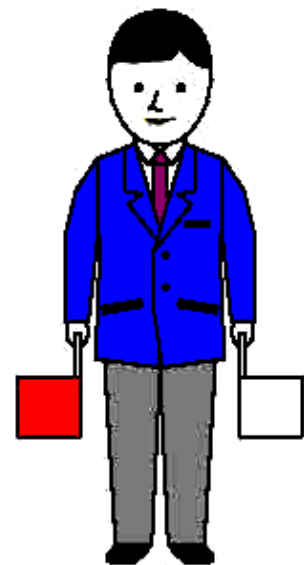


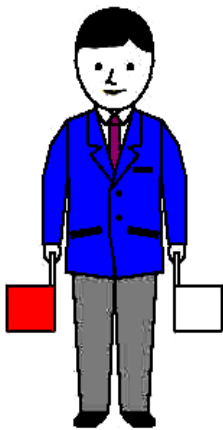
THE FIRST STEPS TO BECOMING A REFEREE BY TERRY HOLT

BASIC RULES OF KENDO TOURNAMENTS AND REFEREEING

Commands, flag movements,
score board / recorder symbols

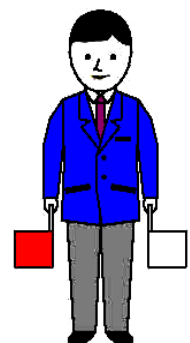
Plus simplified rules and regulation





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The First Steps to Becoming A Referee

I wrote this book with the hope it will help those of you who are thinking of taking this next step in your kendo, to becoming a referee. It is a big step but it can become a very rewarding one. It will help you understand a lot more about kendo.

When you start on the road to becoming a referee, you will find it difficult in the early stages to see the points scored. They seem so quick and you are not sure if all the different parts of the strike meet the criteria. It is the same for us all when we start, but it will get better each time you referee.

Attending referee courses are also a great help. I hope that many of you will become good referees and even go on to become national or international shinpan.

Whatever your level it is important to learn as much as you can about the official rules and regulations to improve your refereeing skills.

I have now added to this book a simplified version of the Rules & Regulations.

I still recommend you to buy the Official book by FIK on the Regulations of Kendo Shiai and Shinpan rules as soon as possible.

Mr. T. O. Holt

Sensei

Mumeishi Kendo Club International

London - Melbourne - Tel-Aviv

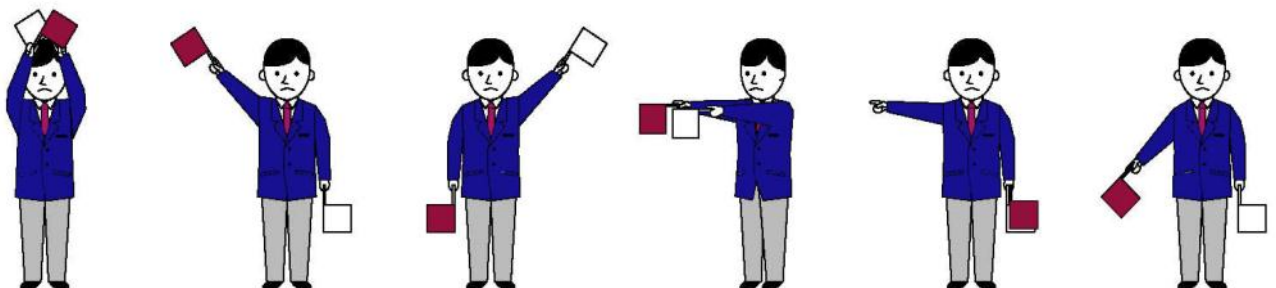


Thanking

Kendo World

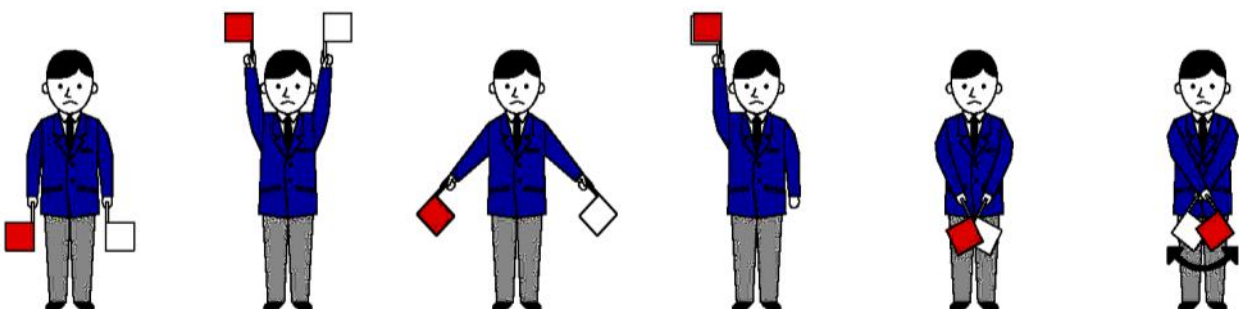
For first publishing and their layout 2006

Update 2010/2011. Update Jan 2013.



Points you have to be aware of as a referee

- A. The primary role of a referee is to decide which strikes or thrusts are valid (yuko-datotsu) and which are not. In doing this correctly the victory or defeat of the competitors is decided.
 - B. When carrying out their duties it is of the utmost importance that referees decisions are always impartial.
 - C. Referees must on no account be influenced by any personal feelings or relationships they may have towards any of the competitors. No matter what, the outcome of the match should be determined only by what occurs during the match.
 - D. Rules exist which allow each competitor to carry out their match within given parameters and it is the duty of the referee to ensure that these rules are upheld during the match. Therefore, referees should have a complete understanding of the rules of kendo in order to oversee the proceedings correctly.
 - E. Referees must be vigilant at all times in order to be able to respond immediately and award or invalidate any attempted strike. To do this, the referees must rely on both sight and sound. They must determine the strength of the strike by following the path of the shinai, the target of the eventual cut and which part of the shinai makes final contact. An assessment of the follow through (zanshin) endorses the referees decision to award or invalidate any attempted strike.
 - F. Decisions must be made instantly and with strong conviction. To do this effectively a referee must have shiai experience.
 - G. Another key element of a referees duties is to maintain a safe environment for the competitors during the course of the match. Whilst closely studying the match they must also be able to identify such things as damaged shinai, incorrectly tied bogu, and the cleanliness and condition of the court floor. These matters directly affect the safety of the competitors and the smooth uninterrupted flow of the match.
 - H. Referees should ensure that spectators and other non-fighting team members conduct themselves in a manner which does not hinder the competitors or the effectiveness of the referees.
 - I. Actions and manner of referees at all times both on and off the court will ensure that a good example is set and formal kendo procedures are maintained throughout.
 - J. Never pre-judge a competitor on their previous competition or match results.
 - K. If you find that a competitor is from your own dojo or country and you are the shushin, change with another referee. If this is not possible ask to take one of the fukushin positions.
 - L. Do not favour a competitor who uses similar techniques to your own.
 - M. Never lower your personal standard of refereeing in order to award a point because you thought you may have missed an earlier attempt, or for any other reasons.
 - N. Referees should check that the equipment of each competitor is correct and that the court officials are ready before the match starts. A false start can easily upset the competitor's concentration which may affect the outcome of the match.
- Unfortunately some of these situations do occur.**
- 0. Finally you should at all times demonstrate a fair attitude at the outcome of each match. Be relaxed in your manner and confident in making your decisions. This will be seen by both the competitors and the spectators, thus ensuring that the tournament runs smoothly throughout.



