

# 18<sup>th</sup> AUSTRALIAN MASTERS GAMES KENDO CHAMPIONSHIPS PERTH 2021

## Rules and Regulations

Promoter:	Australian Masters Games (AMG) and Australian Kendo Renmei (AKR)
Host Organisation:	Western Australian Kendo Association (WAKR)
Technical Assistance:	Kendo Board (KB)

## COMPETITION RULES

### 1. INCLUSION CRITERIA

- 1.1. Life members and affiliate members of the AKR whose membership fee and the relevant art fees have been received by the AKR are eligible to participate.
- 1.2. Life members and affiliate members of the International Kendo Federation (FIK) whose membership fees have been received by their relevant Kendo body are eligible to participate. FIK members must be able to produce a letter from their FIK-affiliated Kendo organisation validating their membership.
- 1.3. An AKR member whose fees have not been received prior to 31<sup>st</sup> of July is ineligible to participate.
- 1.4. All competitors must be 30 years of age or older (as at date of competition).
- 1.5. All competitors must be 1 Dan or higher.

### 2. COMPETITOR REGISTRATION

- 2.1. Each participant must register for the Individual Championships and the Team Championships via the AMG online registration website by the prescribed closing dates. The AKR will not accept late registrations.
- 2.2. A competitor may participate in both an Individual event and Team events.
- 2.3. Criteria of age, grade and any other relevant factor is *as at the date of competition*.

### 3. GENERAL

- 3.1. FIK Rules & Regulations: All matches will be played in accordance with the FIK Rules & Regulations, with the following additional Competition Rules.

- 3.2. All matches will be sanbon shobu (three-point match) unless otherwise specified.
- 3.3. Competition Draws & Referees: The Kendo Board is responsible for the allocation of the draw for each event and allocation of referees (shinpan) to each event.
- 3.4. Shomen-ni- Rei: Shomen-ni-Rei will be done at the beginning and end of each day.
- 3.5. Nafuda (Zekken): Competitors will wear a dark blue or black nafuda on the centre panel of their tare where your family name is written in English across the bottom.
- 3.6. The attire for competitors comprises of kendogi and hakama in dark blue, black or white. No excessive decorative embroideries should be on the attire.

#### 4. CHAMPIONSHIP TITLES

- 4.1. The following individual Championships are to be contested:
  - a) Women's Individuals 30-39 years
  - b) Women's Individuals 40-49 years
  - c) Women's Individuals 50-59 years
  - d) Women's Individuals 60+ years
  - e) Men's Individuals 30-39 years
  - f) Men's Individuals 40-49 years
  - g) Men's Individuals 50-59 years
  - h) Men's Individuals 60+ years
- 4.2. The following Team Championships are to be contested:
  - a) Women's Teams
  - b) Men's Teams
  - c) Mixed Teams

#### 5. INDIVIDUAL COMPETITIONS

- 5.1. Individual competitions consist of preliminary rounds followed by knock-out rounds.
- 5.2. The preliminary round is conducted using a pool system.
- 5.3. Pools will consist of 3 competitors (in principle) but may consist of up to 5 competitors depending on the number of competitors in the event.
  - a) In pools of 3, the order of matches is as follows: A><B, B><C, C><A.
  - b) In pools of 4, the order of matches is as follows: A><B, B><C, C><D, D><A.
  - c) In pools of 5, the order of matches is as follows: A><B, B><C, C><D, D><E, E><A.
- 5.4. There is no encho (extension) in pool matches.
- 5.5. The winner of the pool will be determined by the following criteria, in order:
  - a) The player with the greatest number of matches won.
  - b) If equal, the player with the greatest number of points scored.
  - c) If 2 or more players (but not all competitors in a pool) have equal number of matches won and points scored, an ippon-shobu (one point "sudden death" match) shiai

without time limit shall be conducted between the equal competitors to determine the winner.

- d) In the case where all competitors in a pool are equal on wins and points scored, the entire pool is reset and played again in full (sanbon shobu).
- 5.6. At the conclusion of a knock-out round match, if the scores are tied, an ippon-shobu shiai without time-limit shall be conducted to determine the winner.

