

**The Regulations of Kendo Shiai
and Shinpan**
**The Subsidiary Rules of Kendo Shiai
and Shinpan**

The Guidelines for Kendo Shiai and Shinpan

剣道試合・審判規則

剣道試合・審判細則

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Foreword

This book is a revision of the rulebook of the International Kendo Federation (FIK) “The Regulations of Kendo Shiai and Shinpan. The Subsidiary Rules of Kendo Shiai and Shinpan” published on December 7, 2006. The original version was translated from the rulebook of the All Japan Kendo Federation issued on March 26, 1997. The alterations made in this book are mainly linguistic in nature, and no major changes were made.

You will find some sentences to be not exactly translated word for word from corresponding Japanese ones, but all the sentences are correctly presented to convey what are to be done and how.

For your convenience, Japanese words and phrases that are normally used in Japanese are shown in italics and their English counterparts are given in Glossary on the last page.

序 言

此の冊子は2006年12月7日発行の国際剣道連盟 (FIK)「剣道試合・審判規則並びに剣道試合・審判細則」の改定規則集である。初版は1997年3月26日発行の全日本剣道連盟・規則集を翻訳したものであった。この冊子に反映された改定点は主に言語上のもので内容に主要な変更はない。

二、三の文章は対応する日本語のそれを逐語的に翻訳したものではないが、文言は全て為すべきこととその方法について正確に述べている。

読者の便宜の為に、通常日本語のままで使用される幾つかの日本語の語句はそのままイタリック体で示し、最後の頁に語類集としてそれ等の相対する英語表現を記載した。

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(The Purpose of the “Regulations”) Article 1: The purpose of the “Regulations” is to get <i>shiai-sha</i> to compete fairly in <i>shiai</i> of the INTERNATIONAL KENDO FEDERATION (FIK), in accordance with the principles of the sword, and to properly referee the <i>shiai</i> without prejudice.	
Part I : Shiai Chapter 1: General Rules (Shiai-jo) Article 2: As a rule, the <i>shiai-jo</i> should have a wooden floor, and its specifications shall be as follows: 1. The <i>shiai-jo</i> should be a square or a rectangle with sides of 9 to 11 meters in length inclusive of the width of the line. 2. The center of the <i>shiai-jo</i> should be marked by a cross, and two <i>kaishi-sen</i> should be marked on both sides of the center at an equal distance. The length of the <i>kaishi-sen</i> and the distance between them are stipulated in the “Subsidiary Rules.”	Article 1: The specifications of the <i>shiai-jo</i> prescribed in Article 2 of the “Regulations” are as follows: 1. A space of at least 1.5 meters wide should be kept outside of the <i>shiai-jo</i>. 2. The width of the lines should be 5 to 10 centimeters, and the color thereof should be white as a general rule. 3. The cross at the center of the <i>shiai-jo</i>, the length of the <i>kaishi-sen</i> and the distance between them are shown in Figure 1.
(Shinai) Article 3: The <i>shinai</i> should be made from bamboo, or from synthetic material as a substitute for bamboo that is approved by the ALL JAPAN KENDO FEDERATION. The	Article 2: The specifications for <i>shinai</i> referred to in Article 3 of the “Regulations” shall be as follows: 1. The <i>shinai</i> shall consist of four slats and should not include

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structure, length, weight, and diameter of the <i>shinai</i>, and specifications for <i>tsuba</i> are stipulated in the “Subsidiary Rules.”	therein other objects other than the core inside the <i>sakigawa</i>, and the <i>chigiri</i> at the end of the <i>tsuka</i>. The names of the respective parts of the <i>shinai</i> are indicated in Figure 2. 2. Specifications for the <i>shinai</i> are indicated in Table 2, A and B. The length indicated therein refers to the total length of the <i>shinai</i> inclusive of its accessories; and the weight to the total weight thereof inclusive of its accessories other than the <i>tsuba</i>. The diameter of the <i>shinai</i> refers to the minimum diameter of the <i>sakigawa</i>. 3. The <i>tsuba</i> should be round in shape, and made of leather or synthetic material; it should be 9 centimeters or smaller in diameter, and be fixed onto the <i>shinai</i>.
(<i>Kendo-gu</i>) Article 4: The <i>kendo-gu</i> shall consist of <i>men</i>, <i>kote</i>, <i>do</i> and <i>tare</i>.	Article 3: <i>Kendo-gu</i> referred to in Article 4 of the “Regulations” is illustrated in Figure 3.
(Uniform) Article 5: The <i>kendo</i> uniform shall consist of a <i>kendo-gi</i> and <i>hakama</i>.	Article 4: Each <i>shiai-sha</i> shall wear a <i>mejirushi</i>, a strip of red or white cloth with a total length of 70 centimeters and width of 5 centimeters. The <i>mejirushi</i> are attached by being folded in half at the crossing point of the <i>do</i> strings.
	Article 5: The <i>nafuda</i>, as illustrated in Figure 4, shall be affixed to the center panel of the <i>tare</i>.
	Article 6: The specifications for <i>shinpan-ki</i> are shown in Figure 5.

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Chapter 2: <i>Shiai</i> Section 1: Matters Relative to <i>Shiai</i> (Duration of <i>Shiai</i>) Article 6: The standard duration for <i>shiai</i> shall be five minutes, and <i>encho</i> shall be three minutes. The time from the <i>senkoku</i> for <i>yuko-datotsu</i> or suspension pronounced by the <i>shushin</i>, until resumption of the <i>shiai</i>, shall not be counted in the <i>shiai</i> duration. (Decision of Victory) Article 7: Victory in <i>shiai</i> shall be decided in accordance with the following rules: 1. In principle, victory shall be decided in accordance with the <i>sanbon-shobu</i> rule; however, it may be decided in accordance with the <i>ippon-shobu</i> rule depending on the managerial needs for each tournament. 2. In <i>sanbon-shobu</i>, the <i>shiai-sha</i> who first scores two points within the <i>shiai</i> duration shall be the winner. However, if a <i>shiai-sha</i> scores one point without allowing	The standard size for the flag handles shall be 1.5 centimeters in diameter. Article 7: <i>Shiai-sha</i> may use supporters or other items only in case of medical need, provided that they are tidy and not hazardous to the opponent, and subject to approval by the <i>shinpan-shunin</i> or <i>shinpan-cho</i>. Article 8: The <i>shiai-sha</i> procedures for entering and leaving the <i>shiai-jo</i>, and the manner for <i>rei</i> may be specified at each tournament.

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the other any point within the <i>shiai</i> duration, the former shall be the winner. 3. In case victory has not been decided within the <i>shiai</i> duration, <i>encho</i> may be employed wherein the <i>shiai-sha</i> who first scores one point shall be the winner. Otherwise, victory may be decided by <i>hantei</i> or by <i>chusen</i>, or the <i>shiai</i> may be declared a <i>hikiwake</i>. 4. In case victory has been decided by <i>hantei</i> or by <i>chusen</i>, the winner shall be awarded one point. 5. In the case of <i>hantei</i>, <i>shinpan-in</i> shall take into consideration, first the skills of the <i>shiai-sha</i>, then their attitude in the <i>shiai</i>. (Dantai-shiai) Article 8: <i>Dantai-shiai</i> shall be carried out in accordance with the following rules; however, the rules may be modified at each tournament if necessary: 1. The team which has more winners than the other shall be the victor. In the case where the number of winners turns out to be equal, the team which has	Article 9: The <i>hantei</i> prescribed in Article 7 Item 5 of the “Regulations” shall be based on the following criteria: 1. In the case where a <i>shiai-sha</i> makes <i>datotsu</i> nearly equal to <i>yuko-datotsu</i>, his or her skill should be regarded as superior. 2. In the case where a <i>shiai-sha</i> is superior in posture and movement, his or her attitude should be regarded as superior.

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scored more points than the other shall be the victor. Furthermore, in case the number of scored points happens to be equal, one <i>daihyosha</i> from each team shall fight to decide the match. 2. In the case of the <i>kachinuki</i> method, the <i>shiai-sha</i> continues to fight for as long as he or she keeps winning. The team which defeats the last <i>shiai-sha</i> of the opponent's team shall be the victor. (The Start and End of <i>Shiai</i>) Article 9: The start and end of <i>shiai</i> shall be declared by the <i>shushin</i>. (Suspension and Resumption of <i>Shiai</i>) Article 10: Suspension of a <i>shiai</i> can be declared by the <i>shinpan-in</i>, while resumption of a <i>shiai</i> shall be pronounced by the <i>shushin</i>. (Request for Suspension of <i>Shiai</i>) Article 11: In case a <i>shiai-sha</i> becomes unable to continue fighting due to an accident etc., that <i>shiai-sha</i> may request a suspension of the <i>shiai</i>.	Article 10: The “accurate” strike prescribed in Article 12 of the “Regulations” means a strike made in the same direction as the <i>jin-bu</i> of the <i>shinai</i>. Article 11: The following <i>datotsu</i> shall be valid: 1. <i>Datotsu</i> made to the opponent

Section 2: *Yuko-datotsu*

(*Yuko-datotsu*)

Article 12: A *yuko-datotsu* is defined as an accurate strike or thrust made onto designated targets (*datotsu-bui*) of the opponent's *kendo-gu*. The strike or thrust must be executed in high spirits with correct posture, using the striking section (*datotsu-bu*) of the *shinai* with the correct angle (*hasuji*), and followed by *zanshin*.

