

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. UniSport Australia works with the Australian Kendo Renmei (AKR) and this year's local affiliation, West Australian Kendo Renmei (WAKR), to coordinate and run the competition.

1. Competition Summary

Summary of competition rules (including core differences from Australian Kendo Championships):

- One 1st Place, one 2nd Place, and one 3rd Place medals for each Division.
- Fighting Spirit Award, one for each Division (6 total).
- Competitor's eligibility: Must be a current, or have been a student, at one of the participating universities within this calendar year; and be an AKR member before 28 August 2026.
- Competitor's grade for the competition will be as at 28 August 2026.
- Regulation time: 4 minutes.
- Pools: hikiwake, ippon play-offs, no encho / hantei. Knock-outs: encho, break after every 3.

2. Preamble

2.1. *UniSport Nationals (USN) Kendo Competition* (the "Competition") shall be conducted in accordance with the rules and regulations of, in the following order of priority:

- a) The *UniSport Nationals Kendo Competition Guideline* (this document).
- b) *UniSport Australia's* policies, guidelines, and regulations.
- c) *Australian Kendo Renmei's* policies, guidelines, and regulations.
- d) *International Kendo Federation (FIK)'s The Regulations for Kendo Shiai and Shinpan and The Subsidiary Rules of Kendo Shiai and Shinpan*.

2.2. Competitors shall play in a "fair and square" fashion, in accordance with the principles of the sword, and the Referees (*shinpan*) shall perform their duties without prejudice. A display of disrespect and unfairness will be dealt with in accordance with relevant rules and regulations.

2.3. Technical guidelines and procedures shall follow the standard convention as per the most recent *Australian Kendo Championships*, such as the procedures for entering and exiting the court (*shiai-jō*), *tsuba-zeriai* rules, *shinai* weight and size regulations, uniform and *nafuda* regulations, etc., unless otherwise specified.

2.4. The Competition Manager, with support from the Chief Referee (*shinpan-cho*) and AKR Kendo Committee, reserves the rights to modify the rules and regulations as needs arise.

3. Competition Divisions

3.1. The following Individuals Divisions shall be contested:

- a. Men's Kyu Individuals.
- b. Women's Kyu Individuals.
- c. Men's Dan Individuals.
- d. Women's Dan Individuals



3.2 The following Teams Divisions shall be contested:

- e. Men's Open Grade Teams.
- f. Women's Open Grade Teams.

4. Awards and Pennant Points

4.1. Placement Awards:

- a) One (1) 1st Place Award, one (1) 2nd Place Award, and one (1) 3rd Place Award shall be awarded to the top three (3) Competitors or Teams in each Division.
- b) Where there are multiple Competitors or Teams eligible for a single placement award, they shall compete for that award, until only one Competitor or Team is eligible (i.e. if there are two Competitors eligible for 3rd Place, then they shall compete).

4.2. Fighting Spirit Awards:

- a) A Fighting Spirit Award shall be awarded for one (1) Competitor from each Individuals and Teams Division, totalling six (6) awards.
- b) The Referees shall vote for the Fighting Spirit Award recipient through a secret ballot, after the conclusion of each Division. Preference will be given to Competitors that have not placed in their Division. Referees who are affiliated with a University Team shall not be allowed to vote.
- c) Where votes for a Fighting Spirit Award recipient are tied, the Chief Referee (*shinpan-cho*) shall have the discretion to select the winning recipient.

4.3. Overall Pennants:

- a) Final placings in each division will be awarded the following points, for the purpose of calculating the winner of each overall pennant:
 - 1st Place: three (3) points.
 - 2nd Place: two (2) points.
 - 3rd Place: one (1) point.
- b) The overall Men's Pennant shall be calculated from points tallied up from the Men's Kyu Individuals, Men's Dan Individuals, and Men's Open Grade Teams Divisions.
- c) The overall Women's Pennant shall be calculated from points tallied up from the Women's Kyu Individuals, Women's Dan Individuals, and Women's Open Grade Teams Divisions.
- d) In the event that multiple University Teams have equal points for the purpose of calculating the overall pennant's winner, the winner shall be determined by a countback of 1st Place awards across the Divisions. If it is unable to determine the winner, then joint winners shall be awarded.