YUKO-DATOTSU (VALID POINT)

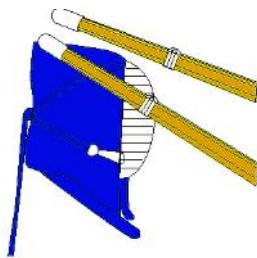
What are the criteria to look for that constitute a valid point

1. Accurate strikes or thrusts, with the correct parts of the shinai: (a) the datotsu-bu which is the edge of the shinai between the kensen (point) and the nakayui. (b) With the kensen of the shinai.
2. Displaying strong spirit and having good posture.
3. Following through with good zanshin in case of counterattack.

Below you will see the parts of the kendo armour indicated by arrows where valid strikes and thrusts are made. Also the correct area where the shinai (datotsu-bu) should make contact.

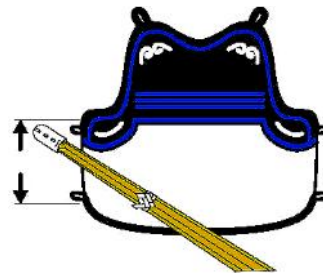
MEN

The datotsu-bui striking area should be at the top centre of the men and no lower than 45° right or left. Look and listen when a good strike is made; the right sound is a soft thud, very different from when the shinai hits the metal grill (men-gane).



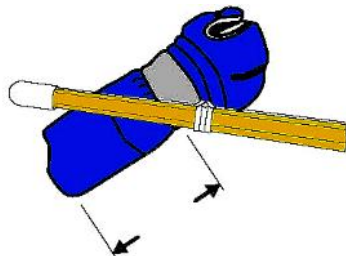
DO

The Do can be struck on either side; both are valid if executed correctly. It is very important to look to see if the datotsu-bu is striking the right place and the angle (hasuji) of the shinai is correct. Also that the zanshin is apparent, the sound can be misleading so look and listen.



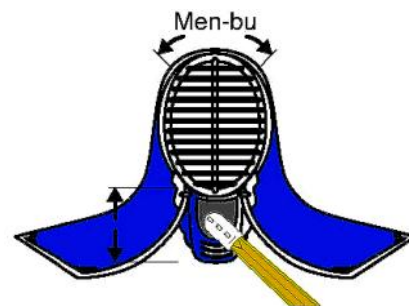
KOTE

Striking the correct place on the kote (tsutsu-bu) as shown. Also listen to the sound it makes as it is quite different from the sound when the shinai strikes the hand part and different again from when the shinai hits the tsuba and kote at the same time. The left kote only becomes a valid target when above chest height.



TSUKI

A good tsuki is when you push forward with your whole body with good posture, extending your kensen to the target and after the tsuki, relaxing tenouchi while demonstrating good posture and zanshin.



The striking part or datotsu-bu (one quarter of the total length of the shinai).



Correct striking area

KIAI

The sound of the competitors' voices projecting their fighting spirit at the moment of attack.

-
4. No victorious gestures or actions to the opponent or audience after winning a point.
 5. One handed techniques should be performed to a high standard.

6. When cutting backwards from tsubazeriai using hiki-waza, make sure the strike is correct and that good zanshin is apparent

These are the basic points that make a good strike

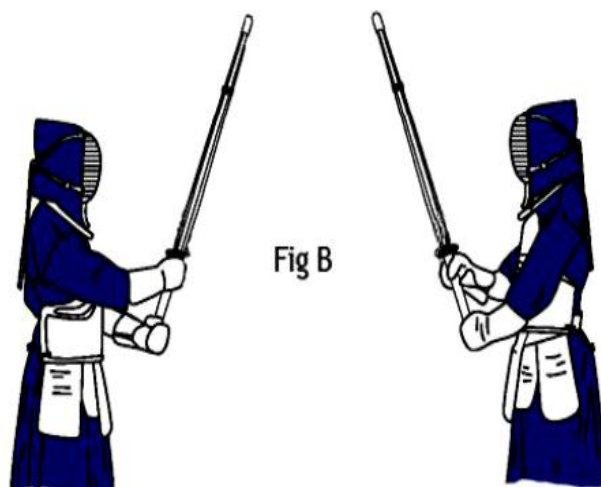
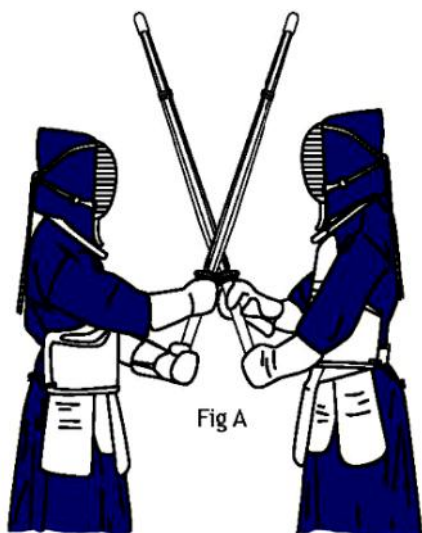
These are some other situations to look at.

1. Sometimes the shinai turns with the tsuru (cord) moving to the side. In this position a correct strike can never be made. When you see this has happened, only stop the match and tell the competitor to fix his/hers shinai so the tsuru is facing up. When they are not in full fighting spirit or the match is stopped for some other infringement. Do not touch their shinai yourself. This is the only warning they will get.



2. Tsubazeriai, competing at close quarters (Fig A). When does it stop being tsubazeriai and how long do you wait for them to break?

- (1) It stops when there is a clean break of the competitors (Fig B).
- (2) After 15 to 20 seconds. But if you feel nothing is happening, separate them before this time.



3. The tsuba (hand guard) leather or synthetic, should be fixed right at the top of the tsukagawa (leather handle) stitching. There should be no space between them.