## 6. TEAM COMPETITIONS

- 6.1. Team members do not need to belong to the same club, state or country.
- 6.2. No more than 2 members of a team can be from the same age group.
- 6.3. A competitor can only be a member of one team per event i.e. member of one Women's Team and one Mixed Team.
- 6.4. Teams will be 3 a side, with a minimum of 2 players; If playing with 2 players, must play positions 1 & 3.
- 6.5. Preliminary rounds will be conducted using a pool system.
- 6.6. For the first round, the names and positions of each of the competitors of the team will be handed to the court referee by the team manager 30 minutes prior to the commencement. The names and positions in subsequent rounds will be handed to the court judge immediately after the last fight. Even if there is no change to the order from the previous match, an order list must be submitted for each match.
- 6.7. Management of Incorrect Team Orders
  - a) In case where the competitors' order is different from the one described in the submitted order list and if it is reported by a relevant team manager before the declaration of "Hajime" by the Shushin for a match, the order of the competitors can be corrected without any penalty.
  - b) If it is found after the declaration of "Hajime" by the Shushin, the Shinpanins of that match shall stop the match immediately and the competitor whose order is incorrect shall lose their respective matches and their opponents shall be awarded 2 points per match respectively. Those from the same team and not in the correct order from the same team shall also lose their matches. Their opponents shall be awarded 2 points per match, respectively. All points scored by the violating members of the team prior to the finding shall be forfeited.
  - c) If it is proved before the Shuryo-no rei (bow of the end) at the conclusion of the matches that members from both teams were in violation of the order submitted, all competitors whose orders were incorrect shall lose his/her match and each opponent shall be given 2 points respectively. All points scored by the violating members of the both team prior to the finding shall be forfeited.
  - d) If it is found after the Shuryo-no rei, the winning and losing of both teams shall not be changed and all points scored by the violating members of the team shall remain as scored points.

- 6.8. Pools will consist of 3 teams in principle but may consist of 4 teams depending on the number of teams in the event.
- a) In pools of 3 the order of matches will be as follows: A><B, C><B, C><A.
  - b) In pools of 4 the order of matches will be as follows: A><B, C><B, C><D, A><D.
  - c) In pools of 5 the order of matches will be as follows: A><B, C><B, C><D, E><D, E><A.
- 6.9. A default (fusen-gachi) will be regarded as a loss with the opponent awarded 2 points.
- 6.10. There will be no encho in the team matches.
- 6.11. The winning team will be determined by the following criteria, in order:
- a) The team with the most matches won will be declared the winner.
  - b) If the number of wins is equal, the scored points of each team are counted. The team with the most scored points will be declared the winner.
  - c) If the number of scored points is also equal, each team manager/captain must nominate one competitor to decide the result by ippon-shobu shiai without time-limit.
  - d) Shiai-shas (competitor) for the ippon-shobu must be selected from registered team members listed in submitted team orders that played in that team match.
- 6.12. The top 2 teams will progress to a play-off with the winning team from pool A playing off the second team from pool B and the winning team from pool B playing-off the second team from pool A.
- 6.13. The final team match will be the winning teams from the play-offs.

## 7. DURATION OF MATCHES

- 7.1. The duration of all individual matches will be dependent on the age-divisions of the event as follows:
- a) 30-39 years and 40-49 years 5 minutes
  - b) 50-59 years and 60+ years 4 minutes
- 7.2. The duration of all team matches will be 4 minutes.

## 8. KANTOKU (TEAM MANAGER)

- 8.1. Team managers may accompany and sit with their team during shiai.
- 8.2. Team managers will provide their own kantoku-ki for signalling a protest (Igi) if required.
- 8.3. The kantoku-ki will be as specified in the FIK Rules & Regulations.
- 8.4. Team manager, coaches or players must not have clocks, watches or any timing device near the competition area.