5. Competitors

5.1. To be eligible to enter, Competitors must:

- a) Fulfill all eligibility criteria set by *UniSport Australia* to enter the Competition.
- b) Be a current financial member of the AKR through their local affiliation, registered no later than 30 days prior to the first day of the Competition, i.e. 28 August 2026.
- c) Have their grade registered and recognised by the AKR, no later than 30 days prior to the first day of the Competition, i.e. 28 August 2026.

5.2. Recognition of Competitors' Information:

- a) The name that the Competitor registered with shall be the one used for the purpose of the Competition. Competitors must comply with all regulations regarding this, such as Accreditation and the display of their *nafuda*.
- b) The grade that the Competitor had 30 days prior to the first day of the Competition, i.e. 28 August 2026, shall be the one used for the purpose of the Competition.

5.3. Competitor Registration:

- a) Each University Team may register a maximum number of seven (7) Competitors for each Individuals Division.
- b) Competitors may only compete in one (1) Individuals Division and one (1) Teams Division.
- c) Only Competitors who have registered to compete in the Individuals Divisions may compete in the Teams Divisions, as long as they fulfill all other eligibility criteria.
- d) Competitors must fulfill both the UniSport Accreditation check AND Kendo Competition registration during the registration timeslot on the morning of each competition day. Failure to do so may result in forfeiture (*kiken*) and/or disqualification of the Competitor.

5.4. Competitor Withdrawal:

- a) After registration, a Competitor may withdraw from the Competition at any time.
- b) The University Team must inform the Competition Manager of the Competitor's withdrawal, verbally or in writing. It is the responsibility of the University Team's representative to obtain the Competitor's consent and approval for their withdrawal.
- c) The *Participant Refund and Withdrawals* process shall be followed as per the UniSport Nationals' policies and guidelines.

6. Team Manager

- 6.1. University Teams must register at least one (1) Manager (*kantoku*) to act as a representative on behalf of their team for official matters.
- 6.2. The Manager role may be filled by a Competitor, or a non-competing volunteer who has registered with *UniSport Australia* as a Non-Competing Official.
- 6.3. A Competitor may not fulfill a Manager role for another University Team.
- 6.4. Managers may attend team briefings on their Competitors' behalf, sit by the court to attend their Competitor during the match, submit team orders on behalf of their team, and raise protests (*igi*) or concerns on behalf of their Competitor.
- 6.5. Only one (1) Manager may represent or accompany a Competitor or Team at a time.
- 6.6. When representing their team, Managers should wear clothes that identify them as a representative of their team, and avoid wearing uniforms that may allow them to be mistaken as a Referee or official staff.
- 6.7. Note that as an official representative of the team, a Manager shall be held by the same code of conduct as the Competitors. Failure to do so may result in a penalty or sanction on their Competitor, Team, and/or University.

7. Teams Division

7.1. Men's Open Grade Teams:

- a) Each University Team may enter one (1) team of up to five (5) Competitors and two (2) Reserves, with a minimum of three (3) Competitors.
- b) The Competitors may be a mix of Kyu or Dan grades.
- c) The order of the Team positions shall be as follows:
 - First position: *senpō*.
 - Second position: *jihō*.
 - Third position: *chūken*.
 - Fourth position: *fukushō*.
 - Fifth position: *taishō*.
- d) Teams with only four (4) Competitors must forfeit the second (*jihō*) position.

- e) Teams with only three (3) Competitors must forfeit the second (*jihō*) and fourth (*fukushō*) positions.

7.2. Women's Open Grade Teams:

- a) Each University Team may enter up to two (2) teams of up to three (3) Competitors and one (1) Reserve each, with a minimum of two (2) Competitors in the team.
- b) A University Team that registers two (2) teams must have their first team be fielded in full, i.e. they shall not be allowed to register two (2) teams of two (2) competitors each.
- c) The Competitors may be a mix of Kyu or Dan grades.
- d) The order of the Team positions shall be as follows:
 - First position: *senpō*.
 - Second position: *chūken*.
 - Third position: *taishō*.
- e) Teams with only two (2) Competitors must forfeit the second (*chūken*) position.
- f) Competitors may only compete in one (1) Team for the duration of the Competition. Competitors who are registered in a Team may not register as a Reserve for another Team.