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(Datotsu-bu of the Shinai) Article 13: The <i>datotsu-bu</i> of the <i>shinai</i> shall be centered on the striking part (<i>monouchi</i>) of the <i>jinbu</i> on the opposite side of the cord (<i>tsuru</i>). (Datotsu-bui) Article 14: The <i>datotsu-bui</i> are as follows (Figure 3): 1. <i>Men-bu</i>, (<i>shomen</i> and <i>sayu-men</i>) 2. <i>Kote-bu</i>, (<i>migi-kote</i> and <i>hidari-kote</i>) 3. <i>Do-bu</i>, (<i>migi-do</i> and <i>hidari-do</i>)	immediately after the opponent has let go of his or her <i>shinai</i>. 2. <i>Datotsu</i> made simultaneously to the opponent stepping out of the <i>shiai-jo</i>. 3. <i>Datotsu</i> made immediately after the opponent has fallen down. Article 12: <i>Datotsu</i> in the following cases shall not be valid: 1. <i>Ai-uchi</i>. 2. As the <i>datotsu</i> is made, the attacker is checked at the upper-front body by the tip of the recipient's <i>shinai</i>, who is in high spirits and in the right posture. Article 13: The <i>datotsu-bui</i> prescribed in Article 14 of the “Regulations” are shown in Figure 3. The target areas of <i>men</i> and <i>kote</i> are as follows: 1. Right and left <i>men</i> shall be above the temples. 2. The target area for <i>kote</i> shall be the right forearm in the case of <i>chudan-no-kamae</i> (the left forearm if the opponent holds his or her <i>shinai</i> with the left hand forward), or the left and right forearms in the case of other <i>kamae</i>.

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4. <i>Tsuki-bu</i>, (<i>tsuki-dare</i>) Chapter 3: Prohibitions Section 1: Prohibited Acts (Drug Abuse) Article 15: <i>Shiai-sha</i> are prohibited from abusing drugs. (Insulting or Offensive Behavior) Article 16: <i>Shiai-sha</i> are prohibited from insulting or acting offensively towards <i>shinpan-in</i> or opponents. (Miscellaneous Prohibitions) Article 17: <i>Shiai-sha</i> are prohibited from engaging in the following acts: 1. Use of non-regulation kendo equipment. 2. Tripping the opponent or sweeping their legs. 3. Unfairly shoving or pushing the opponent out of the <i>shiai-jo</i>. 4. <i>Jogai</i>, or stepping out of the <i>shiai-jo</i> while the match is in play. 5. Letting go of the <i>shinai</i>. 6. Requesting for suspension of the <i>shiai</i> without a justifiable reason. 7. Committing other acts that violate the “Regulations”.	Article 14: Prohibited drugs related to Article 15 of the “Regulations” are specified separately. Article 15: <i>Jogai</i> as prescribed in Article 17, Item 4 of the “Regulations” is specified as follows: 1. Having one foot totally outside the boundary line. 2. Falling on the floor with a part of the body outside the boundary line. 3. Supporting the body with a part of the body or <i>shinai</i> outside the boundary line.

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Section 2: Penalties (Taijo) Article 18: A <i>shiai-sha</i> who commits any of the <i>hansoku</i> prescribed in Articles 15 and 16 shall lose the <i>shiai</i> and be ordered to retire from the <i>shiai</i> area (<i>taijo</i>). The points or status hitherto gained by the violator shall be totally nullified, whereas the opponent will be given two points. (Fusei-yogu) Article 19: A <i>shiai-sha</i> who commits the <i>hansoku</i> stipulated in Article 17, Item 1 shall receive the penalties outlined below. In cases whereby both <i>shiai-sha</i> commit such	Article 16: Prohibited acts prescribed in Article 17, Item 7 of the “Regulations” shall include the following: 1. Putting one’s hand on the opponent, or holding the opponent in one’s arms. 2. Taking hold of the opponent’s <i>shinai</i>, or grasping one’s own <i>shinai</i> on its <i>jin-bu</i>. 3. Taking hold of the opponent’s <i>shinai</i> under one’s arm. 4. Intentionally putting one’s <i>shinai</i> on the opponent’s shoulder. 5. Lying face down after falling on the floor without counteracting the opponent. 6. Intentionally wasting time. 7. Doing inappropriate <i>tsubazeriai</i> or <i>datotsu</i>.

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<i>hansoku</i>, both shall lose the <i>shiai</i> and their points or status gained hitherto shall be nullified. 1. A <i>shiai-sha</i> who uses prohibited <i>kendo</i> equipment (<i>fusei yogu</i>) shall lose the <i>shiai</i>. Any points or status acquired hitherto shall be nullified, whereas the opponent will be given two points. 2. The penalty stipulated in the preceding paragraph will not be retroactive to the preceding <i>shiai</i> wherein the use of prohibited <i>kendo</i> equipment had not been detected. 3. A <i>shiai-sha</i> who is detected using prohibited equipment will be disallowed from participating in the remaining <i>shiai</i>; however, the violator may be substituted in <i>dantai-shiai</i> unless otherwise stipulated.	
(Others) Article 20: 1. In the case whereby a <i>shiai-sha</i> commits two <i>hansoku</i> stipulated under Article 17, Items 2 to 7, the opponent shall be given one point. The number of such <i>hansoku</i> shall be cumulative during the round of the concerned <i>shiai</i>. However, when both <i>shiai-sha</i> have gained one point respectively, a second <i>hansoku</i> simultaneously committed by both <i>shiai-sha</i> shall be cancelled (<i>sosai</i>) and not subject to penalization. 2. In the <i>hansoku</i> stipulated in	Article 17: <i>Sosai</i> applied to simultaneous <i>hansoku</i> as prescribed in Article 20 of the “Regulations” shall be implemented as follows: 1. In the case of the first <i>sosai</i>, the <i>senkoku</i> of <i>hansoku</i> shall be first addressed to the <i>shiai-sha</i> on the red side and then to the white side, followed by another <i>senkoku</i> of <i>sosai</i>. 2. In the case of a second or subsequent <i>sosai</i>, the <i>senkoku</i> and signalling with the <i>shinpan-ki</i> shall be made simultaneously.

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Article 17, Item 4, when both <i>shiai-sha</i> step out of the <i>shiai-jo</i>, the one who steps out first shall be subject to penalization. 3. In the case of Article 17, Item 4, when the <i>senkoku</i> for <i>yuko-datotsu</i> has been revoked, the infringement shall not be subject to penalization. 4. In the case of the <i>hansoku</i> stipulated in Article 17, Item 5, when the opponent scores a <i>yuko-datotsu</i> immediately after the infringement, it will not be subject to penalization.	
Part II : Shinpan Chapter 1: General Rules (Composition of the Shinpan Group) Article 21: The <i>shinpan</i> group shall consist of the <i>shinpan-cho</i>, <i>shinpan-shunin</i> (appointed only when two or more <i>shiai-jo</i> are set up), and <i>shinpan-in</i>. (Shinpan-cho) Article 22: The <i>shinpan-cho</i> has the authority to make sure that <i>shiai</i> are conducted fairly.	Article 18: The duties of the <i>shinpan-cho</i> are as follows: 1. To ensure strict application of the “Regulations” and “Subsidiary Rules” to <i>shiai</i>. 2. To ensure the smooth progress of <i>shiai</i>. 3. To render decisions on <i>igi</i>. 4. To decide on matters which have not been prescribed in the “Regulations” or “Subsidiary Rules”, and on unexpected

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(Shinpan-shunin) Article 23: The <i>shinpan-shunin</i> shall assist the <i>shinpan-cho</i>, and has the authority to oversee the <i>shiai</i> at their respective <i>shiai-jo</i>. (Shinpan-in) Article 24: 1. As a general rule, a <i>shinpan</i> group shall consist of a <i>shushin</i> and two <i>fukushin</i>, each	happenings. Article 19: Signalling by the <i>shinpan-cho</i> for the beginning of the first <i>shiai</i> shall be conducted as follows: 1. In the case wherein one <i>shiai-jo</i> is set, the <i>shinpan-cho</i> shall stand up and have the <i>shushin</i> declare the commencement of <i>shiai</i> when the first <i>shiai-sha</i> are standing at the location for <i>ritsu-rei</i>, three steps back from the <i>kaishi-sen</i> (hereinafter the same). 2. In the case wherein two or more <i>shiai-jo</i> are set, the <i>shinpan-cho</i> shall stand up and signal for commencement using a whistle or the like when all of the first pairs of <i>shiai-sha</i> are standing at the location for <i>ritsu-rei</i>. Article 20: The duties of the <i>shinpan-shunin</i> are as follows: 1. To take responsibility for the management of <i>shiai</i> at their respective <i>shiai-jo</i>. 2. To ensure the proper application of the “Regulations” and “Subsidiary Rules”. 3. To properly and speedily decide on violations of the “Regulations” or “Subsidiary Rules”, and on <i>igi</i> if filed, and report to the <i>shinpan-cho</i> if necessary. 4. To supervise the <i>shinpan-in</i> in charge of their <i>shiai-jo</i>. Article 21: The duties of <i>shinpan-in</i> are as follows: 1. To manage their respective <i>shiai</i>.