## 9. SHINPAN (REFEREES)

- 9.1. All competitors of Kendo 4 Dan and above must be available to referee (a shinpan list will be made available).
- 9.2. Competitors in an event may not participate as referees in the same event.
- 9.3. Where possible all referees will wear the uniform consisting of a plain dark blue jacket, a plain grey pair of trousers (no skirts), a plain white shirt, a plain deep red necktie and a

plain dark blue or black pair of socks. *If you are competing it is acceptable to wear kendogi and hakama.*

- 9.4. Referees will wait in the designated area when not on duty and refrain from mixing with competitors where possible.

## 10. TIMING AND LOCATION OF EVENTS

- 10.1. The Kendo Board reserves the right to adjust the:
- a) commencement, shiai-jo and duration of matches of an event to manage the duration of the Championship.
  - b) duration of matches of an event to manage the safety of competitors should they have to compete using personal protective equipment such as masks and face shields that can cause breathing difficulties and heat stress.

## 11. COVID Restrictions

Depending on the COVID restrictions (if any) in force at the time of the competition, competitors and attendees are advised that the following **MAY** apply:

- 11.1. All attendees, shinpan-in (judges), kakari-in (volunteers and officials) shall wear a mask covering nose and mouth.
- 11.2. Competitors in full bogu shall wear:
- a) Full men face shield & mask covering mouth, OR
  - b) Half men face shield & mask covering nose and mouth.

## 12. COVID Modified Tsubazeriai Rules for Competitors<sup>1</sup>

These rules are introduced to minimise the risk of transmission of corona virus during shiai.

- 12.1. Shiai-sha must avoid tsubazeriai.
- 12.2. When tsubazeriai cannot be avoided and there is contact, shiai-sha must either:
- a) Proactively execute hikiwaza, or waza after taiatari, as soon as they come in contact with each other, or,
  - b) if no waza can be executed, both shiai-sha should swiftly separate themselves from each other.
- 12.3. Shiai-sha must attempt to separate themselves without waiting for the shushin to call "wakare". If this does not happen and tsubazeriai or other contact continues, shushin must call "wakare" immediately. Shinpan-ins should observe the situation carefully and refrain from calling "wakare" if the shiai-sha have started to separate by themselves.
- 12.4. Shiai-sha must not kiai (shout) upon or immediately after contact. Kiai is allowed when a shiai-sha is executing hiki-waza after taiatari.

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<sup>1</sup> Original information source: <https://www.youtube.com/watch?v=MKIIM1kXkz8>. Last viewed on 25 July 2021.

- 12.5. When mutually separating, whether of their own accord or as a result of “wakare” being called by the shushin, shiai-sha must move to a distance where their kensen do not touch. Shiai-sha must do so together, in equal spirit, and with the shinogi in contact. Shiai-sha must not open or lower their kensen. Shiai-sha should not make gestures such as bowing when separating.
- 12.6. When separating if one of the shiai-sha is close to the court boundary line the shushin must adjust the shiai-sha positions to prevent this shiai-sha from stepping out of the court. The other shiai-sha may need to take additional steps backward if required. Both shiai-sha are expected to mutually adjust their positions. If one of the shiai-sha cannot avoid stepping out of the court, the shushin must call “yame” and bring the shiai-sha back to the kaishi-sen.
- 12.7. Shiai-sha must not start to separate, then stop, and then press forwards to force their opponent to retreat backwards.
- 12.8. Waza must not be attempted or executed whilst shiai-sha are separating. If a waza is executed, that waza shall not be considered yuko-datotsu.
- 12.9. Shiai-sha must not strike, maki (twist), or gyaku-kousa (press down on their opponent’s shinai down using the right face of their shinai) their opponent’s shinai whilst separating.
- 12.10. Shiai-sha must not push their opponent backward before separating.
- 12.11. Shiai-sha must not chase their opponent in tsubazeriai when their opponent starts to separate.
- 12.12. Shiai-sha must not approach their opponent in a defensive posture (i.e. to avoid fighting).
- 12.13. In each situation above (12.7 – 12.12), shinpan must confer in gogi and make judgement as to whether to award hansoku based on each cause and circumstance.