8. Competition Format

8.1. General Rules:

- a) All matches shall use the format of a three-point match (*sanbon-shobu*) unless otherwise specified.
- b) The regulation time for all matches shall be four (4) minutes, unless otherwise specified.
- c) All Divisions will consist of preliminary rounds (using a pool system) and/or knock-out rounds.
 - A match during the preliminary rounds may end in a draw (*hikiwake*).
 - If a match during the knock-out rounds end in a draw, it shall be extended (*encho*).
- d) A forfeit (*kiken*) of a match will be regarded as a loss, with the opponent being awarded two (2) points, and the forfeited Player shall lose any points that may have been awarded to them in that match.

8.2. Prohibited Techniques or Equipment:

- a) The use of *tsuki*, *nitō* (two swords style), and any *kamae* other than *chūdan* shall be prohibited in the following Divisions:
 - Men's Kyu Individuals.
 - Women's Kyu Individuals.
 - Men's Open Grade Teams.
 - Women's Open Grade Teams.
- b) Equipment that has been determined unsafe or not compliant must not be used.
 - *Shinai* that failed the *shinai* check inspection may not be used.
 - *Shinai* that was determined to be broken during a match may not be re-used. If they are fixed, they must go through a formal *shinai* check again, before they can be used.
 - Light protectors, such as elbow pads or heel pads, may be used. Competitors may approach the Court Table to declare these to the Court Referee (*shinpan-shunin*) to check for compliance.

8.3. Competition Draws:

- a) The development and modification of the Competition Draws shall be at the discretion of the Competition Manager and the AKR Kendo Committee.
- b) As much as possible, Competitors will be placed away from competing against members of the same University.
- c) The incorporation of the Competitor withdrawals or forfeiture into the competition draws shall be at the discretion of the Competition Manager and AKR Kendo Committee, using the following guidelines:
 - If the withdrawal occurs more than 14 days before the first day of competition, i.e. before 12 September 2026, the competition draws should be revised to incorporate the withdrawal (e.g. rearranging pools).
 - If the withdrawal occurs within 14 days of the first day of competition, i.e. on or after 12 September 2026, the withdrawal will be treated as a forfeiture, and no changes will be made to the competition draws.

8.4. Preliminary Rounds:

- a) Where possible, the preliminary rounds shall be conducted using the pool system.
 - Each pool shall consist of three (3) or four (4) Competitors.
 - In a pool of three (3), the order shall be as follows: A vs B, B vs C, C vs A.
 - In a pool of four (4), the order shall be as follows: A vs B, B vs C, C vs D, D vs A.
 - The Competition Manager, with support from the Chief Referee (*shinpan-cho*) and AKR Kendo Committee, reserves the rights to modify the number of Competitors in a pool, where needs arise.
- b) In the event that the Competitors have equal points at the end of a match's regulation time, the match shall be declared a draw (*hikiwake*).
- c) The winner of the pool shall be determined by calculating the following, in order:
 - The number of matches won by the Individual or Team.
 - The number of points scored by the Individual or Team.
- d) In the event that the winner of an Individuals pool cannot be determined, the relevant Competitors are to compete with each other under the following format:
 - For two (2) Competitors, the tiebreaker match shall use the knock-out system, with the "sudden death" scoring format (*ippon-shobu*), under the same regulation time. Any applicable extension (*encho*) shall follow the knock-out round format.
 - For three (3) or more Competitors, the tiebreaker matches shall use the pool system, with the "sudden death" format (*ippon-shobu*), under the same regulation time. Matches shall not be extended (*encho*) in this format.
- e) In the event that the winner of a Teams pool cannot be determined, the relevant Teams are to select a single Competitor as their representative, and compete using the same format as above, as per the Individuals Division.
 - The representative may only be selected from the Competitors who had been registered for that team match (including Reserves).
- f) The Competition Manager, with support from the Chief Referee (*shinpan-cho*) and AKR Kendo Committee, reserves the rights to invoke the rules of *hantei*, prior to a specific match or match extension, where needs arise.

8.5. Multiple Winners:

- a) Where specified, the Competition draws may allow multiple winners out of a pool. This may apply to the Individuals and/or Teams Divisions. The multiple winners of a pool may be ranked (e.g. 1st and 2nd) or otherwise (equal winners).
- b) The winners may be split and progress into the knock-out rounds on different sides of the draws, e.g. 1st place winner will remain on Court A, 2nd place winner will progress to Court B.

