

The Guidelines

- For Shiai (competitions) and
Shinpan (referees)

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The Guidelines for Kendo Shiai and Shimpan was compiled by Götha Kendo Club, Sweden 2001.

All based on the regulation from All Japan Kendo Federation.

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GUIDELINES FOR COMPETITORS AND REFEREES

PART I - GUIDELINES FOR COMPETITORS

Entering or Leaving

Upon entering the court, competitors shall line up at their seats, bow to the main stand at the order of their team manager, and be seated. Likewise, prior to leaving, they shall line up, bow and leave the court.

Team Line-up

The two groups of competitors shall stand in a row facing each other (three steps behind the starting lines) (Figure 1) and bow at the order of chief referee. At the beginning, only Senpo (first competitor), and Jiho (second competitor) shall be in full armour with Shinai. In case another match follows the current one, the two teams shall line up together in a row. However, if two teams cannot stand in a row as in Figure 2, the two ending teams and the two starting ones shall bow separately.

Bow to the Main stand

Bow to the main stand shall be conducted as follows, at the order of the chief referee:

1. At the beginning of the first match, and the beginning and ending of the final match of the tournament;
2. If the tournament runs for more than a day, at the beginning of the first match and at the ending of the last one each day, further at the beginning and ending of the final match of the tournament; and
3. Bow to the main stand shall be conducted at the location of standing bow.

Beginning

Before the beginning of the match, the competitors shall first proceed to the standing bow location, exchange bows while standing in Sageto (natural standing position) posture then take three steps forward, take the Sonkyo position (preparatory position) while drawing Shinai. The competitors shall begin the match at chief referee's pronouncement.

Valid strikes/thrusts

The competitors shall stop the match promptly upon chief referee's pronouncement of a valid strike/thrust and return to the starting lines and assume Chudan-no-kamae to receive the chief referee's pronouncement.

Request for a Break

1. The competitor shall motion to chief referee by raising a hand to request for a break during the match, and explain the reason.
2. In order to adjust loose equipment or uniform during the break, the competitors shall do Noto (sheathe the sword) standing at the starting lines, and retreat to within the border of the court, assume Seiza

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(formal seated position) or Sonkyo position. Meanwhile, the opponent shall wait in Seiza or in Sonkyo.

Suspension

When Chief referee has pronounced 'YAME', the competitors shall immediately stop the match, and return to the starting lines to receive the pronouncement or instruction of chief referee.

Gogi

Upon the chief referee's pronouncement of "GOGI" (conference), the competitors shall do Noto standing at the starting lines, and retreat to within the border of the court, and wait in Sonkyo or in Seiza. Resumption

Resumption

The competitors shall assume Chudan-no-kamae at starting lines, and resume the match at the chief referee's pronouncement.

Wakare

Upon the chief referee's pronouncement of "WAKARE" (break), the competitors shall immediately separate from each other, assume Chudan-no-kamae on the spot and resume the match upon the chief referee's pronouncement.

Filing a Protest

When the team manager files a protest, the competitors shall wait in the same manner as in a conference.

Referees' decision or Lot

- In case of victory a referees' decision, the competitors shall stand at the starting lines in Chudan-no-kamae and receive the chief referee's pronouncement.
- In case of victory by lot, the competitors shall act in the same manner as above.

Default

Where there is a default, the competitor shall proceed to starting lines, assume Sonkyo, stand, receive the pronouncement of the chief referee 'FUSEN GACHI', repeat Sonkyo, perform Noto and leave the court. Where there is a default in Team-match, the winning team shall stand in a row and receive the pronouncement (Figure 1)

Ending

1. At the ending of the match, the competitors shall first return to the starting lines, assume Chudan-no-kamae, receive the chief referee's pronouncement, assume Sonkyo, step back to the standing bow location, lower Shinai to Sageto posture and exchange bows.

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2. Having completed the last round of a team-match, the two competitors of the round shall remain in court, in full armour with Shinai, wait for their respective teammates to join, exchange bows at the order of chief referee and leave the court (Figures1 & 2).