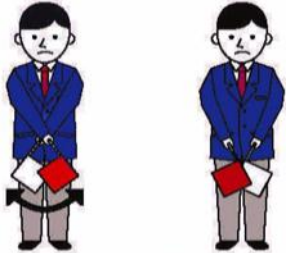
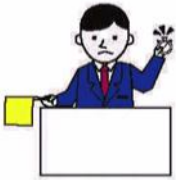

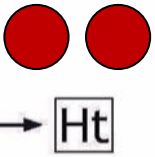




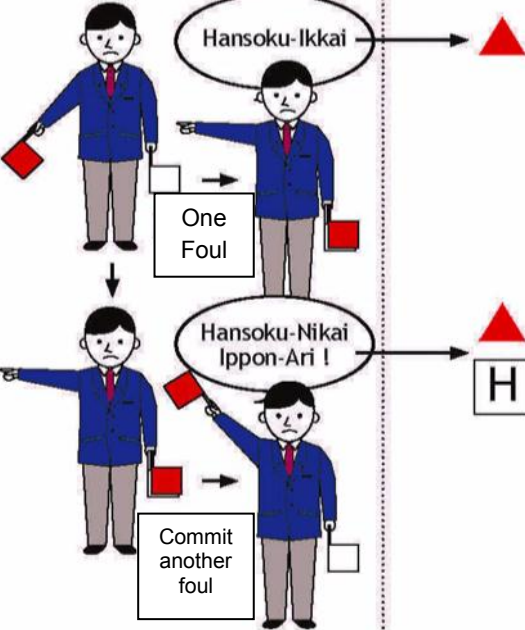


4. Maybe the most important concern is the danger of a broken shinai. It is not always possible to see but the sound is sometimes a good indication that there could be something wrong, and it is worth having a look at.

5. Look at the dress of the competitors.
 - (1) Men himo are tied correctly and at the right length (less than 40 cm).
 - (2) Do himo are not undone.
 - (3) Kote himo are not loose or hanging down.
 - (4) The red/white ribbons are on. Check everything before starting the match and be vigilant throughout.


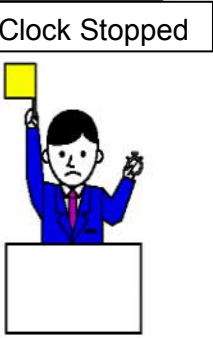





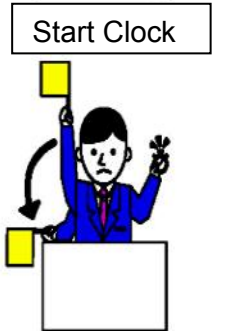
COMMANDS AND FLAG POSITIONS Also Score

Situation	Commands & Flag Positions	Scoreboard & Recorder	Timekeeper Signals
<p>1. Starting a Match</p> <p>Starting a Match Extension (Encho)</p>	<p>Hajime! (Encho Hajime!)</p>	<p>E</p>	<p>Start Clock</p>
<p>2. Stopping a Match</p>	<p>Yame!</p>		<p>Stop Clock</p>
<p>3. Yuko-Datotsu Good point made by either competitor show red or white flag</p> <p>Ippon- ari. After two hansoku (fouls) have been given to one competitor. Ippon-ari (one point) is given to the other competitor.</p> <p>Torikeshi To take away the point given. The referees must have a discussion (Gogi) before deciding this.</p> <ol style="list-style-type: none"> Was not alert in spirit and posture to stop a counterattack (no zanshin). Made exaggerated gestures afterwards. 	<p>Men-Ari !</p> <p>Kote-Ari !</p> <p>Do-Ari !</p> <p>Tsuki-Ari !</p> <p>Ippon-Ari !</p> <p>Torikeshi !</p>	<p>M</p> <p>K</p> <p>D</p> <p>T</p> <p>H</p>	<p>Clock Stopped</p>
<p>4. Restarting a Match after First and Second Points</p> <p>First point to red (nihon-me). Second point to white (shobu). Bring down flag.</p>	<p>Nihonme!</p> <p>Shobu!</p>		<p>Start Clock</p>

BOARD & RECORDER / TIMEKEEPER SYMBOLS

Situation	Commands & Flag Positions	Scoreboard & Recorder	Timekeeper Signals
<p>5. Referee's Communication Signals on Point Validity</p> <p>1. Disagree - Wave flags quickly from side to side.</p> <p>2. Did not see - Hold flags down crossed in front.</p>	 <p>1. Disagree 2. Did not see</p>		<p>Clock Running</p> 
<p>6. Winning Point</p> <p>Time up, win by one point only. Referee's decision (hantei). Dismissal or default (fusen-gachi). Bring down flag.</p>	 <p>Shobu-Ari! Hantei!</p>		<p>Clock Stopped</p> 
<p>7. Match Drawn</p> <p>Only in team matches and pools systems.</p>	 <p>Hikiwake</p>		<p>Clock Stopped</p> 
<p>8. Referee's signalling</p> <p>A foul has been committed by one competitor. The Chief Referee (shushin) stops the match and points to that competitor telling them they have incurred one foul (hansoku-ikkai). If they commit another foul (hansoku-nikai), after this call the referee will raise his red/white flag and give ippon-ari to the other competitor. If the two competitors commit the same foul at the same time both red and white flags are raised to the sides and both competitors are told they have one foul against them (hansoku-ikkai).</p>	 <p>Hansoku-Ikkai One Foul</p> <p>Hansoku-Nikai Ippon-Ari! Commit another foul</p>		<p>Clock Stopped</p> 

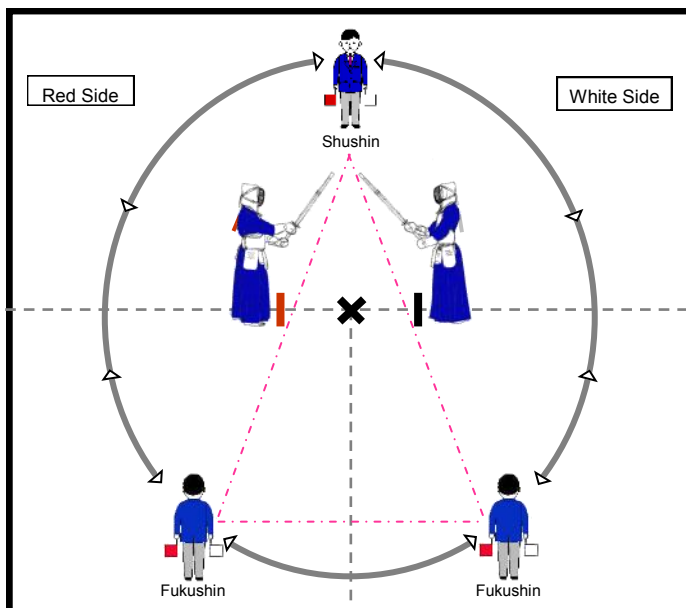
Commands and Flag Positions also Scoreboard & Recorder/Timekeeper Symbols

Situation	Commands & Flag Positions	Scoreboard & Recorder	Timekeeper Signals
<p>9. Referee's Discussion</p> <p>Over some Infringement of the rules. The three referees walk to the centre, the two competitors put their shinai away (osame-to), step back and sit down in sonkyo or seiza inside the court and wait. Bring down flags.</p>			<p>Clock Stopped</p> 
<p>10. Competing at Close Quarters</p> <p>If the competitors are seen to be at a stalemate or wasting time in tsubazeriai, the Chief Referee will call (Wakare). The competitors must part where they are; if they are close to the court line they will be repositioned. The Chief Referee will then bring down the flags as the match is restarted (hajime).</p>			<p>Clock Running</p> 
<p>11. Offset / Sosai</p> <p>This is a complicated rule about hansoku given in Encho or when both competitors. Having gained one point each, then both commit a second hansoku simultaneously. In these cases the foul will be offset. The rules need to be studied on this.</p>	 <p style="text-align: center;">↓</p> 		<p>Clock Stopped</p>  <p style="text-align: center;">↓</p> <p>Start Clock</p> 