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having equal authority to decide on <i>yuko-datotsu</i> and other matters. 2. The <i>shushin</i> has the authority to administer <i>shiai</i>, to signal with <i>shinpan-ki</i>, and to pronounce <i>yuko-datotsu</i>, <i>hansoku</i>, etc. 3. The <i>fukushin</i> shall assist the <i>shushin</i> in the administration of respective <i>shiai</i> by signalling <i>yuko-datotsu</i>, <i>hansoku</i>, etc., with their <i>shinpan-ki</i>. Further, in the case of emergency, either <i>fukushin</i> may signal and pronounce suspension of the <i>shiai</i>.	2. To clearly pronounce and signal decisions. 3. To share a common standard of judgement with other <i>shinpan-in</i>. 4. To acknowledge by flags the signals made by other <i>shinpan-in</i>. 5. After a round of <i>shiai</i>, <i>shinpan-in</i> will confer to review the <i>shiai</i> concerned, consulting the <i>shinpan-shunin</i> and/or <i>shinpan-cho</i>, if necessary.
(Kakari-in Group) Article 25: In order to properly manage <i>shiai</i>, a group of <i>kakari-in</i> consisting of time keepers, scoreboard recorders, score recorders, and <i>shiai-sha</i> callers should be present at each <i>shiai-jo</i>. The composition and duties thereof are outlined in the “Subsidiary Rules”.	Article 22: The composition and duties of the <i>kakari-in</i> prescribed in Article 25 of the “Regulations” are as follows: 1. There shall be, in principle, one head time keeper and two or more sub-keepers per <i>shiai-jo</i> who shall time the <i>shiai</i>, and signal its expiration using the flag (Fig. 5). 2. There shall be, in principle, one head scoreboard recorder and two or more sub-recorders per <i>shiai-jo</i> who shall mark the <i>shinpan-in</i>’s <i>senkoku</i> on the board, and also check the <i>shinpan-ki</i>. 3. There shall be, in principle, one head score recorder and two or more sub-recorders per <i>shiai-jo</i> who shall keep a record of scores including <i>yuko-datotsu-bui</i>, the number and kinds of <i>hansoku</i>, and the time spent for each <i>shiai</i>. 4. There shall be, in principle, one head <i>shiai-sha</i> caller and two or

Regulations	the Subsidiary Rules
	more sub-callers per <i>shiai-jo</i> who shall summon <i>shiai-sha</i> and inspect their equipment. Article 23: Unless otherwise stipulated at each tournament, the uniform for <i>shinpan-in</i> shall be as follows: 1. A plain, dark blue jacket 2. A plain, grey pair of trousers 3. A plain, white shirt 4. A plain, deep red necktie 5. A plain, dark blue pair of socks

Regulations	the Subsidiary Rules
Chapter 2: <i>Shinpan</i> Section 1: Matters Relative to <i>Shinpan</i> (Decisions on <i>Yuko-datotsu</i>) Article 26: A <i>datotsu</i> shall be considered as <i>yuko</i> and awarded one point in the following cases: 1. When two or three <i>shinpan-in</i> have signalled <i>yuko-datotsu</i>. 2. When one <i>shinpan-in</i> has signalled <i>yuko-datotsu</i>, and the others have signalled abstention. (<i>Torikeshi</i> of <i>Yuko-datotsu</i>) Article 27: In the case where a <i>shiai-sha</i> has committed an improper act, the decision of <i>yuko-datotsu</i> may be revoked upon <i>gogi</i>, even after its <i>senkoku</i>. (Mistakes in Decisions for <i>Yuko-datotsu</i> and Other Judgements) Article 28: In cases where the <i>shinpan-in</i> have doubts about a decision for <i>yuko-datotsu</i> or something else, a <i>gogi</i> shall be called wherein the <i>shinpan-in</i> shall come to a decision.	Article 24: The <i>torikeshi</i> of a <i>yuko-datotsu</i> provided for in Article 27 of the “Regulations” shall be applied in the following cases: 1. When the <i>shiai-sha</i> who has scored <i>yuko-datotsu</i> is not alert in spirit and/or posture to a possible counterattack by the opponent. 2. When the <i>shiai-sha</i> who has scored <i>yuko-datotsu</i> makes exaggerated gestures appealing the validity of the <i>datotsu</i>. Article 25: Mistakes in decisions for <i>yuko-datotsu</i> and other judgements provided for in Article 28 of the “Regulations” are specified as follows: 1. In the case when an erroneous decision has been made concerning <i>yuko-datotsu</i> or <i>hansoku</i>. 2. In the case when a decision for <i>yuko-datotsu</i> has been made despite a signal for the expiration of the <i>shiai</i> time.

Regulations	the Subsidiary Rules
(Procedures for <i>Shinpan</i>) Article 29: <i>Shinpan-in</i> shall adjudicate <i>shiai</i> in the following manner: 1. In the case where a <i>shinpan-in</i> has signalled <i>yuko-datotsu</i>, the other <i>shinpan-in</i> must immediately signal their judgments. 2. In the case where a <i>yuko-datotsu</i> has been awarded, or the <i>shiai</i> has been suspended, the <i>shushin</i> will get the <i>shiai-sha</i> to return to the <i>kaishi-sen</i> and then resume the <i>shiai</i>. 3. In cases whereby the <i>shinpan-in</i> have identified a <i>hansoku</i>, the <i>shinpan-in</i> shall immediately suspend the <i>shiai</i> and signal to that effect with their <i>shinpan-ki</i>. However, if the <i>hansoku</i> was not obvious, the <i>shinpan-in</i> shall call <i>gogi</i> to discuss the matter. 4. In the case where <i>tsubazeriai</i> has come to a stalemate, the <i>shushin</i> shall separate the <i>shiai-sha</i> on the spot (<i>wakare</i>) and then resume the <i>shiai</i>. 5. In the case where a <i>shiai-sha</i> has requested stoppage, the <i>shushin</i>	3. In the case when a decision for <i>yuko-datotsu</i> has been made during the <i>shiai</i> in which the number of <i>hansoku</i> has been incorrectly calculated. Article 26: <i>Wakare</i> provided for in Article 29, Item 4 of the “Regulations” shall be carried out as follows: 1. The <i>shushin</i> shall separate the <i>shiai-sha</i> by pronouncing “<i>Wakare</i>” and then resume the <i>shiai</i> immediately. 2. The spot where the <i>shiai-sha</i> are separated must be inside the <i>shiai-jo</i>.

Regulations	the Subsidiary Rules
shall pronounce suspension of the <i>shiai</i> and ask the <i>shiai-sha</i> for the reason. 6. When a victory must be decided by <i>hantei</i>, all of the <i>shinpan-in</i> shall simultaneously signal their decision for the winner with their <i>shinpan-ki</i> upon the <i>shushin</i>'s <i>senkoku</i> of "<i>Hantei</i>".	Article 27: In the case whereby a <i>shinpan-in</i> has observed that the <i>tsuru</i> is not correctly oriented, that <i>shinpan-in</i> will notify the <i>shushin</i> of the impropriety, and the <i>shushin</i> shall clearly direct the <i>shiai-sha</i> to correct it. Thereafter, if the impropriety remains uncorrected, the <i>shinpan-in</i> shall not award <i>yuko-datotsu</i>.
Section 2: Shinpan-in Procedures (Injury or Accident) Article 30: In case a <i>shiai-sha</i> is unable to continue the <i>shiai</i> due to injury or an accident, the <i>shinpan-in</i> shall ascertain the cause and handle the matter in the following manner: 1. The <i>shinpan-in</i> shall determine whether to continue the <i>shiai</i> after consulting with a doctor. As a general rule, the <i>shinpan-in</i> should spend no more than five minutes handling an accident. 2. In case a <i>shiai-sha</i> is unable to continue the <i>shiai</i> due to an injury, if the opponent is deemed to be responsible for the accident, whether intentionally or not, the opponent shall lose the <i>shiai</i>. If the cause of the accident cannot	

Regulations	the Subsidiary Rules
be ascertained, the injured <i>shiai-sha</i> (<i>shiai-funo-sha</i>) shall lose the <i>shiai</i>. 3. A <i>shiai-sha</i> who becomes incapacitated due to an injury or an accident may be reinstated in later <i>shiai</i> if a doctor and the <i>shinpan-in</i> permit him or her to do so. 4. A <i>shiai-sha</i> who loses a <i>shiai</i> through causing an accident will not be allowed to participate in following <i>shiai</i>. (Kiken) Article 31: A <i>shiai-sha</i> who has defaulted during a <i>shiai</i> will be the loser and be prohibited from participating in following <i>shiai</i>. (Points Gained by <i>Shiai-funo-sha</i> or <i>Kiken-sha</i>) Article 32: The winner by virtue of Articles 30 or 31 shall be given two points. Any point scored by the <i>shiai-funo-sha</i> shall remain valid. However, the winner will be awarded one point in the case of <i>encho</i>. (Points or acquired Status of the Offender) Article 33: The points or acquired status of the offender who loses a <i>shiai</i> due to Article 30, Item 2 shall be invalidated. Section 3: <i>Gogi</i> or <i>Igi</i> (<i>Gogi</i>) Article 34: In case <i>gogi</i> is deemed necessary, the <i>shinpan-in</i> shall suspend the <i>shiai</i>, call <i>gogi</i>, and	Article 28: <i>Kiken</i> as provided for in Article 31 of the “Regulations” shall include the following case: 1. In case a <i>shiai-sha</i> has arbitrarily defaulted the <i>shiai</i> due to health or for some other reason.