8.6. Knock-Out Rounds:

- a) After the preliminary rounds (pools), matches shall be conducted using the knock-out rounds system.
- b) In the Individuals Division, in the event that the Competitors have equal points at the end of a match's regulation time, the match shall be extended (*encho*).
- c) In the Teams Division, the winner of the team match shall be determined by calculating the following, in order:
 - The number of matches won by the Team.
 - The number of points scored by the Team.
- d) In the Teams Division, in the event at the winner of the team match cannot be determined, the relevant Teams are to select a single Competitor as their representative, and compete in a tiebreaker match (*daihyosen*).
 - The tiebreaker match shall use the knock-out system, with the "sudden death" scoring format (*ippon-shobu*), under the same regulation time. Any applicable extension (*encho*) shall follow the knock-out round format.
 - The representative may only be selected from the Competitors who had been registered for that team match (including Reserves).

8.7. Extension (*encho*):

- a) Where a match is extended, the length of each match's extension shall be the same as the match's regulation time.
- b) At the end of each extension's regulation time, the Referee shall call for a stop (*yame*), and direct all Competitors and Referees to the starting position, before starting the next extension.
- c) After the end of each third extension, Competitors and Referees shall be allowed a short break, before the next extension is started.

9. Referees

9.1. To be eligible, all Referees (*shinpan*) must:

- a) Fulfill all eligibility criteria set by *UniSport Australia* to referee for the Competition.
- b) Be a current financial member of the AKR through their local affiliation.
- c) Have their grade registered and recognised by the AKR.
- d) Hold the rank of Kendo 4th Dan or above.
- e) Have a valid Working With Children Check, or equivalent.
- f) Have completed the necessary courses on the AKR Learning Centre, including:
 - Safeguarding children and young people in sport induction.
 - Harassment and discrimination.
- g) Declare any potential conflicts of interest, such as association with a university.

9.2. As much as possible, Referees should not be refereeing matches for teams or individuals they may be associated with.

9.3. At the discretion of the Competition Manager, with support from the Chief Referee (*shinpan-cho*) and the AKR Kendo Committee, high-grade Team Managers may be requested to volunteer as a Referee, where needs arise.

10. Team Duty Requirements

10.1. To align with *UniSport Australia* guidelines, all University Teams must fulfill team duty requirements by providing a minimum of two (2) volunteers to facilitate the smooth running of the Competition.

10.2. Volunteering duties will be for the duration of one Division, or until dismissed.

- 10.3. Volunteering duties may include the roles of:
 - a) Court officials, such as time-keeper, score-keeper, ribbon tier, etc.
 - b) Referee (*shinpan*).
- 10.4. Volunteer nominations must be submitted by the University Teams no later than 14 days prior to the first day of the Competition, i.e. 11 September 2026.
- 10.5. A University Team is deemed to have not fulfilled their team duty requirement if:
 - a) The minimum of two (2) volunteers has not been nominated by the due date.
 - b) The nominated volunteer(s) do not fulfil their assigned duties on Competition days. This includes but not limited to: not turning up to their assigned duties on time or at all, and leaving their assigned duties early without being dismissed.
- 10.6. If a nominated volunteer is unable to fulfil their assigned duties due to unforeseen circumstances (e.g. health reasons), the University Team should notify the Competition Manager, and nominate a suitable substitute volunteer if possible.
- 10.7. University Teams who are unable to fulfill the team duty requirements must notify the Competition Manager to discuss alternative arrangements or apply for exemptions.
- 10.8. Any non-fulfilment of team duty requirements by a University Team during the Competition will be reported by the Competition Manager to *UniSport Australia*, and penalties or sanctions may be given to the University at *UniSport Australia*'s discretion.