Other Guidelines

1. Nito (2 swords) shall be handled in the following way:
 1. Both Daito (long shinai) and Shoto (short shinai) shall be carried by the left hand in Sageto;
 2. In taking Kamae, first, one Shinai to be held by the left hand shall be drawn by the right hand and /passed to the left hand , then the other Shinai held by the left hand shall be drawn by the right hand for Kamae ;
 3. To perform Noto with two Shinai, first, the one in the right hand shall be replaced into the left hand and the second one in the left hand be replaced by the right hand to the left hand ; and
 4. Other than the three exceptions listed above, the manners for competitors using Nito shall be the same as those for Itto (1 sword).
2. The uniform of the competitors shall be kept neat, without rips or tears.
3. Kendo-equipment shall be tightly fastened so as not to become loose during the match. In addition, the length of Men-himo (strings) shall no longer than 40 centimeters each from the knot.
4. The competitors shall perform standing bows only, and refrain from bowing to referees or exchanging seated bows privately in the court.
5. As the previous competitor is leaving and the next competitor is entering the court, they shall refrain from shaking hands or other physical acts of encouragement.
6. The competitors shall refrain from entering the court until the referees take their positions.
7. The competitors shall not enter the court before both competitors of the previous match leave the court.
8. Neither the team managers nor the competitors should bring watches into the waiting area for competitors or signal or call out for encouragement to the competitors.
9. During the first match and the last match of the team-matches, the waiting teammates are expected to be in Seiza.

Part II - Guidelines for Referees

Entering or Leaving

Upon entering or leaving the court, the referees shall line up in the center just within the boundary line with the chief referee in the middle, holding the flags in their right hands (Figures 3 & 8).

Positioning of the referees prior the match and handling of the flags

1. Positioning shall be as follows:
 1. For the first round of individual-matches, the referees shall take their starting positions after the line-up (Figures 3 & 4); and
 2. In team-matches, the referees shall take their starting positions after standing in a row and having the two teams exchange bows at the order of chief referee (Figures 3 & 4)
2. Handling of flags shall be as follows:
 1. When rotating, both flags should be held in the right hand;
 2. After rotation, the chief referee shall hold the red flag in the right hand, and the white one in the left hand; the chief referee shall hold the flags in the reverse way (white, right and red, Left); and
 3. When changing referees, the referees shall hold both flags in the right hand; both flags should be rolled together with the white one within the red flag.

Rotation/Changing of Referees

Rotation of Shinpan-in shall be as follows:

1. Rotation of the chief referee and sub-referees: the referees shall rotate to their next location without rolling up their flags (Figure 5);
2. Alternation of all the referees at their respective locations: all referees shall alternate with the succeeding referee after rolling up their flags and exchanging bows (Figure 6);
3. Alternation of one referee after rotation: after rotation, the referee who has finished as chief referee shall roll up his/her flags, and alternate with the succeeding referee after exchanging bows (Figure 7); or
4. Alternation of referees who have finished their duties: referees who have finished their duties, after rolling up their flags, shall stand in a row and alternate with the succeeding referees (Figure 8).

Bow to the Main stand

1. Referees shall conduct the bow to the main stand in the following cases:
 1. At the beginning of the first match and at the beginning and ending of the final match of a competition; and
 2. If a competition runs for more than a day, at the beginning of the first match and at the last match each day, and also at the beginning and ending of the final match of the competition.
2. The chief referee shall order a bow to the main stand in the following cases:

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1. For individual-matches, when the referees have taken their original locations; and
2. For team-matches, when referees and the competitors have lined up.

Beginning

At the beginning of the first match, the referee director shall act as follows:

1. Where there is one court, the referee director shall stand when first the competitors stand at their standing bow locations; or
2. Where there are two or more courts, the referee director shall stand and signal by a whistle or the like, when the all the competitors are standing at their standing bow locations.
3. To begin the first match, the chief referee shall pronounce 'HAJIME' to begin the match upon an indication from referee director (Figure 9).