Regulations	the Subsidiary Rules
discuss the matter in the centre of the <i>shiai-jo</i>. (Igi) Article 35: Nobody is allowed to protest against decisions made by <i>shinpan-in</i>. Article 36: In case a <i>kantoku</i> about the application of the “Regulations” holds doubts by the <i>shinpan-in</i>, he or she may file <i>igi</i> with the <i>shinpan-shunin</i> or <i>shinpan-cho</i> before the concerned <i>shiai</i> ends.	Article 29: <i>Igi</i> as provided for in Article 36 of the “Regulations” shall be filed in the following manner before <i>sogo-no-rei</i> at the end of the concerned <i>shiai</i>: 1. The <i>kantoku</i> must signal with the <i>kantoku-ki</i> (Fig. 5) when filing <i>igi</i>. 2. The <i>kantoku</i> will state the contents of the <i>igi</i> to the <i>shinpan-shunin</i> or <i>shinpan-cho</i>.
Chapter 3: Senkoku and Use of Shinpan-ki (Senkoku) Article 37: The <i>shinpan-in</i> shall pronounce the start, end, resumption, suspension, <i>wakare</i>, <i>yuko-datotsu</i>, victory, <i>gogi</i>, and <i>hansoku</i> in the manner prescribed in Table 1. The <i>shinpan-in</i> may explain the <i>senkoku</i> if necessary. (Use of Shinpan-ki) Article 38: The <i>shinpan-in</i> shall use <i>shinpan-ki</i> to motion suspension, <i>wakare</i>, <i>yuko-datotsu</i>, victory, <i>gogi</i>, and <i>hansoku</i> in the manner prescribed in Table 1. Chapter 4: Supplement (Supplementary Matters) Article 39: In case matters that have not been provided for in the	

Regulations	the Subsidiary Rules
“Regulations” occur, the <i>shinpan-in</i> shall decide by <i>gogi</i>, subject to the approval of the <i>shinpan-shunin</i> or <i>shinpan-cho</i>. Appendices: 1. The rules set forth hereinabove may be totally or partially modified according to the convenience of a tournament or competition due to its unusual size or nature as long as the purpose of the “Regulations” and “Subsidiary Rules” are not infringed. 2. The “Regulations” shall come into full effect as of March 26, 1997. 3. The “Regulations” were partially revised and shall come into full effect as of March 23, 2000. 4. The “Regulations” were partially revised and shall come into full effect as of December 7, 2006. 5. The “Regulations” were partially revised and shall come into full effect as of September 2, 2017.	

Table 1 : Senkoku by Shinpan-in and Use of Shinpan-ki

	Situation	<i>Senkoku</i>	Motion of <i>Shinpan-ki</i>	※
Beginning	Beginning of <i>Shiai</i>	“ <i>Hajime</i> ”	Hold flags on both sides of the body.	Fig. 9
Resumption	Resumption of <i>Shiai</i>	“ <i>Hajime</i> ”	Same as above.	Fig. 9
Suspension	Suspension of <i>Shiai</i>	“ <i>Yame</i> ”	Raise flags straight up.	Fig.14
<i>Yuko-datotsu</i>	Decision of <i>Yuko-datotsu</i>	“ <i>Men-, Kote-, Do-, Tsuki-Ari</i> ”	Raise a flag diagonally up on one side.	Fig.10
	Denial of <i>Yuko-datotsu</i>		Crisscross flags downward.	Fig.11
	Abstention from decision of judgment		Hold flags crossed downward.	Fig.12
	<i>Torikeshi</i> of <i>Yuko-datotsu</i>	“ <i>Torikeshi</i> ”	Crisscross flags downward.	Fig.11
	Beginning of <i>Nihon-me</i>	“ <i>Nihon-me</i> ”	Lower the raised flag.	Fig.10
	Beginning of <i>Shobu</i>	“ <i>Shobu</i> ”	Same as above.	Fig.10
Decision of Victory	Decision of victory	“ <i>Shobu-ari</i> ”	Same as above.	Fig.10
	Beginning of <i>Encho</i>	“ <i>Encho-hajime</i> ”	Hold flags on both sides of the body.	Fig. 9
	<i>Ippon-gachi</i>	“ <i>Shobu-ari</i> ”	Raise a flag diagonally up on one side.	Fig.10
	1. Pronouncing <i>Hantei</i> 2. Victory by <i>Hantei</i>	1. “ <i>Hantei</i> ” 2. “ <i>Shobu-ari</i> ”	1. Same as above. 2. Lower the raised flag.	Fig.10
	Victory by <i>Kiken</i>	“ <i>Shobu-ari</i> ”	Raise a flag diagonally up on one side.	Fig.10
	<i>Hikiwake</i>	“ <i>Hikiwake</i> ”	Hold flags crossed above the forehead.	Fig.13
	Incapacitation in <i>Shiai</i>	“ <i>Shobu-ari</i> ”	Raise a flag diagonally up on one side.	Fig.10
	Victory by <i>Chusen</i>	“ <i>Shobu-ari</i> ”	Same as above.	Fig.10
	<i>Daihyosha-sen</i>	“ <i>Hajime</i> ”	Hold flags on both sides of the body.	Fig. 9
<i>Gogi</i>	Calling of <i>Gogi</i>	“ <i>Gogi</i> ”	Raise both flags straight up in the right hand.	Fig.16
	Signaling of its result		Signal by <i>Shushin</i> with the flag.	
<i>Hansoku</i>	Abuse of Drugs	“ <i>Shobu-ari</i> ”	Raise a flag diagonally up on one side.	Fig.10
	Insulting or offensive Acts	“ <i>Shobu-ari</i> ”	Same as above.	Fig.10
	Use of <i>Fusei-yogu</i>	“ <i>Shobu-ari</i> ”	Same as above.	Fig.10

	Situation	<i>Senkoku</i>	Motion of <i>Shinpan-ki</i>	※
<i>Hansoku</i>	Tripping or Sweeping-off of opponent's leg(s)	" <i>Hansoku</i> () <i>kai</i> "	First, raise flags diagonally downward on one side, and declare the number of <i>Hansoku</i> with finger(s) towards the violator.	Fig.17
	Pushing the opponent out of <i>Shiai-jo</i>	Same as above	Same as above.	Fig.17
	Leaving hold of <i>Shinai</i>	Same as above	Same as above.	Fig.17
	Request for a break without a justifiable reason	Same as above	Same as above.	Fig.17
	<i>Hansoku</i> simultaneously committed by both <i>Shiai-sha</i>	Same as above	Raise flags diagonally downward on both sides.	Fig.18
	Miscellaneous violations of the Regulations	Same as above	First, raise a flag diagonally downward on one side and then declare the number of <i>Hansoku</i> with finger(s) towards the violator.	Fig.17
	Having committed second <i>Hansoku</i>	Indicating with fingers " <i>Hansoku-nikai</i> " and " <i>Ippon-ari</i> "	Raise a flag diagonally up on one side.	Fig.10
	Applying <i>Sosai</i>	" <i>Sosai</i> " or " <i>Onajiku-sosai</i> " after the second offset	Crisscross flags downward.	Fig.11
<i>Wakare</i>	1. When <i>Tuba-zeriai</i> has come to a stalemate 2. To resume <i>Shiai</i>	1. " <i>Wakare</i> " 2. " <i>Hajime</i> "	1. Raise both flags straight forward. 2. Lower both flags downward.	Fig.15
Injury, Accident, <i>Kiken</i>	<i>Shiai-funo</i> due to injury, accident or <i>Kiken</i>	" <i>Shobu-ari</i> "	Raise a flag diagonally up on one side.	Fig.10

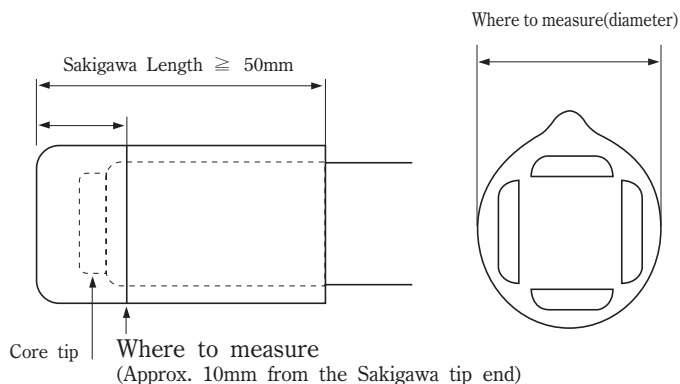
※Refer to the figures given in "The Guidelines for *Kendo Shiai* and *Shinpan*".

Table2 : Specifications of *Shinai***A. *Itto***

	Sex	Junior High School Students(12~15yrs.)	Senior High School Students(15~18yrs.) (also, the same age bracket)	University Students and other Adults (18yrs. and up)
Length	Male/Female	≤ 114 cm	≤ 117 cm	≤ 120 cm
Weight	Male	≥ 440 gr	≥ 480 gr	≥ 510 gr
	Female	≥ 400 gr	≥ 420 gr	≥ 440 gr
Diameter	Male	≥ 25 mm	≥ 26 mm	≥ 26 mm
	Female	≥ 24 mm	≥ 25 mm	≥ 25 mm

B. *Nito*

	Sex	University Students and other Adults (18yrs. and up)	
		<i>Daito</i> (longer sword)	<i>Shoto</i> (shorter sword)
Length	Male/Female	≤ 114 cm	≤ 62 cm
Weight	Male	≥ 440 gr	$280 \text{ gr} \leq W \leq 300 \text{ gr}$
	Female	≥ 400 gr	$250 \text{ gr} \leq W \leq 280 \text{ gr}$
Diameter	Male	≥ 25 mm	≥ 24 mm
	Female	≥ 24 mm	≥ 24 mm

How to measure the diameter of the tip of *Sakigawa*

“Sakigawa Length $\geq 50\text{mm}$ ” is a guideline.