### 13. Equipment Management for Competitors

These rules are introduced to minimise the risk of transmission of corona virus.

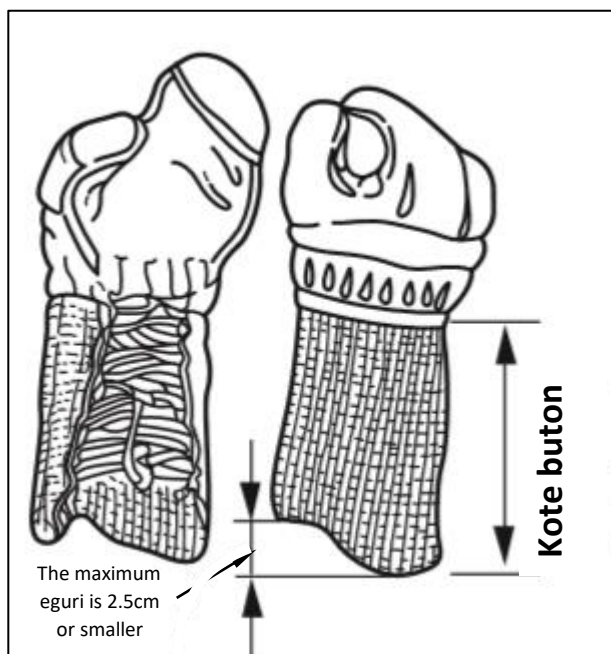
- 13.1. Shiai-sha must not use equipment belonging to others. This includes but not limited to shinais, bogu, face-shields or any other personal belongings.
- 13.2. Shiai-sha must register their own shinai.

### 14. Safety Specific Rules for Kendo-Gu and Shinai

#### ***Kendo-Gu***

- 14.1. The sleeves of a *kendo-gi* must cover elbows fully.
- 14.2. The external surface of *men-gane* must not be colour-coated.

- 14.3. The *tsuki-dare* and *youjin-dare* must be sufficiently large with appropriate integrity and firmly fitted to the men.
- 14.4. The *men-buton* must be amply long to protect shoulder joints and has sufficient impact absorbing capacity.
- 14.5. The *kote-eguri* (or *kuri*) must be shorter than 2.5 cm. The *eguri* is the difference between the longest and shortest length of the *kote buton* (**Figure 1**)
- 14.6. The *kote* must cover at least half of the forearm.



Original information source: [https://www.kendo.or.jp/wp/wp-content/themes/kendo/assets/library/pdf/kendo-shiai\\_regulations.pdf](https://www.kendo.or.jp/wp/wp-content/themes/kendo/assets/library/pdf/kendo-shiai_regulations.pdf).  
Last viewed on 19 January 2020.

**Figure 1 – A description of *eguri* (*kuri*)**

- 14.7. The *do* must not be excessively decorated (e.g. letter or character description, excessively glossy appearance and the use of animal fur on the *dodai*).

### ***Shinai***

Shinai dimensions must satisfy requirements stated in Table 1 and Table 2. The diameters mentioned in Table 1 and Table 2 are measured using the prescribed shinai gauge, as indicated in Figure 2.

**Table 1 – Shinai criteria for itto**

	Gender		Adults
Length	Unisex		120 cm or shorter
Weight excluding attachments	Men		510 g or greater
	Women		440 g or greater
Diameter	Men	Minimum	26 mm or wider

		<i>sakigawa</i> diameter	
		Minimum <i>chikuto</i> * Diameter	21 mm or wider
	Women	Minimum <i>sakigawa</i> diameter	25 mm or wider
		Minimum <i>chikuto</i> Diameter	20 mm or wider