REFEREES BASIC MOVEMENTS IN THE COURT

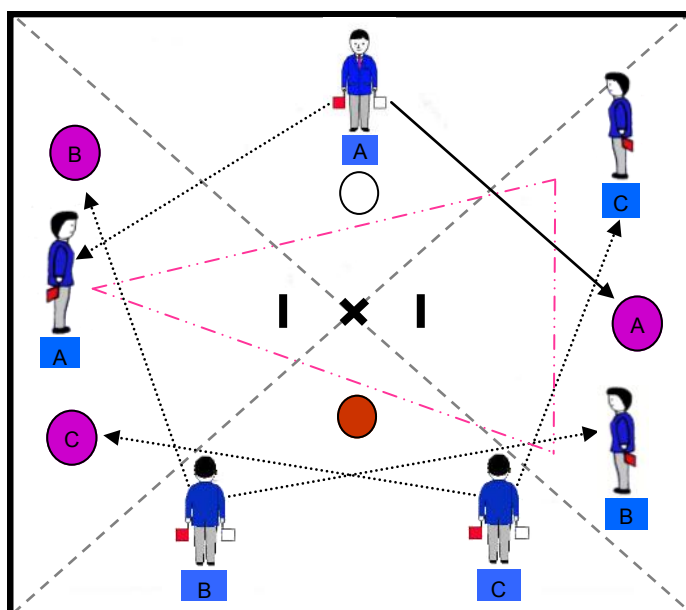


Referees should move to their positions with flags held in their right hand, they should then unroll their flags with both hands in front and then bring them to their sides. The Shushin should put the red flag in his right hand and white in left hand. Fukushin hold their flags in the opposite hands. During the match they should move around the court in a smooth and upright manner. Do not lean over but keep upright with your hands straight down by your sides. After a team match or the end of a competition all referees should roll up the white flag two turns then put it inside the red flag, rolling them together so no white is showing. Then move back to the starting point with the flags held in the right hand.



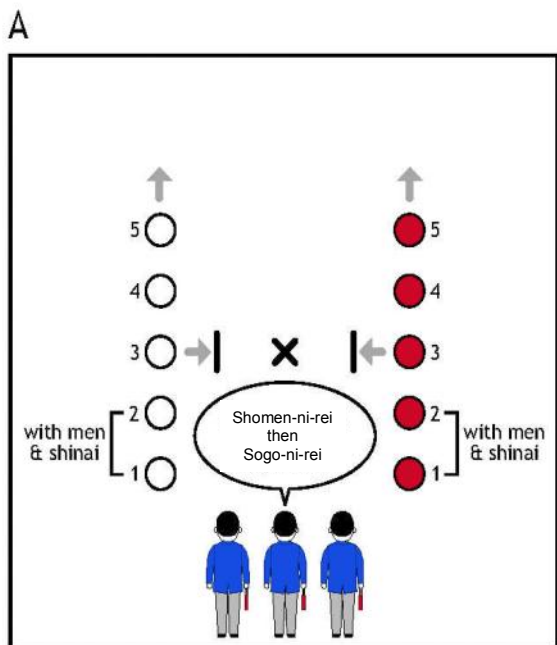
The court is split into three sections, these are the areas each referee is responsible for. You can enter into the other areas when necessary as shown below by the two dotted cross sections showing the maximum entry into the other areas. With one exception the shushin should not go any further than the middle line if possible.

Try to always keep the triangle shape looking through the two competitors to see the other referees. Move quickly and smoothly, always looking at what the competitors are doing even after a point has been given.



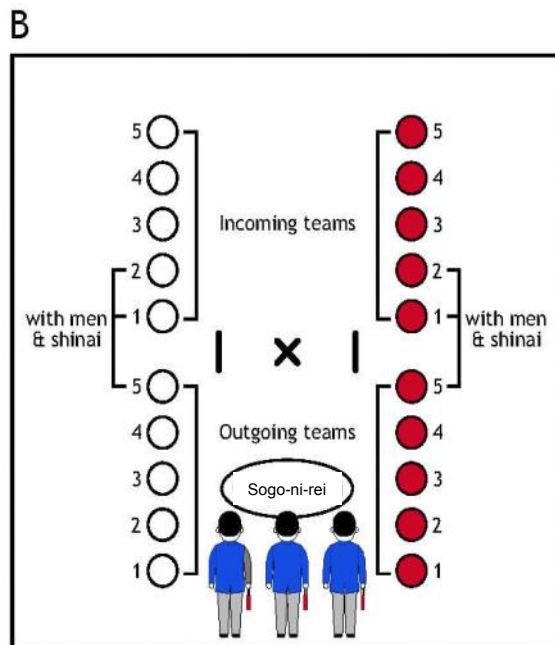
Referee's Outfit: Navy-blue blazer, grey trousers, plain white shirt, deep red neck-tie, dark blue socks plus your own set of flags.

REFEREE POSITIONS AND MOVEMENTS ON COURT



Both teams line up at the start of the competition, and also at the beginning and end of the final, bow to the main table (*shomen-ni-rei*) and then to each other *Sogo-ni-rei* was *Otagai-ni-rei*.

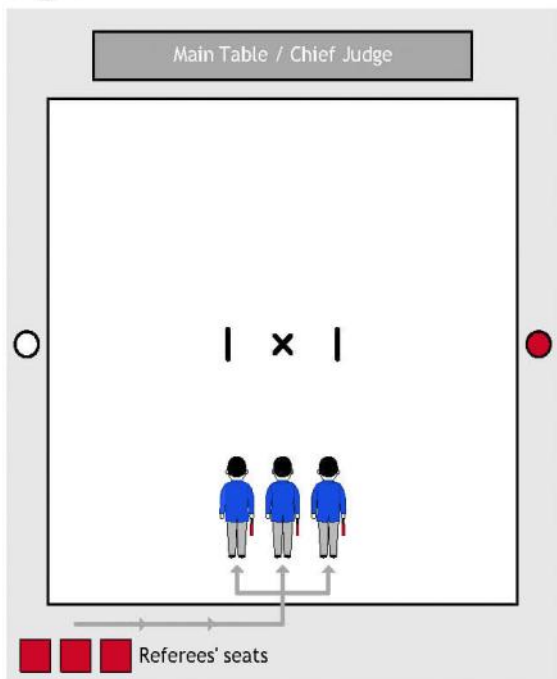
The first two fighters of both teams should be in armour holding shinai.



Line up for out-going and in-coming teams.