Valid Strikes/Thrusts

1. Signals with flags shall be performed by the referees as follows (Figures 9 to 12):

1. After the referees elect to approve a strike/thrust as valid, they shall return, holding the flags as signaled, to their original locations and lower the flags upon the pronouncement by the chief referee.
2. When a strike/thrust is not agreed upon as valid, the referees shall stop signaling immediately.
3. As soon as the signal of disagreement of a referees is acknowledged by other referees, the former shall cease his or her signaling (Figures 11 & 9);
4. When a strike/thrust is concluded as valid according to Article 26 of the Regulations, despite disagreement or renunciation of the chief referee, the chief referee shall signal a valid strike/thrust with flags.
5. For revoking a valid strike/thrust after a conference, the chief referee shall, after assuming the position of flags as taken prior to calling the conference, then declare 'TORIKESHI' and crisscross flags (Figures 10 & 11).

Request for a Break

1. Recognizing a request of a competitor for a break, the chief referee shall immediately suspend the match and ask the competitor the reason for the request (Refer to Article 29, Item 5 of the Regulations),
2. Where the chief referee has deemed the request for a break to be unjustified, the chief referee shall call a conference.

Suspension

1. The referees shall suspend the match in the following cases:

1. Penalty
2. Injury or accident
3. To avoid danger
4. Loss of the shinai control by a competitor
5. Protest

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6. Conference
 7. Incorrect shinai string orientation.
2. The referees shall suspend the match in the following manner:
1. Upon pronouncement of the suspension, the referees shall return to their original locations;
 2. When both competitors have acknowledged pronouncement or signal of suspension by flags, the referees shall lower their flags (Figures 14 & 9);
 3. When a penalty has been committed, the referees shall return to their original locations holding their flags as signaled until the pronouncement by the chief referee (Figure 17); and
 4. Where a sub-referee has pronounced a suspension, the chief referee shall immediately pronounce the suspension and signal with the flags (Figure 14).
 5. When a shinai has been dropped or a competitor has fallen, and the opponent does not immediately strike or thrust at that the competitor, the chief referee shall suspend the match (Figure 14).
 6. When a penalty has been committed, the chief referee shall hold both flags in one hand and indicate the number of penalties by pointing at the violator and return to the original posture.
 7. If both competitors have simultaneously committed a penalty which will result in the awarding of a point to one competitor, the competitor to get the point will receive the pronouncement first followed by the other (Figure 18).

Gogi

1. A conference shall be called in the following cases:
1. Revocation of a valid strike/thrust
 2. Mistake made by referee;
 3. Unclear penalty; or
 4. Doubts about execution or application of the Regulations.
2. A conference held by the referees shall be as follows:
1. The chief referee shall have both competitors retreat to the within the border of the court.
 2. When a sub-referee has called a conference, the chief referee shall immediately suspend the match (Figures 14 & 16).

Resumption

1. At the resumption of the match by pronouncement of 'NIHON-ME' (2nd point) or 'SHOBU' (match), the sub-referees shall lower their flags simultaneously with pronouncement of the chief referee.
2. The resumption of a match after a suspension shall be conducted in the same manner as the beginning of the match (Figure 9).

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Break

When Tsuba-zeriai (tsuba to tsuba contact) has come to a stalemate, the chief referee shall separate the competitors by holding the flags straight forward while pronouncing 'WAKARE' and have them resume their match by lowering flags with pronouncement of 'HAJIME'(Figures 15 & 9). If the competitors are close to a boundary line, the chief referee shall immediately adjust the competitors so that they remain in the court.

Filing a Protest

Referees shall handle a protest in the following manner:

1. The referees shall immediately suspend the match (Figure 14) ;
2. The presiding referee or the referee director shall have the referees discuss the protest in a conference;
3. The presiding referee or referee director shall inform the team manager of referees decision; and
4. The referees shall have the competitors resume the match (Figure 9).