Fig.1 : *Shiai-jo* (Standard)

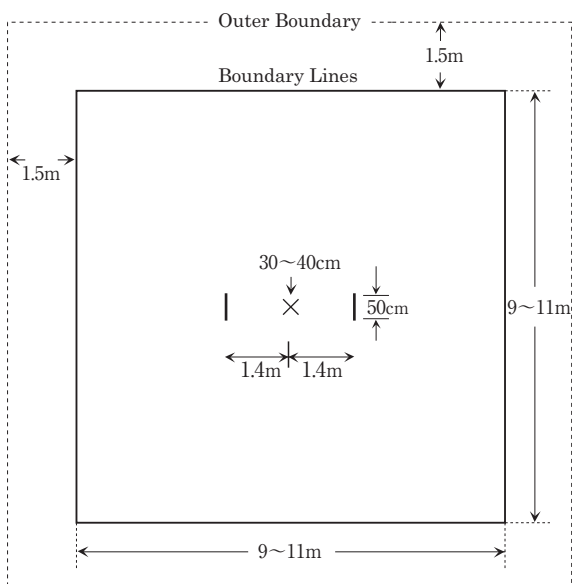


Fig.2 : Names of Parts of *Shinai*

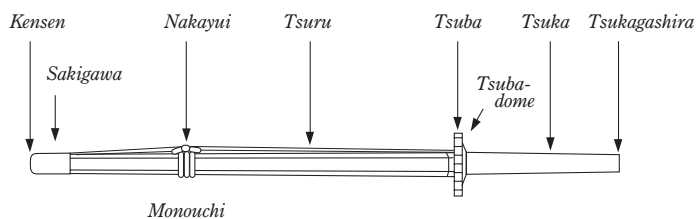


Fig.3 : Kendo-gu and Datotsu-bui

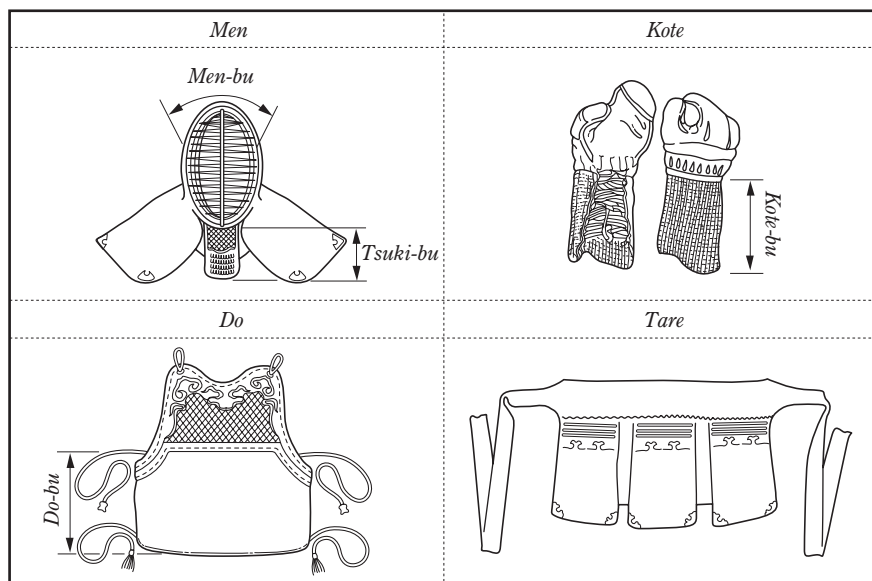


Fig.4 : Nafuda

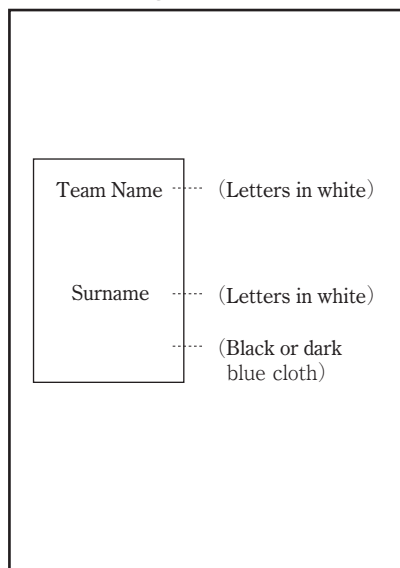
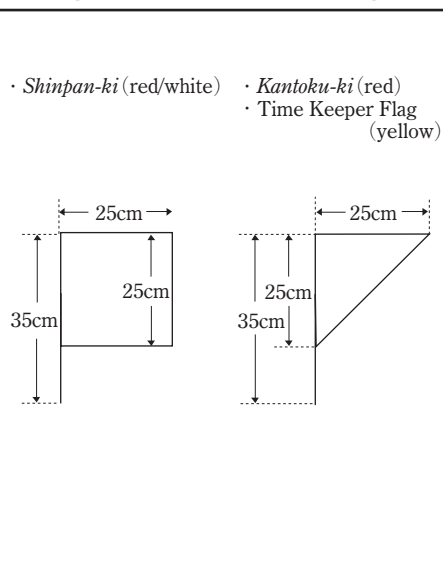


Fig.5 : Specifications of Flags



The Guidelines for Kendo Shiai and Shinpan

付 剣道試合・審判運営要領

Revised September 2, 2017

INTERNATIONAL KENDO FEDERATION

2017年9月2日改訂

国際剣道連盟

(Entering or Leaving)

1. When entering the *shiai-jo*, *shiai-sha* will line up in the position where they will be seated, bow to the *shomen* when instructed by their *kantoku*, and then sit down. Likewise, prior to leaving, the *shiai-sha* shall line up, bow, and then exit the *shiai-jo*.

(Team Line-up)

1. The teams shall face each other in two lines (three steps behind the *kaishi-sen*) as in Figure 1, and perform *rei* at the order of the *shushin*. Only *senpo* and *jiho* line up in full armour with *shinai* in hand before commencement of the match. In case another *shiai* is scheduled to follow a match that is just concluded, the retiring teams and the next teams line up together. However, if the two teams cannot stand in a row as in Figure 2, the two retiring teams and the two starting ones shall perform *rei* separately.

1. When entering or leaving the *shiai-jo*, the *shinpan-in* hold the *shinpan-ki* in their right hands and line up adjacent to the *shiai-jo*'s centre just inside the boundary, with the *shushin* positioned in the middle. (Figures 3 & 8).

(Positioning of the *shinpan-in* prior to the commencement of a *shiai*, and handling the *shinpan-ki*)

1. Positioning of the *shinpan-in* shall be as follows:
 - (1) For the first round of *kojin-shiai*, *shinpan-in* shall take their starting positions after the *shiai-sha* have assembled. (Figures 3 & 4)
 - (2) In *dantai-shiai*, *shinpan-in* take their starting positions after the teams line up in the *shiai-jo* and have performed *rei* at the order of the *shushin*. (Figures 3 & 4)
2. The *shinpan-ki* are handled as

follows:

- (1) Both *shinpan-ki* are held in the right hand when the *shinpan-in* rotate positions.
- (2) After rotation, the *shushin* holds the red *shinpan-ki* with the right hand, and the white one with the left. *Fukushin* hold the *shinpan-ki* in the reverse way (white in the right hand, and red in the left).
- (3) When changing *shinpan-in*, both *shinpan-ki* are rolled up together with the white flag inside the red, and are held with the right hand.

(Rotation/Changing of *Shinpan-in*)

1. The rotation of *shinpan-in* is conducted as follows:

- (1) (Rotation of *Shushin* and *Fukushin*)

Shinpan-in shall move to their next location without rolling up their *shinpan-ki*. (Figure 5)

- (2) (Substituting *Shinpan-in* at their Respective Positions)

Outgoing *shinpan-in* shall be substituted after rolling up their *shinpan-ki* and exchanging *rei* with their replacements. (Figure 6)

- (3) (Substituting One *Shinpan-in* after Rotation)

After rotation, the *shinpan-in* who has just finished as *shushin* rolls up the *shinpan-ki*, and is substituted by the incoming *shinpan-in* after exchanging *rei*. (Figure 7)

- (4) (Alternation of *Shinpan-in* who have Finished)

A team of *shinpan-in* which has

Guidelines for <i>Shiai-sha</i>	Guidelines for <i>Shinpan-in</i>
(<i>Rei</i> to the <i>Shomen</i>) 1. <i>Rei</i> to the <i>shomen</i> shall be conducted as follows at the order of the <i>shushin</i>: (1) At the beginning of the first <i>shiai</i>, and the beginning and end of the final <i>shiai</i> of the tournament. (2) If the tournament runs for more than a day, <i>rei</i> should be conducted at the beginning of the first <i>shiai</i> and at the end of the last one each day, and at the beginning and end of the final <i>shiai</i> of the tournament. (3) <i>Rei</i> to the <i>shomen</i> is conducted at the location of the mutual <i>ritsu-rei</i>.	finished shall stand in a row after rolling up their <i>shinpan-ki</i> and be replaced by the next team. (Figure 8) 1. The <i>shinpan-in</i> shall perform <i>rei</i> to the <i>shomen</i> in the following cases: (1) At the beginning of the first <i>shiai</i>, and at the beginning and end of the final <i>shiai</i> of the tournament. (2) If the tournament runs for more than a day, <i>rei</i> should be conducted at the beginning of the first and last <i>shiai</i> each day, and at the beginning and end of the final <i>shiai</i> of the tournament. 2. The <i>shushin</i> shall order <i>rei</i> to the <i>shomen</i> in the following cases: (1) For <i>kojin-shiai</i> – when the <i>shinpan-in</i> have taken their positions. (2) For <i>dantai-shiai</i> – when the <i>shinpan-in</i> and <i>shiai-sha</i> have lined up inside the <i>shiai-jo</i>.
(Beginning) 1. Before the beginning of the <i>shiai</i>, the two <i>shiai-sha</i> shall first proceed to the <i>ritsu-rei</i> location and exchange <i>rei</i> while in the <i>sageto</i> posture. Both take the <i>taito</i> position then take three steps forward and crouch into the <i>sonkyo</i> position while drawing the <i>shinai</i>. The <i>shiai</i> will commence with the <i>shushin's senkoku</i> to start.	1. At the beginning of the first <i>shiai</i>, the <i>shinpan-cho</i> will do as follows: (1) In case there is one <i>shiai-jo</i>, the <i>shinpan-cho</i> will stand when the first <i>shiai-sha</i> arrive at their <i>ritsu-rei</i> positions. (2) In case there are two or more <i>shiai-jo</i>, the <i>shinpan-cho</i> stands when the first round of <i>shiai-sha</i> are standing in the <i>ritsu-rei</i> positions, and signals by whistle or other means.