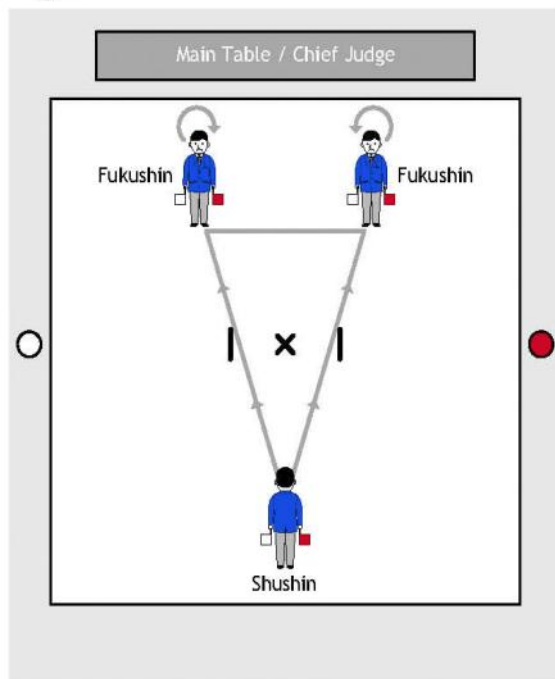
The first two fighters of the incoming team and the last fighter of the outgoing team should be in armour holding shinai.

Fig 1



At the start of the competition all three referees enter the court this way. In an individual match the fighters wait outside the court until the referees are in place with flags unrolled by their sides.

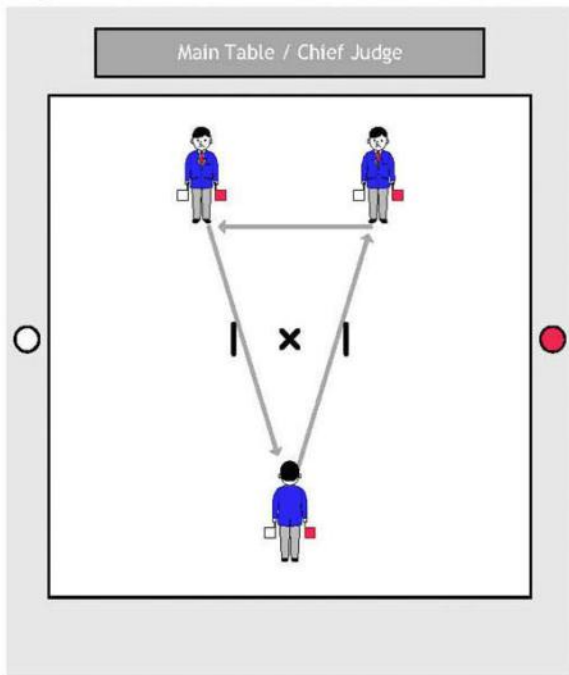
Fig 2



From the start position both sub-referees (*fukushin*) move at the same time to their positions turning inwards to face the shushin.

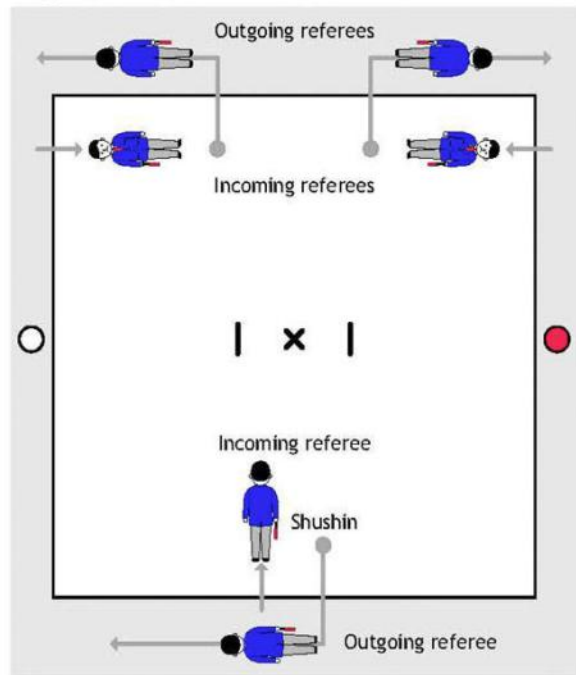
PLUS COMPETITOR'S POSITIONS TEAM/INDIVIDUAL

Fig 3



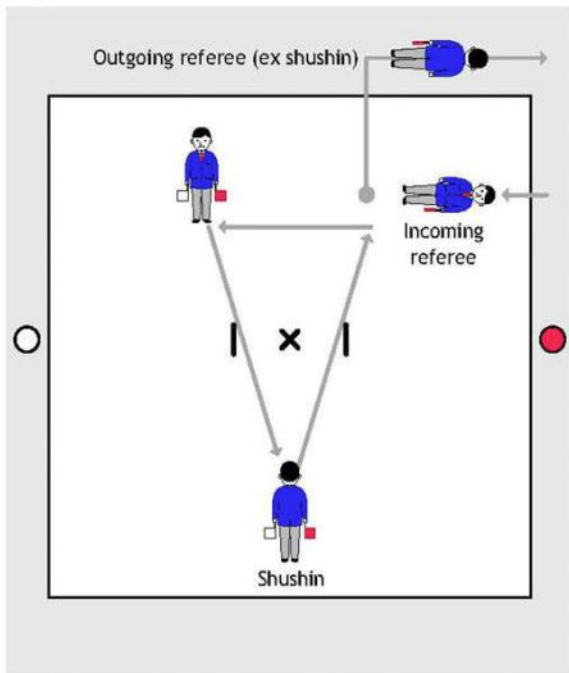
Referee's movements from one position to another. Place both flags in the right hand and move anti-clockwise. This rotation is done every three matches.

Fig 4



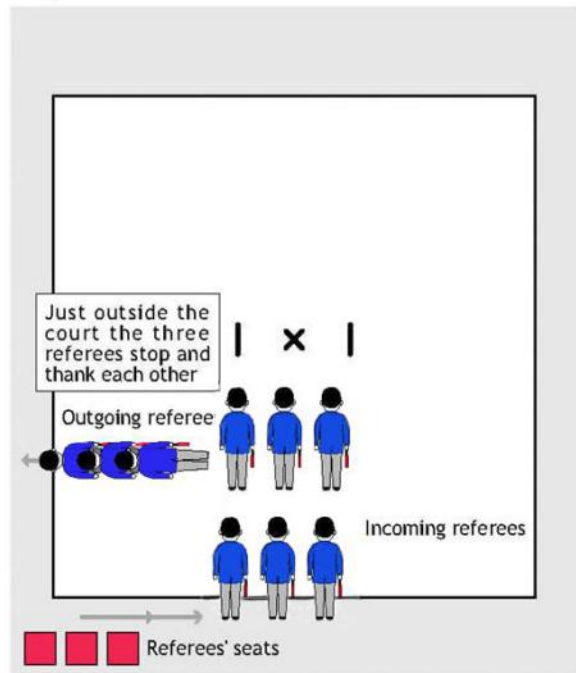
These are the three positions at which any referee can be changed.

Fig 5



After three matches the shushin is changed.