Victory by referees' decision, lot or incapacitation

1. In deciding victory by referees' decision, the referees shall signal by simultaneous motion of their flags for the winner upon pronouncement of 'HANTEI' by the chief referee (Figure 10). Referees are not permitted to signal a draw or abstention.
2. In pronouncing victory by lot or incapacitation, the chief referee shall signal with the flag for the winner upon pronouncement and immediately lower the flag (Figures 10 & 9).

Default

1. For individual-matches, the chief referee shall pronounce victory for the winner while signaling with the flag (Figures 10).
2. For team-matches, the chief referee shall first have the winning team stand in a row, and then pronounce victory for the winning team while signaling by flags (Figures 10).

Ending

1. In case the victory has been concluded or the match duration has expired, the chief referee shall suspend the match and pronounce the conclusion simultaneously signaling with the motion of the flags after having the players take their places at the starting lines. In the case of an extension, the chief referee shall pronounce 'ENCHO' and start the match again.
2. When team matches have been concluded, the referees shall stand in a row and the chief referee shall pronounce 'REI' for both teams to bow to each other.

Other Guidelines

1. The referees shall check that the competitors are wearing their uniform (Kendo-gi, Hakama, ribbon and name tag) appropriately prior to

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- beginning of the match (Refer to Article 5 of the Regulations and Articles 4 and 5 of the Subsidiary Rules).
2. The referees shall make sure that the competitors are equipped with appropriate Kendo equipment and Shinai (including Tsuba) (Refer to Articles 3 and 4 of the Regulations and Articles 3 and 4 of the Subsidiary Rules).
 3. The chief referee shall correct any inappropriate manners of the competitors.
 4. The referees shall strictly correct any inappropriate speech or behavior made by the competitors at their seats even after the match.
 5. The court staff shall perform their duties by coordinating with the presiding referee or the referee director to ensure the smooth administration of the match.
 6. Scoreboard recorders shall, prior to the beginning of the match, see that the flags are available for use (6 sets of flags per court are necessary).

TABLES AND FIGURES

Team match line-up

Figure 1: Line-up at the Beginning and Ending of completion

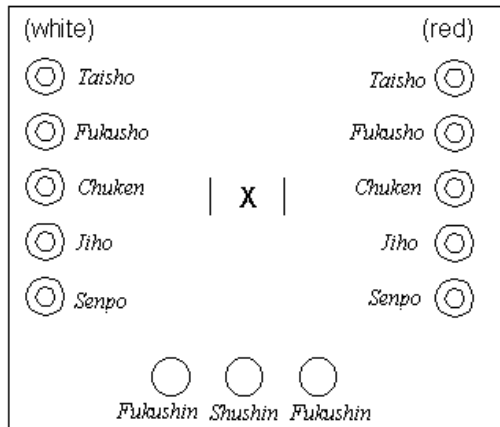
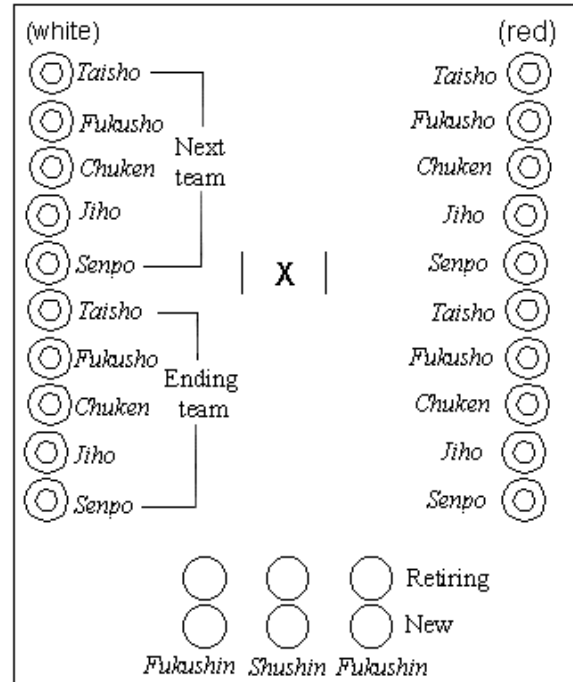