Guidelines for <i>Shiai-sha</i>	Guidelines for <i>Shinpan-in</i>
1. The <i>shiai-sha</i> will immediately stop the <i>shiai</i> upon the <i>shushin</i>'s <i>senkoku</i> of <i>yuko-datotsu</i>. They will then return to the <i>kaishi-sen</i>, and assume <i>chudan-no-kamae</i> to receive the <i>shushin</i>'s next <i>senkoku</i>.	2. The <i>shushin</i> pronounces the start of the first <i>shiai</i> upon receiving the <i>shinpan-cho</i>'s signal. (Figure 9) (Yuko-datotsu) 1. Signalling with the <i>shinpan-ki</i> by <i>shinpan-in</i> shall be done as follows (Figures 9 to 12): (1) After the <i>shinpan-in</i> approve a <i>datotsu</i> as valid, they shall return to their original positions holding the <i>shinpan-ki</i> signalling their verdict, and then lower their <i>shinpan-ki</i> upon the <i>shushin</i>'s <i>senkoku</i>. (2) When the validity of a <i>datotsu</i> is not agreed upon, the <i>shinpan-in</i> must stop signalling immediately. (3) As soon as signals of disagreement are acknowledged by the other <i>shinpan-in</i>, the <i>shinpan-in</i> must cease his or her signalling. (Figures 11 & 9) (4) When a <i>datotsu</i> is judged as valid according to Article 26 of the "Regulations", despite disagreement or <i>kiken</i> initially signalled by the <i>shushin</i>, <i>yuko-datotsu</i> must be then indicated by the <i>shushin</i> with the <i>shinpan-ki</i>. 2. For <i>torikeshi</i> of a <i>yuko-datotsu</i> after <i>gogi</i>, the <i>shushin</i> raises the <i>shinpan-ki</i> back to the position taken prior to calling <i>gogi</i>, then declares "<i>torikeshi</i>" as the <i>shinpan-ki</i> are waved in the lower position crossed. (Figures 10 & 11)
(Request for a Stoppage) 1. <i>Shiai-sha</i> must make a verbal request to the <i>shushin</i> for stoppage while raising	1. Recognizing a <i>shiai-sha</i>'s request for stoppage, the <i>shushin</i> shall

Guidelines for *Shiai-sha*

- a hand, and then explain the reason.
2. In order to adjust loose equipment or uniform during the stoppage, the *shiai-sha* must perform *noto* standing at the *kaishi-sen*, retreat to a position just inside the *shiai-jo*'s border, and kneel in *seiza* or crouch in the *sonkyo* position. Meanwhile, the opponent waits in either *seiza* or *sonkyo*.

Guidelines for *Shinpan-in*

- immediately suspend the *shiai* and ask the *shiai-sha* for the reason. (Refer to Article 29, Item 5 of the "Regulations")
2. If the *shushin* deems the request for stoppage to be unjustified, *gogi* should be called.

(Suspension)

1. When a *shinpan-in* pronounces "*Yame*", the *shiai-sha* must stop the *shiai* immediately, and return to the *kaishi-sen* to receive a *senkoku* or instruction from the *shushin*.

1. *Shinpan-in* shall suspend *shiai* in the following cases:
- (1) *Hansoku*
 - (2) Injury or accident
 - (3) To avoid danger
 - (4) Loss of *shinai* control
 - (5) *Igi*
 - (6) *Gogi*
 - (7) Incorrect *tsuru* orientation
2. *Shinpan-in* shall suspend *shiai* in the following manner:
- (1) Upon *senkoku* for suspension, the *shinpan-in* shall return to their original locations.
 - (2) When both *shiai-sha* have acknowledged the *senkoku* or signal for suspension by the *shinpan-ki*, the *shinpan-in* must lower their *shinpan-ki*. (Figures 14 & 9)
 - (3) In the case of *hansoku*, the *shinpan-in* shall return to their original locations holding their *shinpan-ki* in the signal position until *shushin*'s *senkoku*. (Figure 17→Figure 9)
 - (4) In the case where a *fukushin* pronounces suspension, the *shushin* shall immediately

Guidelines for <i>Shiai-sha</i>	Guidelines for <i>Shinpan-in</i>
	enunciate suspension also, and signal with the <i>shinpan-ki</i>. (Figure 14→Figure 9) 3. In cases where a <i>shinai</i> has been dropped or a <i>shiai-sha</i> has fallen over, and the opponent does not immediately strike or thrust at that <i>shiai-sha</i>, the <i>shushin</i> must suspend the <i>shiai</i>. (Figure 14→Figure 9) 4. When a <i>hansoku</i> has been determined, the <i>shushin</i> returns to the original position, and holding both <i>shinpan-ki</i> in one hand, indicates the number of <i>hansoku</i> to the violator. (Figure 17→Figure 9) 5. If both <i>shiai-sha</i> have simultaneously committed a <i>hansoku</i> which will result in the awarding of a point to one <i>shiai-sha</i>, the <i>shiai-sha</i> who will be awarded the point is penalized first, followed by the other. (Figure 18→Figure 9)
(Gogi)	
1. Upon the <i>shushin</i>'s call for <i>gogi</i>, the <i>shiai-sha</i> perform <i>noto</i> standing at the <i>kaishi-sen</i>, and retreat to a position just inside the <i>shiai-jo</i>'s border and wait in <i>sonkyo</i> or in <i>seiza</i>.	1. <i>Gogi</i> should be called in the following cases: (1) The <i>torikeshi</i> of <i>yuko-datotsu</i> (2) A mistake made by <i>shinpan-in</i> (3) Unclear <i>hansoku</i> (4) Doubts about the execution or application of the "Regulations" 2. <i>Gogi</i> shall be conducted as follows: (1) The <i>shushin</i> has both <i>shiai-sha</i> retreat to a position just inside the <i>shiai-jo</i>'s border. (2) When a <i>fukushin</i> calls for <i>gogi</i>, the <i>shushin</i> immediately suspends the <i>shiai</i>. (Figures 14 & 16)
(Resumption)	
1. <i>Shiai-sha</i> shall assume <i>chudan-no</i>	1. The <i>fukushin</i> lower their <i>shinpan-ki</i>

Guidelines for <i>Shiai-sha</i>	Guidelines for <i>Shinpan-in</i>
<i>kamae</i> at the <i>kaishi-sen</i>, and resume the <i>shiai</i> upon the <i>shushin</i>'s <i>senkoku</i>.	upon the <i>shushin</i>'s <i>senkoku</i> to resume the <i>shiai</i> for <i>nihon-me</i> or <i>shobu</i>. 2. The resumption of a <i>shiai</i> after suspension is conducted in the same manner as the beginning of the <i>shiai</i>. (Figure 9)
(Wakare)	
1. Upon the <i>shushin</i>'s pronouncement of “<i>Wakare</i>”, the <i>shiai-sha</i> shall immediately separate, assume <i>chudan-no-kamae</i> on the spot, and resume the <i>shiai</i> with <i>shushin</i>'s <i>senkoku</i>.	1. When <i>tsubazeriai</i> has come to a stalemate, the <i>shushin</i> shall separate the <i>shiai-sha</i> by holding both <i>shinpan-ki</i> straight forward while pronouncing “<i>Wakare</i>”, and have them resume the <i>shiai</i> by lowering the <i>shinpan-ki</i> with the <i>senkoku</i> of “<i>Hajime</i>” (Figures 15 & 9). If a <i>shiai-sha</i> is close to a boundary line, the <i>shushin</i> should immediately adjust the <i>shiai-sha</i> positions so they remain inside the <i>shiai-jo</i>.
(Filing Igi)	
1. When a <i>kantoku</i> files <i>igi</i>, the <i>shiai-sha</i> must wait in the same manner as in <i>gogi</i>.	1. The <i>shinpan-in</i> should deal with <i>igi</i> in the following manner: (1) The <i>shinpan-in</i> shall immediately suspend the <i>shiai</i>. (Figure 14) (2) The <i>shinpan-shunin</i> or <i>shinpan-cho</i> will direct the <i>shinpan-in</i> to discuss the <i>igi</i> in <i>gogi</i>. (3) The <i>shinpan-shunin</i> or <i>shinpan-cho</i> shall inform the <i>kantoku</i> of the <i>shinpan-in</i>'s decision. (4) The <i>shushin</i> resumes the <i>shiai</i>. (Figure 9)
(Hantei, Chusen or Shiai-funo)	
1. When deciding victory by <i>hantei</i>, the <i>shiai-sha</i> stand at the <i>kaishi-sen</i> in <i>chudan-no-kamae</i> and receive the <i>shushin</i>'s <i>senkoku</i>.	1. When deciding victory by <i>hantei</i>, the <i>shinpan-in</i> shall signal their decisions by simultaneously raising their <i>shinpan-ki</i> for the winner upon the <i>senkoku</i> of “<i>Hantei</i>” by the