11. Procedures

- 11.1. Accreditation Check
 - a) Competitors must fulfill all Accreditation Check requirements as set by the *UniSport Australia*. Failure to do so may result in a forfeit.
 - b) Competitors must perform a daily Accreditation Check at the beginning of each day, during the specified timeframe.
 - c) Competitors must perform an Accreditation stamp check prior to each individual or team match.
 - The Competitor must approach the Ribbon Table of their respective court prior to their match.
 - The staff will validate the Competitor's stamp, cross-referencing the name on their *nafuda*, before providing the ribbon (*tasuki*).
 - After the match, the Competitor must return to the same Ribbon Table to return their ribbon.
 - The Competitor may be accompanied by their Team Manager, however only the Competitor shall be allowed to obtain or return the ribbon.
- 11.2. Bow to the *Shomen*
 - a) During the Competition (not counting the opening or closing ceremony), a bow to the *shomen* shall be made at the following points:
 - At the beginning of the first match of each Division.
 - At the beginning of the final match of each Division.
 - At the end of the final match of each Division.
- 11.3. Request to Suspend a Match:
 - a) During a match, a Competitor may request for a suspension of the match.
 - b) The Competitor must signal the request for suspension in a clear manner, such as by raising one hand and shouting "*time*" to reach the Referees' attention. Note that the match is not considered to be paused until the Head Referee has called for a stop (*yame*).

- c) If the Competitor had requested a suspension for a medical reason, then the Competitor must be checked by an authorised First Aid Officer.
- d) If the Referees find that the Competitor had requested a suspension for an illegitimate reason, a penalty may be imposed on the Competitor, under the discretion of the relevant Referees.

11.4. Suspension Due to an Injury:

- a) If a match is suspended due to an injury sustained by a Competitor, an authorised First Aid Officer must be engaged promptly to assess the injury.
- b) The decision on whether the Competitor is suitable to continue is under the discretion of the First Aid Officer.
- c) If a Competitor is determined to be unsuitable to continue, the match is considered to be forfeited, and the Competitor may not compete for the remainder of the day.
- d) If a Competitor were forfeited for medical reasons the previous day, they must receive approval from both the First Aid Officer and Chief Referee (*shinpan-cho*) before they may compete again.

11.5. Submission of Team Order:

- a) The Court Referee shall announce the call for team order submission prior to the team match that the team orders are for.
 - The timeframe for the submission of team orders for preliminary rounds shall be approximately 10 minutes.
 - The timeframe for the submission of team orders for knock-out rounds shall be approximately 5 minutes.
- b) Team orders must be submitted by each team's Manager to the Court Referee (*shinpan-shunin*) of the relevant court within the timeframe provided.
- c) Team order submissions shall clearly contain the following information:
 - The University Team and the Division that this team order is for.
 - The name of the opposing team.
 - The name of the registered Manager for the team.
 - The registered names of the Competitors, and their position order.
 - Position orders that are forfeited must be clearly marked.
 - The registered names of the Reserves, clearly being marked as such.
- d) For the preliminary rounds, each Team's Manager shall submit the exact number of team orders that their team will play, i.e. if the team is playing 2 team matches in the pool, then 2 team orders must be submitted, even if they are identical.

11.6. Submission of Team Representative:

- a) In the event where a team representative is required to compete in a tiebreaker match, the Court Referee (*shinpan-shunin*) shall announce the call for this to be submitted.
 - The timeframe for the submission of team representative shall be approximately 5 minutes.
- b) Team representative must be submitted by each team's Manager to the Court Referee of the relevant court within the timeframe provided.

11.7. Protest:

- a) Prior to, during, or immediately after a match, a Team Manager may raise a protest (*igi*).
- b) A Team Manager must signal for the protest in a clear manner, such as by raising the *kantoku-ki* (Manager flag) and shouting "*igi*" to reach the Head Referee (*shushin*) or Court Referee (*shinpan-shunin*)'s attention. Note that the match is not considered to be paused until the Head Referee has called for a stop (*yame*).
- c) Only the registered Manager may file for a protest on behalf of the Competitor.

- d) In general, only procedural errors may be protested on, such as countback of points, incorrect team order, or use of prohibited equipment. Excessive or inappropriate protesting, such as protesting Referees' decision of awarding scores, may result in a penalty being imposed on the Competitor and/or Team, under discretion of the relevant Referees.