Figure 2: Line-up at the Beginning and Ending of completion



Rotation & Alternation of referees

Figure 3: Referee line-up

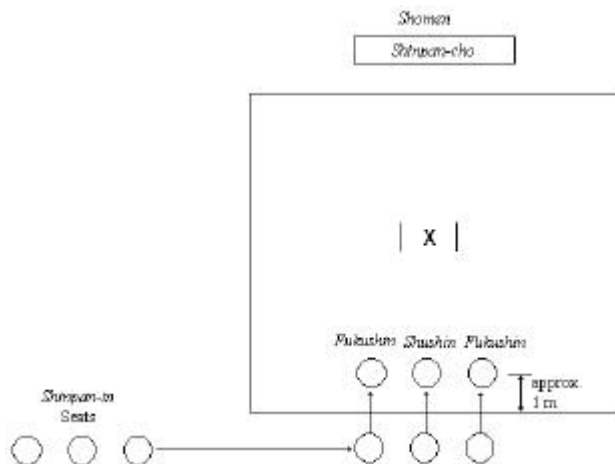
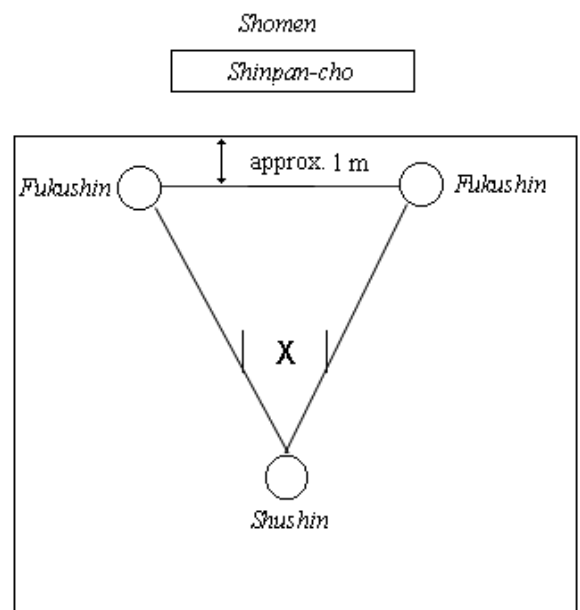


Figure 4: Referee starting location



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Figure 5: Rotation of referee

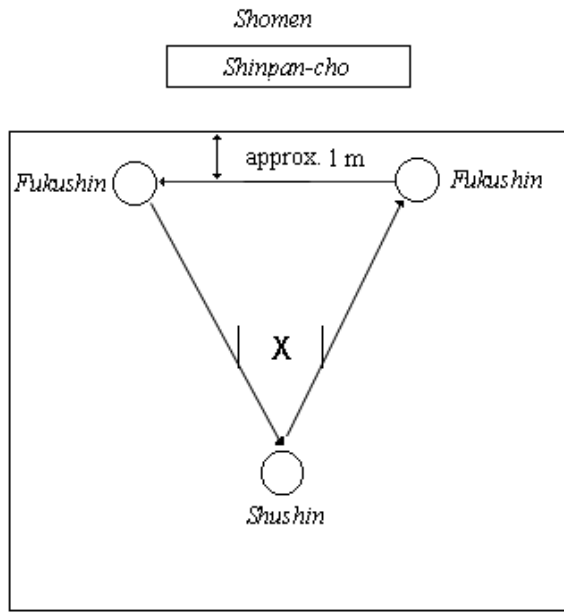


Figure 6: Alternation of referee (A)

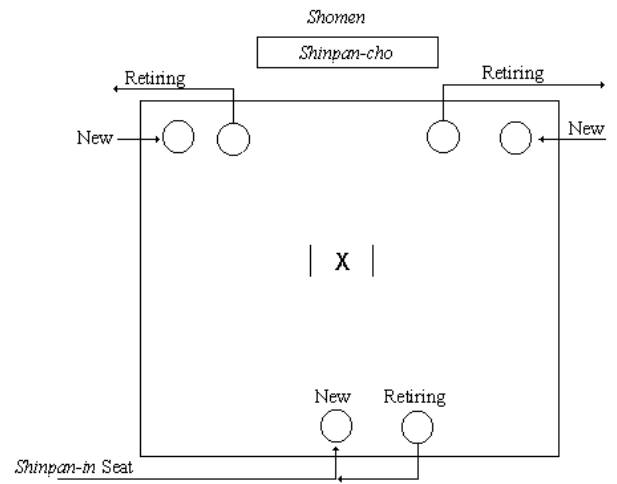


Figure 7: Alternation of referee (B)