Guidelines for <i>Shiai-sha</i>	Guidelines for <i>Shinpan-in</i>
2. When deciding victory by <i>chusen</i> or <i>shiai-funo</i>, the <i>shiai-sha</i> act in the same manner as above.	<i>shushin</i> (Figure 10). The <i>shinpan-in</i> are not permitted to signal <i>hikiwake</i> or abstention. 2. In pronouncing victory by <i>chusen</i> or <i>shiai-funo</i>, the <i>shushin</i> shall signal the victor with the <i>shinpan-ki</i> and <i>senkoku</i>, and then instantly lower the <i>shinpan-ki</i>. (Figures 10 & 9)
(Fusen-gachi)	
1. In the case of <i>fusen-gachi</i>, the <i>shiai-sha</i> proceeds to the <i>kaishi-sen</i>, crouches in <i>sonkyo</i>, stands, receives the <i>senkoku</i> for <i>fusen-gachi</i>, repeats <i>sonkyo</i>, performs <i>noto</i>, and leaves the <i>shiai-jo</i>. 2. In the case of <i>fusen-gachi</i> in <i>dantai-shiai</i>, the winning team shall line up and receive the <i>shushin</i>'s <i>senkoku</i>. (Figure 1)	1. In <i>kojin-shiai</i>, the <i>shushin</i> pronounces victory for the winner while signalling with the <i>shinpan-ki</i>. (Figure 10) 2. In <i>dantai-shiai</i>, the <i>shushin</i> shall first have the winning team line up, and then pronounce victory while signalling with the <i>shinpan-ki</i>. (Figure 10)
(Ending)	
1. At the end of the <i>shiai</i>, the <i>shiai-sha</i> shall first return to the <i>kaishi-sen</i>, assume <i>chudan-no-kamae</i>, receive the <i>shushin</i>'s <i>senkoku</i>, crouch in <i>sonkyo</i>, perform <i>noto</i>, stand, take the <i>taito</i> position, step back to the <i>ritsurei</i> location, lower the <i>shinai</i> to <i>sageto</i>, and exchange <i>ritsu-rei</i>. 2. Having completed a <i>dantai-shiai</i>, the last two <i>shiai-sha</i> remain in the <i>shiai-jo</i> in full armour with their <i>shinai</i>, wait for their respective teammates to line up, exchange <i>rei</i> at the pronouncement of the <i>shushin</i>, and then leave the <i>shiai-jo</i>. (Figures 1 & 2)	1. When victory has been concluded or the <i>shiai</i> time has expired, the <i>shushin</i> will suspend the <i>shiai</i>, have the <i>shiai-sha</i> return to the <i>kaishi-sen</i>, and signal the result with the <i>shinpan-ki</i> simultaneously with the <i>senkoku</i> (Figures 14→9 or 13→9). In the case of <i>encho</i>, the <i>shushin</i> pronounces “<i>Encho</i>”, and resumes the <i>shiai</i>. (Figure 9) 2. After one <i>dantai-shiai</i> has finished, the <i>shinpan-in</i> line up, and the <i>shushin</i> has both teams exchange <i>rei</i>.

(Other Guidelines)

1. *Nito* shall be managed in the following way:

- (1) Both the *daito* and the *shoto* are carried in the left hand in *sageto*.
- (2) When assuming *kamae*, the *shinai* to be held in the left hand is drawn with the right hand and passed to the left. The other *shinai* to be held in the left hand is then drawn with the right hand.
- (3) To perform *noto* with two *shinai*, the one in the right hand is first passed to the left hand, and the second one already in the left hand is turned with the right hand back into the left.
- (4) Other than the three differences listed above, the manners for *shiai-sha* using *nito* are the same as those for *itto*.

2. The uniform of *shiai-sha* must be kept neat, without rips or tears.

3. *Kendo-gu* shall be tightly fastened so as not to become loose during *shiai*. In addition, the length of the *men-himo* should be shorter than 40 centimetres from the knot.

4. *Shiai-sha* should only perform *sogo-no-rei*, and refrain from bowing to the *shinpan-in*, or from exchanging *zarei* or the like privately in the *shiai-jo*.

5. Shaking hands or other physical acts

1. *Shinpan-in* should check to make sure that the *shiai-sha* are wearing their uniforms (*kendo-gi*, *hakama*, *mejirushi* and *nafuda*) appropriately prior to the beginning of the *shiai*. Refer to Article 5 of the “Regulations”, and Articles 4 and 5 of the “Subsidiary Rules”.

2. *Shinpan-in* should make sure that *shiai-sha* are equipped with appropriate *kendo-gu* and *shinai* (including *tsuba*). Refer to Articles 3 and 4 of the “Regulations”, and Articles 3 and 4 of the “Subsidiary Rules”.

3. The *shushin* should correct any inappropriate manners of the *shiai-sha*.

4. The *shinpan-in* should strictly correct any inappropriate talk or acts made by *shiai-sha* at their seats, even after the *shiai*.

5. *Kakari-in* must carry out their

Guidelines for *Shiai-sha*

of encouragement such as tapping each other's *do* should be avoided as the previous *shiai-sha* is exiting and the next *shiai-sha* enters the *shiai-jo*.

6. *Shiai-sha* shall refrain from entering the *shiai-jo* until all of the *shinpan-in* have taken their positions.

7. *Shiai-sha* shall not enter the *shiai-jo* before both of the *shiai-sha* from the previous *shiai* have exited.

8. The *kantoku* or *shiai-sha* must not bring watches into the waiting area for *shiai-sha*, or signal or call out to offer encouragement.

9. It is preferable for teammates to sit in *seiza* for the first and last match of a *dantai-shiai*.

Guidelines for *Shinpan-in*

duties by coordinating with the *shinpan-shunin* or *shinpan-cho* to ensure the smooth administration of the *shiai*.

6. Scoreboard recorders shall, prior to the beginning of the *shiai*, ensure that *shinpan-ki* are available for use. Six sets of *shinpan-ki* per *shiai-jo* are necessary.

Dantai-shiai Line-up

Fig. 1 : Line-up at the Beginning and Ending of Shiai

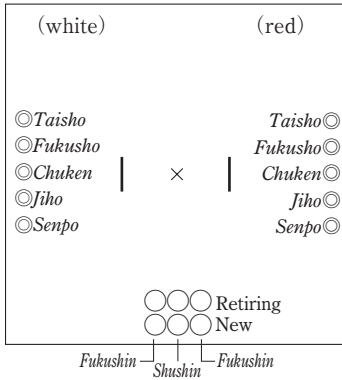
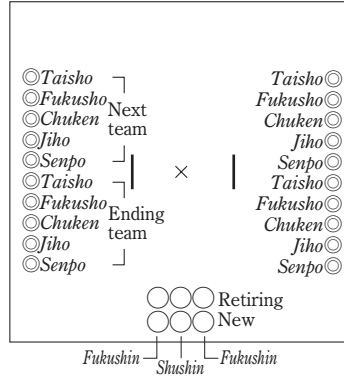