Fig 6



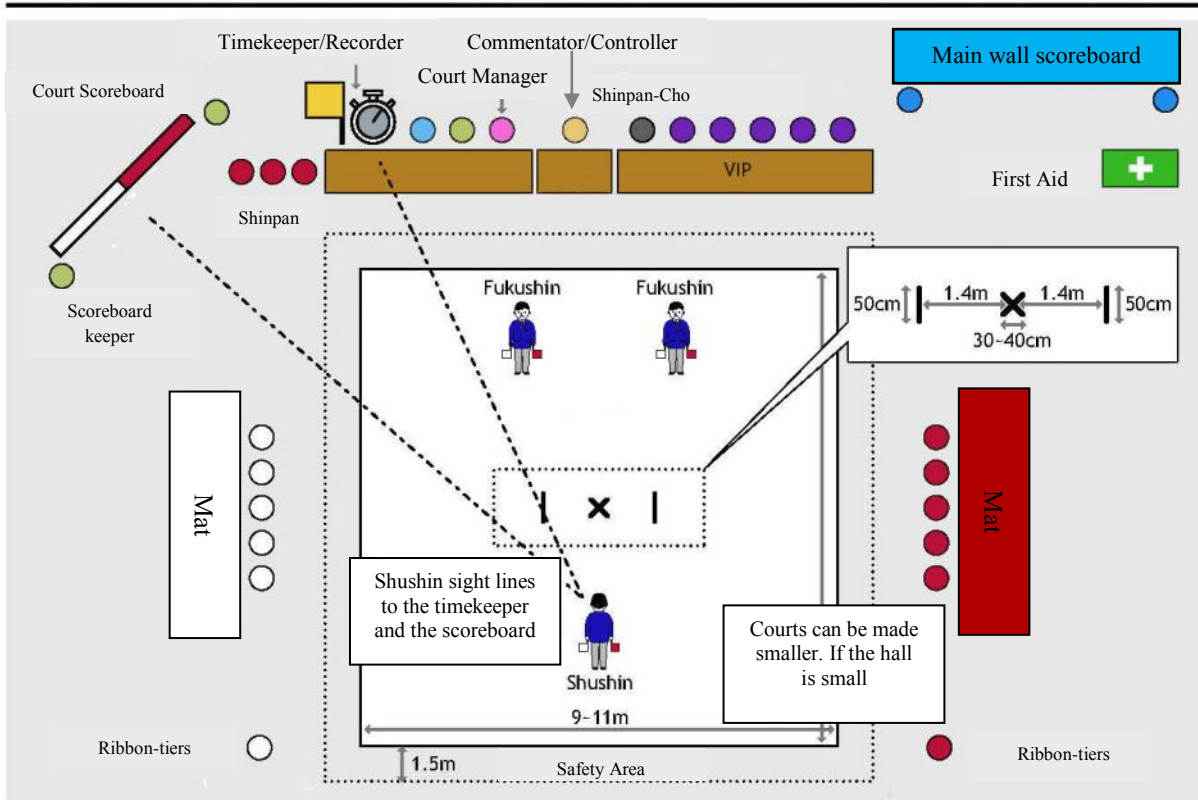
Group changes are usually done after each team match, but if not enough referees one or two can be changed at this time. At the end of the competition or round the referees leave the court in this way.

Scoreboard and Recorder Sheets

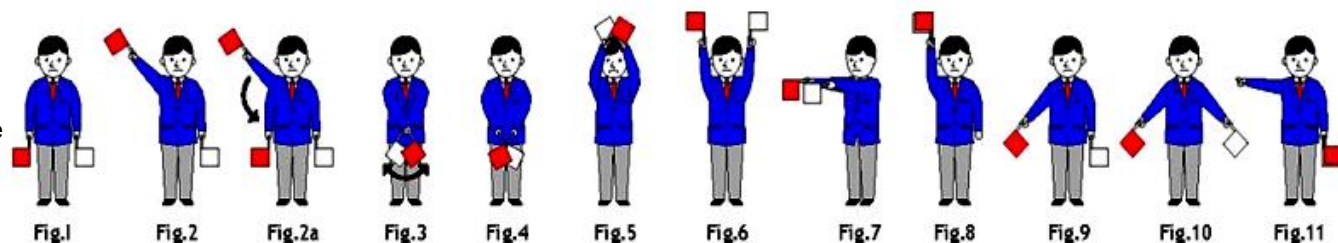
Court A	Shushin				Round/ Pool
	Fukushin		Fukushin		
Team Name			Team Name		
1	Name		(M)	Name	1
2	Name	(D)		Name	2
3	Name	● ●		Name	3
4	Name	(H) X	M	Name	4
5	Name	▲ K	T (M) ▲	Name	5
		2 Second Point	3 Third Point	1 First Point	
Wins		Points	Points	Wins	

Yuko-datotsu M = Men K = Kote D = Do T = Tsuki Ht = Hantei
 ▲ = Hansoku H = Second Hansoku (On the opponents side)
 X = Hikiwake (Put on the centre line) E = Encho (Put on the centre line)
 ● ● = Fusen – gachi (On the winners side)

Standard Court and Hall Layout



Referees
Quick
Reference
Chart



	Action	Commands	Flag Signals	Fig
Beginning	Starting a match	Hajime	Flags at both sides	Fig.1
Resumption	Restart the match	Hajime	Flags at both sides	Fig.
Suspension	Stopping the match	Yame	Both flags raised straight	Fig.6
Extension	Beginning of extension	Encho	Flags at both sides	Fig.1
Fight off	Representative match	Hajime	Flags at both sides	Fig. 1
Yuko-datotsu Valid Point	Decision of Yuko-datotsu	Men, Kote, Do, Tsuki,	Flag raised at 45° overhead to red / white	Fig.2
	Denial of Yuko-datotsu		Both flags waving crosswise with hands stretched down	Fig.3
	Unable to see yuko-datotsu		Both flags crossed with hands stretched down	Fig.4
	Cancellation of decision	Torikeshi	Both flags waving crosswise	Fig.3
	Restarting a match after first point	Nihonme	Lowering the raised flags	Fig.2a
	Restarting a match with each having one point	Shobu	Lowering the raised flags	Fig.2a
Decision of winning or losing	Decision of Winning	Shobu-ari	Lowering the raised flag	Fig.2a
	Winning by one point	Shobu-ari	Lowering the raised flag	Fig.2a
	Winning by hantei	Hantei	All three referees raise flags 45° at same time for red/white	Fig.2
	Draw	Hikiwake	Both flags crossed overhead	Fig.5
	Winning by default	Shobu-ari	Lowering the raised flag	Fig.2a
	Incapacitation	Shobu-ari	Lowering the raised flag	Fig.2a
	Winning by lot	Shobu-ari	Lowering the raised flag	Fig.2a
Gogi Decision	Calling a referee conference	Gogi	Both flags raised in right hand	Fig.8
	Signalling of its result		Flag signals made by Chief Referee only	
Hansoku Fouls	Drug abuse	Shobu-ari	Same as yuko-datotsu	Fig.2
	Un-courteous utterance or acts	Shobu-ari	Same as yuko-datotsu	Fig.2
	Prohibited equipment	Shobu-ari	Same as yuko-datotsu	Fig.2
	Tripping or sweeping opponents legs	Hansoku (Ikkai / Nikai)	Flags raised to one side by all. Chief Referee puts flags in one hand and points his finger toward the violator and announces the numbers of hansoku committed and same as yuko-datotsu	Fig.9 Fig.11
	Shoving or pushing the opponent out of court	Hansoku (Ikkai/ Nikai)	Same as above	Fig.9 Fig.11
	Dropping the shinai on the floor or touching it	Hansoku (Ikkai/ Nikai)	Same as above	Fig.9 Fig.11
	Request for a break without a justifiable reason	Hansoku (Ikkai/ Nikai)	Same as above	Fig.9 Fig.11
	Miscellaneous violations of the regulations	Hansoku (Ikkai/ Nikai)	Same as above	Fig.9 Fig.11
	Fouls simultaneously committed by both competitors	Hansoku (Ikkai/ Nikai)	Both flags raised out from both sides by all referees	Fig.10 Fig.11
	The same competitor having committed two fouls	Hansoku (Nikai) Then Given Ippon-Ari	Flags raised to one side by all. Chief Referee puts flags in one hand and points his finger toward the violator and announces the numbers of hansoku committed and same as yuko-datotsu	Fig.9 Fig.11 Fig.2
	Applying offset	Sosai & Onajiku Sosai after the second offset	Both flags waved crosswise with hands stretched down	Fig.3
Wakare	1. When match has come to a stalemate	“Wakare”	Holding both flags straight forward	Fig.7
	2. To continue the match	“Hajime”	Lower both flags	Fig.7
Injury accident, or default	Incapacitation due to injury, accident, or default	“Shobu-ari”	Same as yuko-datotsu	Fig.2