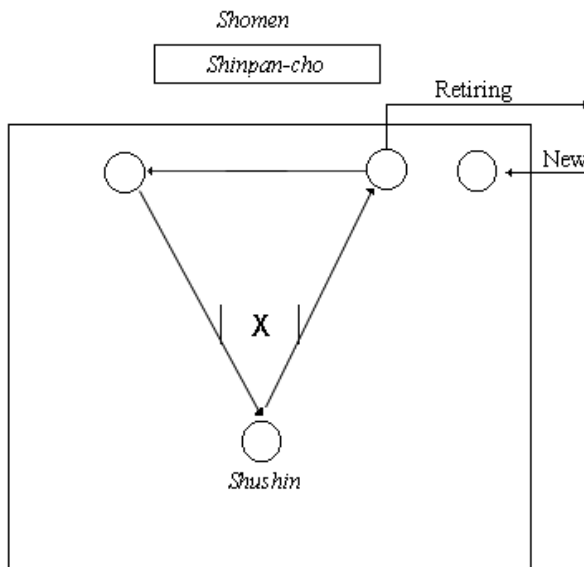
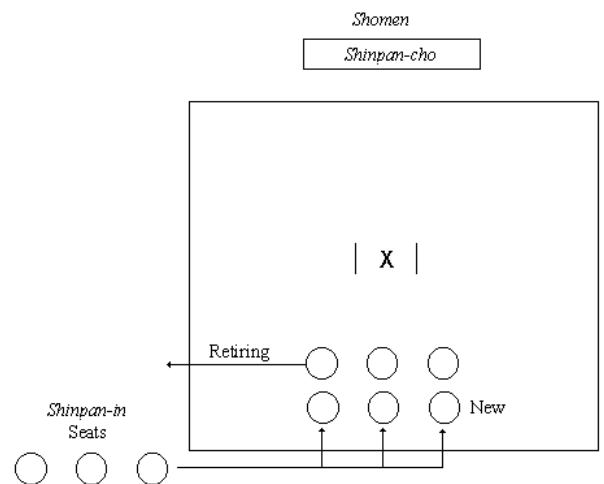


Figure 8: Alternation in group



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The use of Shinpan-ki (flags)

Figure 9: Begging, resumption, or Ending

Hold flags on both sides of body, starting position.



Figure 10: Yuko-datotsu decision of victory

Raise a flag diagonally up on one side



Figure 11: Torikeshi of Yuko-datotsu or Sosai.

Crisscross flag downwards



Figure 12: Absence for decision.

Hold flags crossed downwards



Figure 13: *Hikiwake*

Hold flags crossed above the forehead



Figure 14: *Suspension*

Hold flags straight up



Figure 15: *Wakare*

Raise both flags straight forward

Figure 16: *Gogi*

Raise both flags straight up in the right hand



Figure 17: *Hansoku*

Raise a flag diagonally downwards on one side, and then raise hand and finger towards the offender.