12. Penalties and Sanctions

- 12.1. Penalties may be given to a Competitor for various reasons, whether intentional or not, such as for:
 - a) Violating the rules or regulations of the Competition.
 - b) Performing prohibited actions or techniques.
 - c) Acting in an unsafe manner, which may compromise the safety and wellbeing of other Competitors or participants.
 - d) Acting in an unfair manner, excessively disruptive conduct, disrespectful or unsportsmanlike behaviour, and/or destruction of property.
 - e) Using prohibited equipment (*fusei-yogu*). This may include Managers wearing or carrying time-keeping devices when accompanying a Competitor during a match.
- 12.2. Penalties or sanctions may also be given to a Manager, University Team, or University; in accordance to the *UniSport Australia* rules.
- 12.3. Depending on the severity of the action, penalties may include, but not limited to:
 - a) A *hansoku* given to the offending Competitor during the match.
 - b) A forfeit (*kiken*) given to the offending Competitor for the match.
 - c) A forfeit (*kiken*) given to one or more positions of the offending Competitor's team for the team match.
 - d) Disqualification of the offending Competitor or Team from the Competition.
 - e) Deduction of overall score from the offending Competitor's University Team.
 - f) Formal sanctions against the offending Competitor's University.
- 12.4. The determination of the penalties shall be made by the relevant referees, which may include, in order of escalation: the Head Referee (*shushin*), Court Referee (*shinpan-shunin*), and a combination of the Chief Referee (*shinpan-cho*), AKR Kendo Committee, and Competition Manager.

13. Competition Administration

13.1. Commencement and Closure of Competition Day

- a) 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*.
- b) 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.

13.2. *Shiai-sha* Accreditation Stamp Check

- a) 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*.
- b) 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*.

- c) 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*.
- d) 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.
- e) 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.

13.3. ***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.

13.4. **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.

13.5. **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*.

13.6. **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 *kiken* (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.

14. ***Shinpan-in***

14.1. 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.

14.2. *Shiai-sha*, *kantoku* and/or Team Coaches meeting the requirements as per 14.1 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.

14.3. 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.

14.4. *Shinpan-in* on standby will be seated in the designated waiting area.

14.5. *Shinpan-in* will refrain from conversing with others near *shiai-jo* where possible.

15. *Kantoku*

- 15.1. *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.
- 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.
 - 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.
 - No other persons are permitted to enter the waiting area with the exception of emergency circumstances.
 - 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
 -
- 15.2. 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.
- 15.3. 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*.
- 15.4. *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*.

16. *Kakari-in*

- 16.1. 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.
- 16.2. There may be other *kakari-in* assigned to relevant administrative and logistic duties throughout the competition.
- 16.3. *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.
- 16.4. *Kakari-in* follow the standard professional dress code, as determined by the Competition Manager.
- 16.5. **Team Duty Requirements:**
- 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.
 - 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.
 - 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.
 - For those partaking *shinpan* duties, they must fulfil the requirements as per section 14 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 16.5.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.

17. Uniform Requirements

17.1. 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.

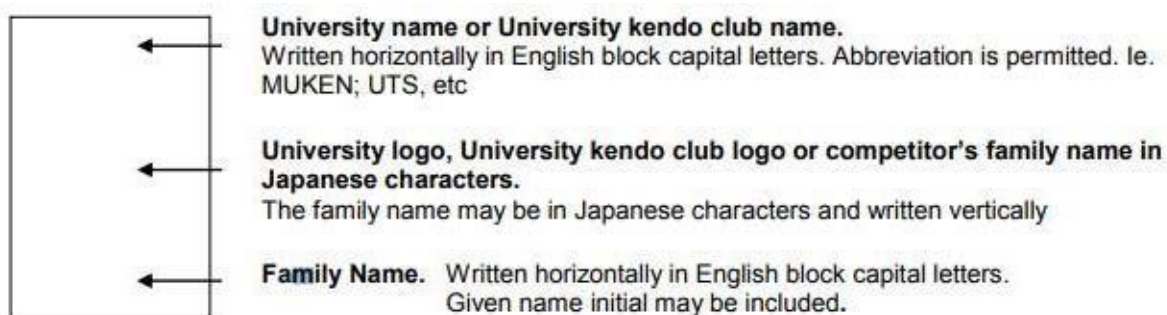


Figure 1: Supplementary AKR Kendo Competition Rules Guideline for Nafuda (Zekken).

- 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 13.3.
- 17.2. 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*.