To help your refereeing through better organisation and conditions

Organisers of kendo tournaments should look at the conditions the referees have to work under. There is a lot that can be done to improve the situation for referees and the competitors alike.

If working conditions are good you will promote a happy atmosphere and the whole event will run like clockwork.

How can we achieve this? Here are a number of conditions that can help make this happen.

- 1 Referees should only be referees (have no other duties in the running of the championship).
- 2 There should be a minimum of 4 referees per court. At major championships this can be up to 6 or 7 per court.
- 3 There should be a properly laid out plan for the change-over and rotation of referees on the courts.
- 4 All referees should have a reasonable break away from the courts with refreshments, this allows them to come back with a clear mind to continue their job. They should not stay in the main hall all day long watching the matches.
- 5 There should always be a referees meeting before the start of the championship.
- 6 The referees should be seated away from the Competitors/Managers/Coaches so that private discussions on good and bad points can be discussed in a very friendly constructive way with the senior court referees as they come off the court. This is a positive way to improve your refereeing. Ask the senior referees about any uncertainties you have and allow open communication, where you can talk and be asked about things you may have done.
- 7 You have seen in this booklet a standard court and hall layout for kendo championships. As a referee it is important that you know the rules on court layout. The right layout is very important for how you work on the court. The Shushin on the court should be able to see the Timekeeper and the court score board at all times as he is responsible for the starting, stopping and making sure the right points are given to the right competitor.
- 8 Hall floor and lighting is a very important part in the decision of selecting the sports hall. It should have a good wooden floor which is clean with no damage to the boards, floor equipment trap, equipment, or anything that may cause a health and safety problem. There should be good over-head lights to light the courts properly and there should not be any flood lights coming from the side shining into the eyes of the referees or the competitors. Also if there are very large windows they should have curtains that can be pulled to shut out bright sunlight, if not the windows should be covered over so that the referees and competitors do not have bright light in their eyes (to be able to see properly is very important).
- 9 The scoreboard layout and the size of the letters should be around 10 cm with 1.5 thick black on white letters, it also requires a space at the top right-hand side for the pool or match numbers to be put up. This makes it easier for everyone to see when they are due on the court and easy for the commentator/controller to see them and announce in the hall through a good PA sound systems. The scoreboard is not just a place for putting up points scored for the referee only but for everyone to see. The scoreboard is communication indicator to help with the smooth running of the event.
- 10 There is one major problem that arises at all kendo championships, the lack of experienced court workers. Timekeepers/Recorders/Scoreboard Keepers/Ribbon tiers etc. there are never enough experienced helpers. One way to help overcome this problem is to use the Senior older Kendoka that are around, as many of them would be very willing to do these jobs such as a Court Managers etc. It would be a great help to the overall organisation if there could be one senior member on each court to help, teach and keep things running smooth.
- 11 If you make sure all these conditions are used in your event it will help make the job of refereeing a little easier. They can then concentrate on giving the right points to the competitor at the right time and are not distracted from their job of refereeing. This will also help with the smoother running of Kendo Championships for all involved.

The Rules and Regulations

The rules and regulations have been laid out in the easiest and simplest way possible, avoiding too much cross referencing from one page to another and using as much plain English as possible to help you understand them in this easier layout.

As the rules and regulations in this book are compiled and explained a little differently, we recommend that you buy the official rule book from the Federation International Kendo, as this book is only a teaching aid.

The Regulations of Kendo Rules Shiai & Shinpan book should be available through your own Kendo Federation or from FIK website.



Kendo Tournament and Referee Rules and Regulations (Simplified)

Article 1 (Regulations)

The purpose of the rules & regulations is to help competitors (*Shiai-sha*) to fight fairly in matches in accordance with the principles of Kendo and to have matches properly refereed without prejudice.

Part I: Match Chapter 1. General Rules (*Shiai*)

Article 2 (Court)

As a rule, the *Shiai-jo* (Match Court) should have a wooden floor. A sprung wooden floor is the best or composite with cushioning effect recommended.

1. The layout of a *Shiai-jo* should be square or rectangular with sides between 9 and 11 meters in length including the width of the line tape.
2. The center of the match court must be marked by a cross, with two start lines (*Kaishi-sen*) set out 1.4 meters from the central cross. The length of the start lines and the distance between the lines is shown in the Subsidiary Rules. (Page 23 Picture 1).

Subsidiary Rules

Article 1 (*Shiai-jo*)

1. There should be a safety area around the whole court of at least 1.5 meters.
2. The width of the layout tape should be between 5 to 10cm, generally white, or a color which can be clearly seen.
3. The cross and the start lines (*Kaishi-sen*) measurement are shown in (Page 23 Picture 1).

Article 3 (Fencing sword) *Shinai*

The *Shinai* must be made of bamboo, or a synthetic substitute material approved by the Federation International Kendo. The structure, length and weight of the *Shinai* and the specifications of the hand guard (*Tsuba*) are stipulated in the Subsidiary Rules.

Subsidiary Rules

Article 2 (*Shinai*)

1. The *shinai* should be made of four slats which have nothing inside other than the plug spacer (*Sakigomu*) and metal support plate (*Chigiri*). (Page 23 Pictures 2).
2. The length, dimensions and weight of the *shinai* without the *tsuba* are set out in (Page 25 Pictures 6 A & B).
3. The *tsuba* must be round shape 9 cm max in diameter made of leather or a synthetic material.