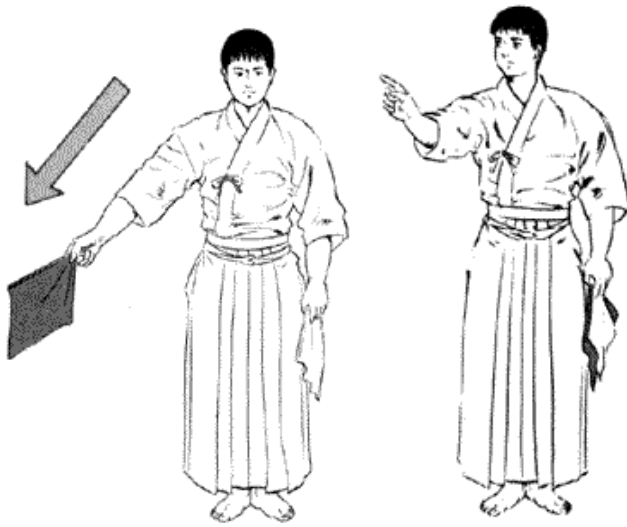


Figure 18: *Simultaneous Hansoku*

Raise both flags diagonally downwards.

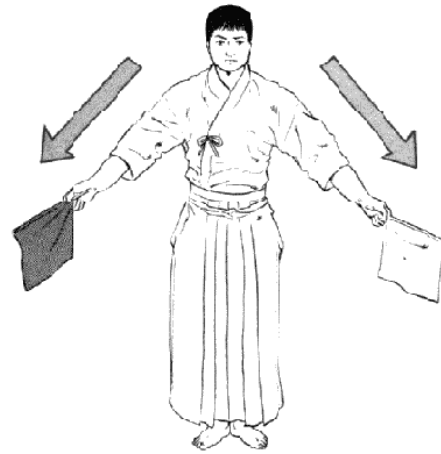


Table 1: Recording matters and Indications

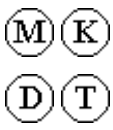













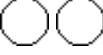


Matters	Marks	Indications
<i>Yuko-datsu</i>		<p>Ⓜ=Men Ⓚ=Kote ⓓ=Do Ⓣ=Tsuki</p> <p>The order of placemat of <i>Yuko-datsu</i> marks shall be as on <i>Taisho</i> round on Table 2</p>
<i>Hansoku</i>		<p><i>Hansoku</i> shall be recorded as  in read as shown in table 2</p>
2nd <i>Hansoku</i>		<p>When the second <i>Hansoku</i> is committed, the marks shall be deleted and be placed on the opposite side.</p>
<i>Sosai</i>		<p>In <i>Sosai</i>, the mark of <i>Hansoku</i> shall be left in. The number of <i>Hansoku</i> shall be recorded in the recording paper separately.</p>
Viktory by <i>Hantei</i>		<p>The mark  shall be recorded.</p>
Viktory by <i>Chusen</i>		<p>The mark  shall be recorded.</p>
<i>Ippon-gachi</i>		<p>In case of <i>Shiai</i> end with the score one to zero, the mark  shall be recorded.</p>
<i>Encho</i>		<p>In case of <i>Encho</i>, the mark  shall be put on lower part of the centerline in the frame.</p>
<i>Hikiwaki</i>		<p>In case of <i>Hikiwake</i>, the mark  shall be put on the centerline in the frame.</p>
<i>Fusen-gachi, Kiken</i> or <i>Shiai-funo</i>		<p>The mark  shall be put on the winner side; put one mark  in case of <i>Encho</i>.</p>

Table 2: An example of Scoreboard Use for *Dantai-shiai*

Name of Shushin				
Name of Fukushin		Name of Fukushin		
Order	Team name	White	Red	Team name
<i>Sempo</i>	<i>Shiai-sha</i> name		1 (M)	<i>Shiai-sha</i> name
<i>Jiho</i>	<i>Shiai-sha</i> name		E (Ht)	<i>Shiai-sha</i> name
<i>Chuken</i>	<i>Shiai-sha</i> name	○ ○		<i>Shiai-sha</i> name
<i>Fukusho</i>	<i>Shiai-sha</i> name	(H) x (M)		<i>Shiai-sha</i> name
Taisho	<i>Shiai-sha</i> name	▲ (K)	(M) (T) ▲	<i>Shiai-sha</i> name
Results	Winner	Points	Points	Winner

The second point.....
The first point
The third point

Note: The location of the red team and the white team on the scoreboard shall meet the colors of *Shimpan-ki* of Shushin in *Facinogn* each other.