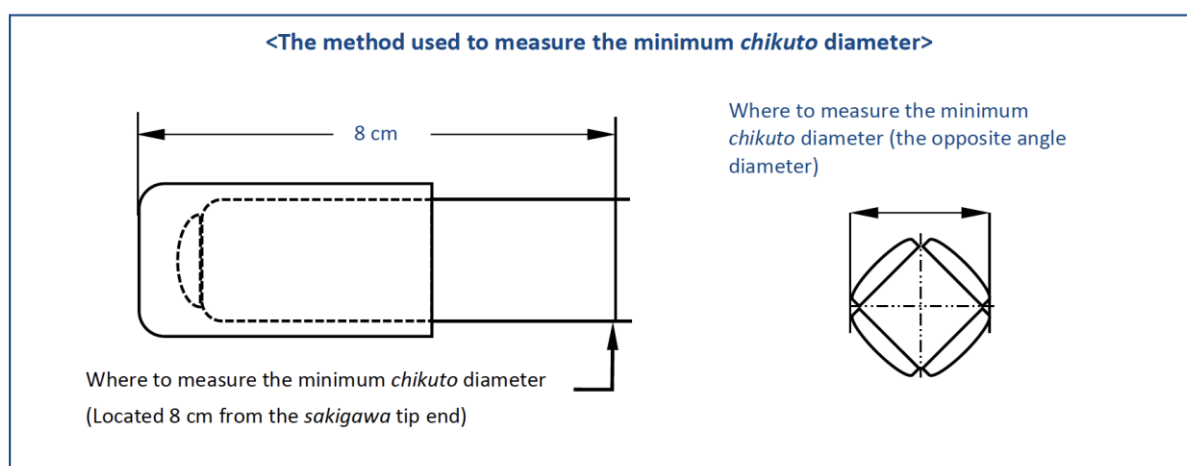


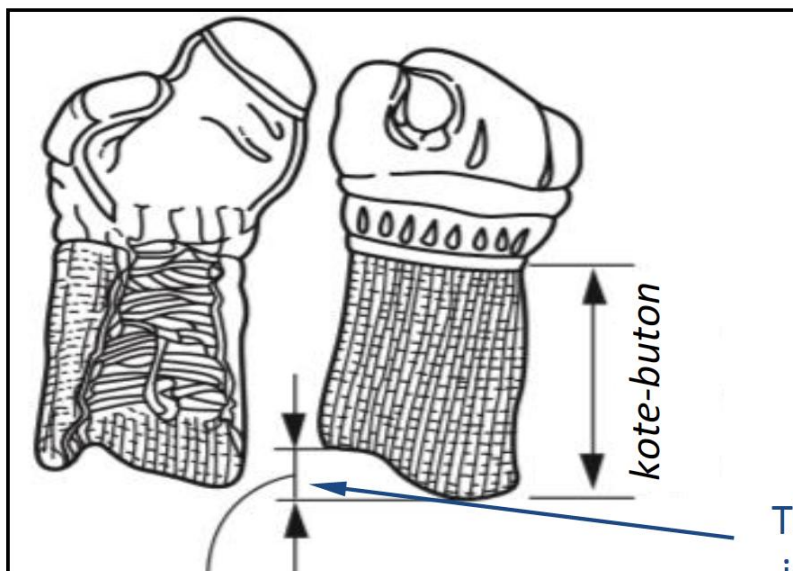
Figure 2: A schematic diagram of method used to measure the minimum *chikuto* diameters.

	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 1: Criteria of *Shinai* for *Ittou* (one sword).

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

- a) *Men* fitted with polycarbonate laminated board must be the one approved by All Japan Kendo Federation.
- b) The sleeves of a *kendo-gi* must be long enough to protect elbow joints.
- c) The *men-buton* (flaps) must be long enough to protect shoulder joints and has sufficient impact absorbing capacity.
- d) The depth of *eguri* (cut) in *kote-buton* (padding) should be no wider than 2.5cm between the longest part and the shortest part of the *kote-buton* (see Figure 3).
- e) *Kote-buton* should protect more than half of the forearm (distance between wrist and elbow) and the fist area of *kote* and *kote-buton* area should have sufficient impact absorbing capacity.



The maximum *eguri* is 2.5cm or smaller

Figure 3: A description of *eguri*.

17.4. 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 | July 2025 | August 2026

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