**Table 2 – Shinai criteria for nito**

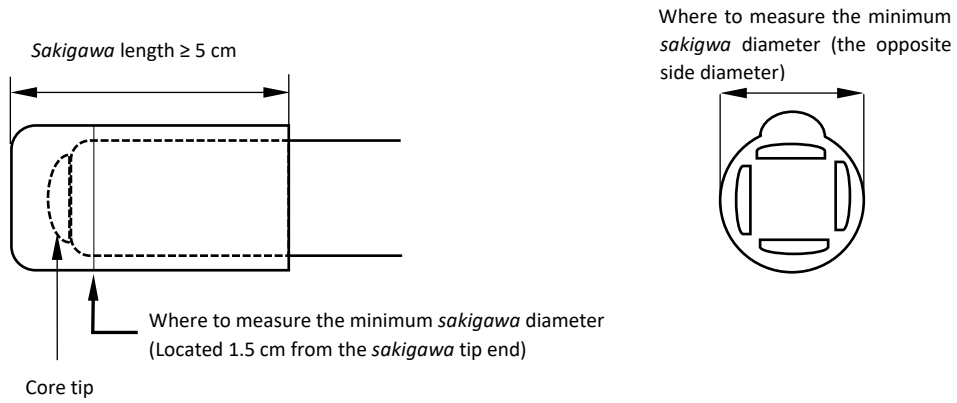
	Gender\Age		Daito	Shoto
Length	Unisex		114 cm or shorter	62 cm or shorter
Weight excluding attachments	Men		440 g or greater	280 to 330 g
	Women		440 g or greater	250 to 280 g
Diameter	Men	Minimum <i>Sakigawa</i> diameter	25 mm or wider	24 mm or wider
		Minimum <i>chikuto</i> diameter	20 mm or wider	19 mm or wider
	Women	Minimum <i>sakigawa</i> diameter	24 mm or wider	24 mm or wider
		Minimum <i>chikuto</i> Diameter	19 mm or wider	19 mm or wider

\*The *Chikuto* is an 8 cm long section measured from the tip of a *shinai*. This section includes the *sakigawa*.

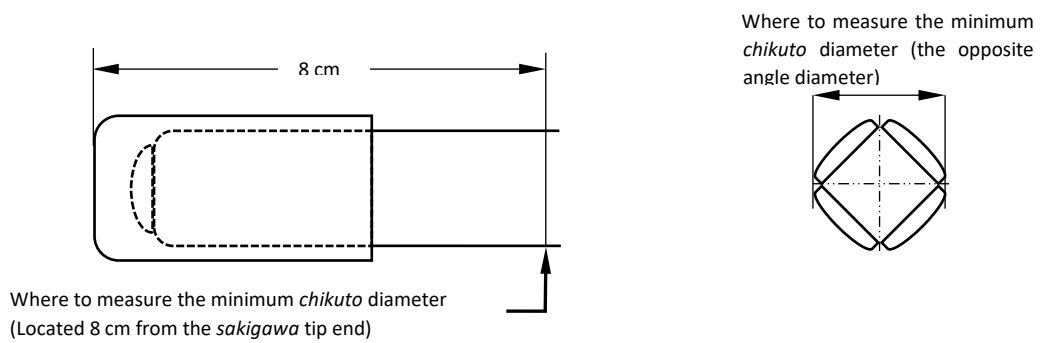
- 14.8. A *tsuba* must be circular-shaped and made of suitable leather and synthetic materials. The *tsuba* diameter is 9 cm or smaller. A *tsuba* must be fitted to a *shinai* firmly with no space at the *tsuru* end of the *tsuka*. No use of adhesive tapes or any other materials other than a suitable *tsuba-dome* is allowed for fitting.
- 14.9. The length of *sakigawa* must be 5 cm or longer.



<The method used to measure the *sakigawa* length and the minimum *sakigawa* diameter>



<The method used to measure the minimum *chikuto* diameter>



Original information source: [https://www.kendo.or.jp/wp/wp-content/themes/kendo/assets/library/pdf/kendo-shiai\\_regulations.pdf](https://www.kendo.or.jp/wp/wp-content/themes/kendo/assets/library/pdf/kendo-shiai_regulations.pdf). Last viewed on 20 January 2020.

**Figure 2 – A schematic diagrams of methods used to measure the minimum *sakigawa* and *chikuto* diameters**