Fig. 2 : Line-up at the Beginning and Ending of Shiai



Rotation & Alternation of Shinpan-in

Fig. 3 : Shinpan-in Line-up

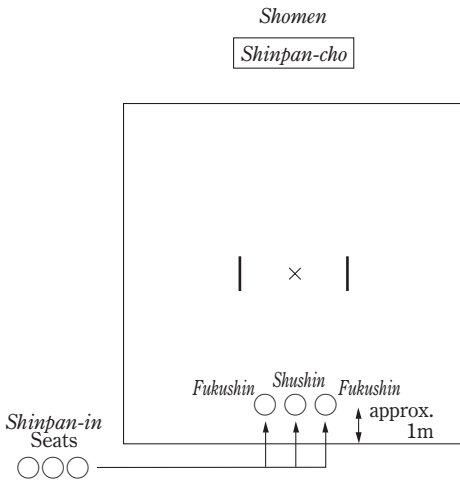


Fig. 4 : Shinpan-in starting Locations

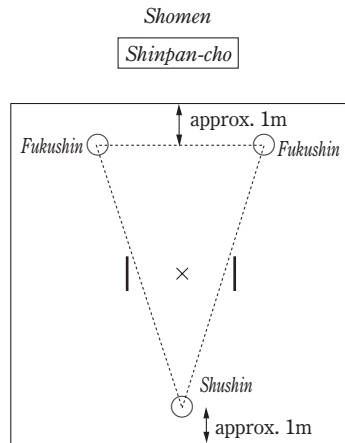


Fig. 5 : **Rotation of Shinpan-in**

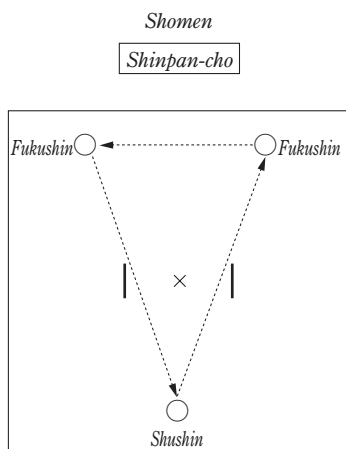


Fig. 6 : **Alternation of Shinpan-in (A)**

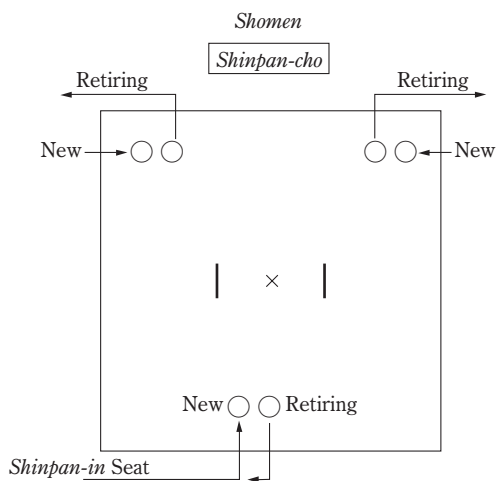


Fig. 7 : **Alternation of Shinpan-in (B)**

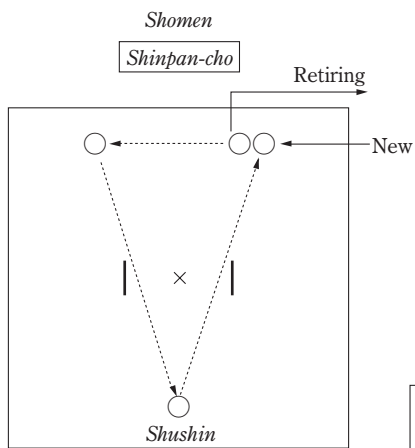
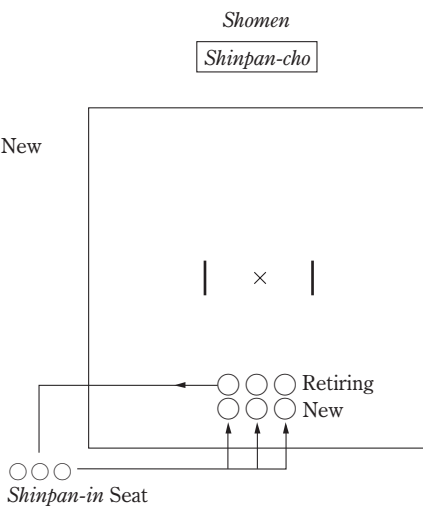


Fig. 8 : **Alternation in Group**



Use of *Shinpan-ki*

Fig. 9 : **Beginning, Resumption, or Ending**

Hold flags on both sides of the body
(basic posture)



Fig.10 : ***Yuko-datotsu, Hantei, or Decision of Victory***

Raise a flag diagonally up on one side



Fig.11 : **Showing disagreement or *Torikeshi* of *Yuko-datotsu* or *Sosai***

Wave flags from side to side in the lower position



Fig.12 : **Abstention from decision of *Yuko-datotsu***

Hold flags crossed downward



Fig.13 : ***Hikiwake***

Hold flags crossed above the forehead



Fig.14 : **Suspension**

Hold flags straight up



Fig.15 : **Wakare**

Raise both flags straight forward



Fig.16 : **Gogi**

Raise both flags straight up in the right hand



Fig.17 : **Hansoku**

Raise a flag diagonally downward on one side



Fig.18 : **Simultaneous Hansoku**

Raise flags diagonally downward on both sides



Recording Guide

Upon *Senkoku* of *Shushin*, recorders shall put the following marks on the scoreboard correctly to show the process of *Shiai* to *Shinpan-in*, *Shiai-sha* and audience.

Table 1 : **Recording Matters and Indications**

Matters	Marks	Indications
<i>Yuko-datotsu</i>	   	 =Men  =Kote  =Do  =Tsuki The order of placement of <i>Yuko-datotsu</i> marks shall be as shown in the <i>Taisho</i> round on Table 2.
<i>Hansoku</i>		<i>Hansoku</i> shall be recorded as  in red as shown in Table 2.
2nd <i>Hansoku</i>		When the second <i>Hansoku</i> is committed, the mark  shall be deleted and the mark  be placed on the opponent side.
<i>Sosai</i>		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.
Victory by <i>Hantei</i>		The mark  shall be recorded.
Victory by <i>Chusen</i>		The mark  shall be recorded.
<i>Ippon-gachi</i>		In case <i>Shiai</i> ends with the score of one to zero, the mark  shall be recorded.
<i>Encho</i>		In case of <i>Encho</i> , the mark  shall be put on in the low part of the center line in the frame.
<i>Hikiwake</i>		In case of <i>Hikiwake</i> , the mark  shall be put on the center line in the frame.
<i>Fusen-gachi</i> , <i>Kiken</i> or <i>Shiai-funo</i>	 	The marks   shall be put on the winner side; put one mark  in case of <i>Encho</i> .

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

Name of <i>Shushin</i> Name of <i>Fukushin</i> Name of <i>Fukushin</i>				
Order	Team name	White	Red	Team name
<i>Senpo</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 × M		<i>Shiai-sha</i> name
<i>Taisho</i>	<i>Shiai-sha</i> name	▲ K	T M ▲	<i>Shiai-sha</i> name
Result	Winners	Points	Points	Winners

The second point

The first point

The third point

Note : The locations of the red team and the white one on the scoreboard shall meet with the colors of *Shinpan-ki* of *Shushin* in facing each other.

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

GLOSSARY

- Ai-uchi* (Two *yuko-datotsu* made mutually and simultaneously)
Chigiri (Metal plate in the *tsuka* of *shinai*)
Chudan-no-kamae (One of the five basic *kamae*)
Chuken (The third competitor of a five person team)
Chusen (Drawing lots)
Daihyosha (Team representative)
Daihyosha-sen (Match between team representatives)
Daito (Long sword)
Dantai (Team)
Dantai-shiai (Team match)
Datotsu (Strike and thrust)
Datotsu-bu (Striking part of *shinai*)
Datotsu-bui (Striking zone)
Do (A plastron)
Do-bu (The right and left sides of *do*)
Encho (Extension)
Fukushin (Sub-referee)
Fukusho (The second to last competitor of a team)
Fusei-yogu (Prohibited equipment)
Fusen-gachi (Unearned win)
Gogi (Referee conference during a match)
Hakama (Split skirt worn in kendo)
Hansoku (Foul, violation of rules)
Hantei (Victory by a judgement)
Ha-suji (Cutting line)
Hikiwake (Draw, tie)
Igi (Objection, protest)
Ippon-gachi (Winning with one point)
Ippon-shobu (One-point match)
Itto (One *shinai*)
Jin-bu (Blade)
Jogai (Out of bounds)
Jiho (The second competitor in a team)
Kachinuki (A kind of match in which the competitor continues to fight for as long as he/she keeps winning)
Kaishi-sen (Starting line)
Kakari-in (Court staff)
Kantoku (Manager)
Kantoku-ki (Manager's flag)

Kamae (Posture, stance)
Kendo-gi (Kendo top)
Kendo-gu (Protective gear)
Kiken (Abstention)
Kiken (Retire)
Kiken-sha (A defaulter)
Kojin-shiai (Individual match)
Kote (Protective gauntlets)
Kote-bu (Right and left forearms)
Mejirushi (The long, narrow strip of white or red cloth)
Men (Protective helmet)
Men-bu (The forehead, and the right and left temples)
Men-himo (*Men* cords)
Monouchi (Part of the sword blade which cuts the best)
Nafuda (Name tag)
Nihon-me (The second point)
Nito (Two *Shinai*)
Noto (To sheathe the sword)
Rei (A bow)
Ritsu-rei (A standing bow)
Sageto (To hold the sword in the left hand with the arm extended)
Sakigawa (Leather *shinai* cap)
Sanbon-shobu (Three point match)
Seiza (Kneeling position)
Senkoku (A pronouncement)
Senpo (The first competitor in a team)
Shiai (A match)
Shiai-funo (Incapacitation)
Shiai-funo-sha (An incapacitated *shiai-sha*)
Shiai-jo (Match court)
Shiai-sha (Competitor)
Shinai (Bamboo sword)
Shinpan (Refereeing or referee)
Shinpan-cho (Referee director)
Shinpan-in (Referees)
Shinpan-ki (Referee's flag)
Shinpan-shunin (Presiding referee)
Shobu (The third point after a tie score)
Shoto (A short sword)

Shushin (Chief referee)
Sogo-no-rei (Bows exchanged mutually)
Sonkyo (Crouching posture)
Sosai (Cancelling each other out)
Taisho (The last competitor in a team)
Taito (To hold the sword in the left arm at the waist position)
Tare (Lower body protector)
Torikeshi (Revocation of a point)
Tsuba (A sword guard)
Tsubazeriai (*Tsuba-to-tsuba* mutual competition)
Tsuka (The hilt of a sword)
Tsuki-bu (Throat)
Tsuru (The string on the back of the *shinai*)
Wakare (Separation)
Yame (Stop)
Yuko (Valid)
Yuko-datotsu (A valid strike or thrust)
Zanshin (The state of mental and physical alertness against the opponent's counterattack)

Note: Please refer to the All Japan Kendo Federation's *Kendo Japanese-English Dictionary*.