Remarks: As regards *Kojin-shiai*, an appropriate scoreboard may be used at tournament.

GLOSSARY

Aiuchi (Two Yuko-datotsu made mutually and simultaneously)
Chigiri (A lacvhing metal object)
Chudan-no kamae (One of five basic Kamae)
Chuken (The third competitor of a five person team)
Chusen (Lot)
Daihyousha (A representative Shiai-sha)
Daihyousha-sen (Shiai by Daihyousha)
Daito (A long sword)
Dantai (A team)
Dantai-shiai (A team match)
Datotsu(Strikes or thrusts)
Datotsu-bu (The parts of shinai to be used for valid strikes/thrusts)
Datotsu-bui (The target areas for valid strikes and thrusts)
Do (A plastron)
Do-bu (The right and left sides of Do)
Encho (An overtime Shiai)
Fukushin (A subreferee)
Fukusho (The second competitor to the last one of a team)
Fusei-yogu (Prohibited equipment)
Fusen-gachi (Victory awarded due to the opponent's default or dismissal)
Gogi (A conference)
Hakama (A skirt)
Hansoku (A foul)
Hantei (the victory decision based on a judgment of Shinpan-in, not on Yuko-datotsu)
Hasuji (A direction of the sword dege)
Hikiwake (A draw)
Igi (A protest)
Ipon-gachi (A victory with one point)
Ippon-shobu (A one-point-scoring)
Itto (One Shinai)
Jinbu (The blade side opposite to Tsuru)
Jogai (The outside of a match court)
Jiho (The second competitor of a team)
Kachinuki (A kind of match that a competitor cotinues to fight as long as he/she keeps winning)
Kaishi-sen (A set line)
Kakari-in (A court staff)
Kantoku (The manager of a team)
Kantoku-ki (A manager flag)
Kamae (A posture)
Kendo-gi (A jacket)
Kendo-gu (Protective gear)
Kiken (Default)
Kiken-sha (A defaulter)
Kojin-shiai (A match fought for an individual competitor's Championship)
Kote (a Kendo glove)
Kote-bu (right and left forearms)
Mejirusi (A red or white piece of cloth)
Men (A head gear)
Men-bu (The forehead, and the right and left head)
Men-himo (Men cords)

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All based on the regulation from All Japan Kendo Federation.

Monouchi (A part of the blade of sword which cuts best)
Nafuda (Name tag)
Nihon-me (the second point)
Nito (two shinai)
Noto (To shear the sword)
Rei (A bow)
Ritsu-rei (A standing bow)
Sage-to (to carry the sword in one's hand)
Sakigawa (A joint cover)
Sanbon-shobu (A three-point-scoring)
Seiza (To sit square on one's seat)
Senkoku (A pronouncement)
Senpo (The first competitor of a team)
Shiai (A match)
Shiai-funo (Incapacitated shiai-sha)
Shiai-funo-sha (An incapacitated Shiai-sha)
Shiai-jo (A match court)
Shiai-sha (A competitor)
Shinai (A bamboo sword)
Shinpan (the refereeing)
Shinpan-cho (A referee director)
Shinpan-in (A referee)
Shinpan-ki (A referee flag)
Shinpan-shunin (A presiding referee for a match)
Shobu (the third point after a tie score)
Shoto (A short sword)
Shushin (A chief referee)
Sogo-no-rei (A mutual bow)
Sonkyo (A squatting posture)
Sosai (An offset)
Taisho (The last competitor of a team)
Taito (To wear the sword)
Tare (A hip protector)
Torikeshi (Revocation)
Tsuba (A sword guard)
Tsuba-zeriai (A Tsuba engagement)
Tsuka (A hilt)
Tsuki-bu (The throat)
Tsuru (A string)
Wakare (Separation)
Yame (A stop)
Yuko (Valid)
Yuko-datotsu (Valid strikes or thrusts)
Zanshin (The state of alertness both mental and physical, against the opponent's counterattack)

Note: Please refer, for further details of each word, to All Japan Kendo Federation's "Kendo Japanese-English Dictionary of Kendo"

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