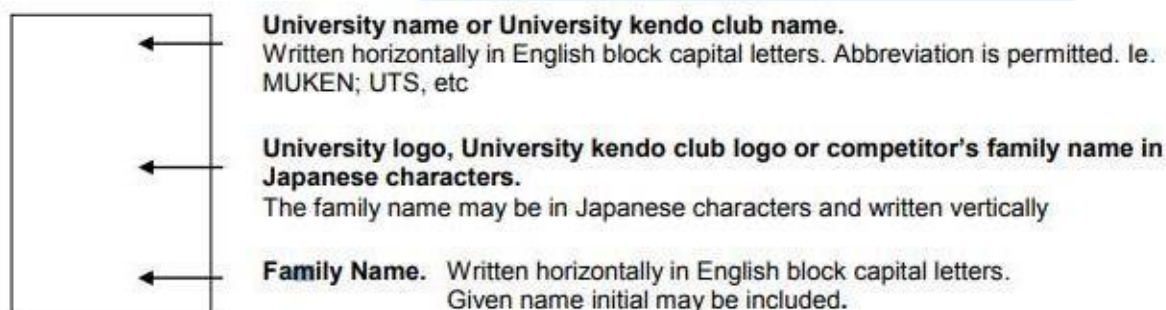


Figure 1: Supplementary AKR Kendo Competition Rules Guideline for Nafuda (Zekken).

- 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 *shinpan-cho* and authorised officials are empowered to exercise full discretion to determine the appropriateness of those items.
 - e) The use of protectors and other similar items must be in accordance with 9.3.
- 13.2. In addition to the FIK Rules and Regulations, the following AKR-specific rules will apply:
- a) 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*. 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*.

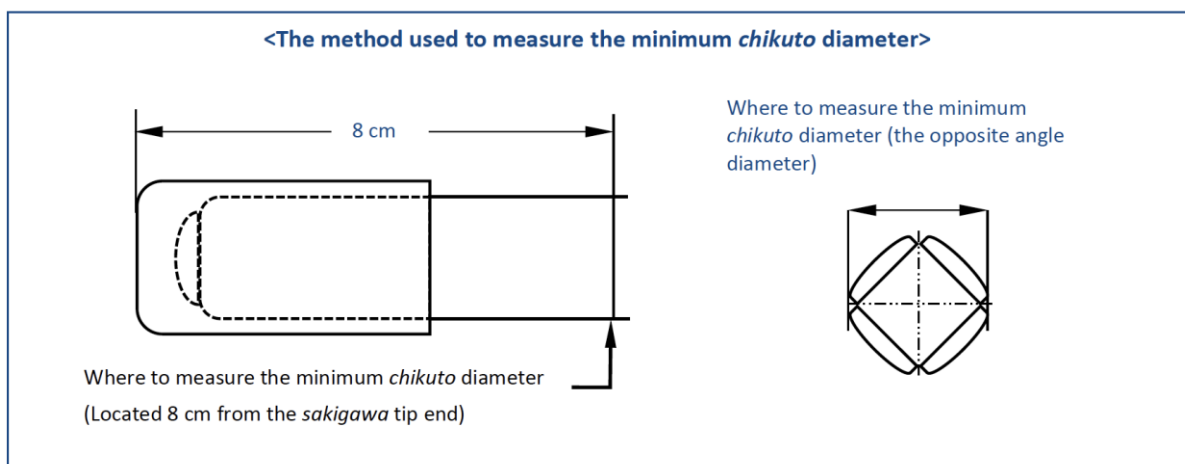


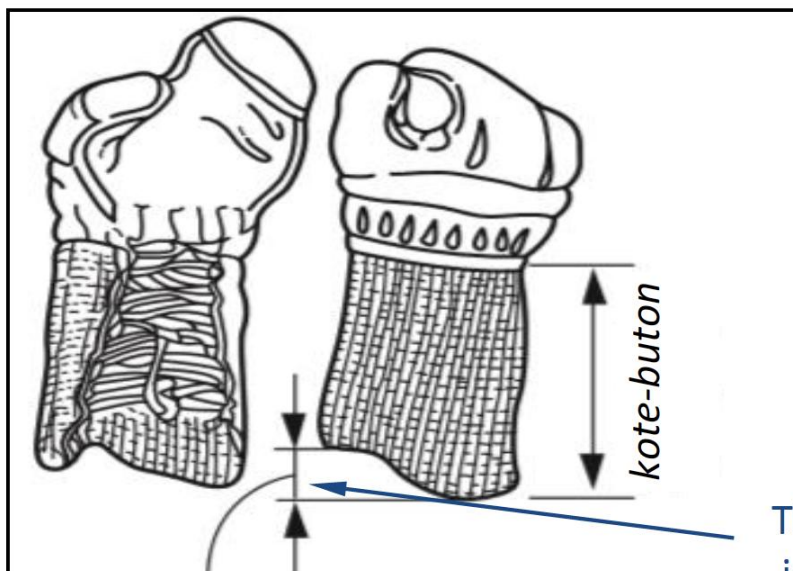
Figure 2: A schematic diagram of method used to measure the minimum *chikuto* diameters.

	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 4: Criteria of Shinai for Ittou (one sword).

13.3. 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*.

- 13.4. 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.

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
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 conference during a match
Gyaku-kosa	A transitory reverse-crossing of the <i>shinai</i>
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>

Japanese Term	Meaning / Definition
Hikiwaza	Striking technique executed when retreating from <i>tsubazeriai</i>
Igi	Protest
Ippon-shobu	One-point match
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
Kaishi-sen	Starting line
Kakari-in	Volunteer official
Kantoku	Team Manager
Kantoku-ki	Team manager's flag
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)
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
Sakigawa	The leather cap at the tip end of the <i>shinai</i> .
Sanbon-shobu	Three-point match
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.
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> .

Japanese Term	Meaning / Definition
Tsuba	Sword guard
Tsubazeriai	The situation in which the distance between to opponents is at its closest. Both players are holding their <i>shinai</i> with the <i>tsuba</i> locked together in a competitive position.
Tsuki	Thrust to the throat
Waza	Technique
Yame	Stop
Yuko-datotsu	Valid strike
Zekken	Another name for <i>nafuda</i>

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 | May 2024

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