Article 4 (Armour) *Kendo-Bogu*

Kendo-Bogu consists of a *Men* (Helmet), *Kote* (Gloves), *Do* (Breastplate), and *Tare* (Waist Protector).

Subsidiary Rules

Article 3 (*Kendo-Bogu*)

Please look at the (Page 24 Pictures 3) to see the different parts of the armour.

Article 5 (Clothing)

The Kendo costume consists of a *Kendo-gi* (Jacket) and a *Hakama* (Skirt).

Subsidiary Rules

Article 4 (*Shiai-sha*)

During the match competitors should be wearing a white or red ribbon (*Mejirushi*). The ribbon should be 5 cm wide and 70 cm long and fixed evenly at the crossover of the *Do Himo*.

Article 5 (*Nafuda*)

During the match the centre panel of the *Tare* should be fitted with a *Nafuda* – sometimes called a *Zekken* – (Name for identification) (Page 24 Pictures 4).

Article 6 (Moved to back)

Article 7 (*Shiai-sha*)

A competitor can only wear supports for medical reasons; these must be neat and tidy and pose no hazard to the opponent. Their use must be approved before the Match by the *Shinpan-shunin* (Court Referee) or the *Shinpan-cho* (Chief Referee).

Article 8 (Procedures)

The way of entering and leaving the court by the competitors, the etiquette and bow (*Rei*) may vary at each tournament, usually depending on the numbers, time and space available.

Chapter 2. Match (*Shiai*)

Section 1. Matters concerning the Match (*Shiai*)

Article 6 (Match Time)

The standard time for a match is five minutes; however any extension period (*Encho*) is not timed. The time taken from the announcement of a *Yuko-Datotsu* (a valid strike) or the suspension of the match to the *Shushin* restarting the match is not counted as part of the match time.

Article 7 (Decision to Win or Lose)

Winning or losing a match is decided in accordance with the following rules:

1. Winning or losing a match is usually decided by three-points (*Sanbon-Shobu*) however, a match may also be decided by *Ippon-Shobu* (only one-point) if the time constraints of the tournament necessitate it.
2. In *Sanbon-Shobu*, the first competitor to score two points within the match time is the winner; however, if a competitor scores just one point without losing any points within the match time, that competitor wins the match.
3. If a winner has not been decided within the match time, an *Encho* (an extension of the match time) may be allowed, in which case the competitor who scores the first point is the winner. Alternatively, a winner may be decided at the referees' discretion (*Hantei*) or by drawing lots (*Chusen*), or the match may be announced a draw (*Hikiwake*).
4. When a winner has been decided by *Hantei* or by *Chusen*, the winner shall only be given one point.
5. When announcing a discretionary judgment (*Hantei*). Referees shall take into consideration, firstly the competitor's skill, then their attitude and spirit within the match.

Subsidiary Rules

Article 9 (Judgment) *Hantei*

1. Where a competitor (*Shiai-sha*) has made strikes that have nearly made a valid *Yuko-Datotsu*, then his or her skills are rated higher when the Referees make a discretionary decision.
2. Where a competitor (*Shiai-sha*) is seen to have good spirit / posture / movement / feeling, they should be considered the superior when the Referees make a discretionary decision.

Article 8 (Team Match) *Dantai-shiai*

Team matches shall be carried out in accordance with the following rules; however the rules may be modified at individual tournaments if necessary.

1. The Team with the most winners is the overall winner. When the number of winners turns out to be equal, the Team with the most points becomes the overall winner. If the number of wins and the number of points scored is equal, a representative from each team fights a deciding match; the winner will be decided by one point *Ippon-Shobu*.
2. In the case of the *Kachinuki* method, (Winner fights on) a competitor who defeats their opponent continues to fight against the next competitor as long as he or she keeps winning; the Team which has defeats the last player of the opposing team is the overall winner.

Article 9 (Starting and Stopping a Match)

Starting and Stopping a Match shall be announced by the *Shushin* only.

Article 10 (Stopping and Starting a Match)

Stopping a match can be done by any Referee, but announcing the restart of the match is only done by the *Shushin*.

Article 11 (Request for the Suspension of a Match)

If a competitor is unable to continue due to an accident etc. a reasonable time should be given for them to recover; but if they cannot continue the competitor can ask for the match to be suspended.

Section 2. *Yuko-Datotsu* (A valid strike or thrust)

Article 12 (Valid Strike or Thrust) *Yuko-Datotsu*

A *Yuko-Datotsu* is defined as an accurate strike or thrust made onto the valid area (*Datotsu-Bui*) of the opponent's armour with the *Shinai* with its *tsuru* (string) upwards. The strike or thrust has to be made in high spirits with the competitor in the correct posture; followed by *Zanshin* (the state of mental and physical alertness in case of a counter attack).

Article 13 (The striking part of the *Shinai*) *Datotsu-Bu*

The *Datotsu-Bu* of the *Shinai* - remembering that the *Shinai* has four sides, the only side of the *Shinai* which a competitor can use to make a valid strike is called the *Jin-bu* (the side opposite to the string (*Tsuru*), a valid strike can only be made using the top quarter of the total *shinai* length, the *Monouchi*.

Article 14 (The target area) *Datotsu-Bui*

The *Datotsu-Bui* the target area for strikes and thrusts is shown in (Page 24 Picture 3).

1. *Men* - centre also right and left but no more than 45° below the center line (*Men-bu*);
2. *Kote* - the right wrist can be struck at any time, the left wrist only when both hands are at, or above, chest height;
3. *Do* - the right and left sides of the breastplate;
4. *Tsuki* – an accurate thrust made to the throat on the (*Tsuki-Tare*), or throat protector.

Subsidiary Rules

Article 10

A scoring strike may only be made when the *Shinai* is used with the *Tsuru* (string) upwards.

Article 11 The following Strikes are also valid:

1. A Strike (*Datotsu*) which is made immediately after the opponent drops their *shinai*.
2. A Strike (*Datotsu*) which is made at the same time that the opponent steps outside the *Shiai-jo*.
3. A Strike (*Datotsu*) which is made immediately after the opponent has fallen down.

Article 12 The following Strikes are not valid:

1. When both strike at the same time (*Aiuchi*).
2. When a strike is made but the opponent is in control by having his *Shinai* touching the striker's upper body with the *Kensen* (tip) of his *shinai* and is in high spirits and has a good posture.

Article 13 (Repeat of Article 14 not needed) (see Page 24 Picture 3).

Chapter 3. Prohibited Acts

Section 1. Matters relative to Prohibited Acts

Article 15 (Drug Abuse)

Competitors are prohibited from taking stimulating drugs.

Subsidiary Rules

Article 14

Prohibitive drugs are listed under sports international drug controls.

Article 16 (Insulting behavior)

Competitors are prohibited from using insulting words or actions against referees or opponents.

Article 17 (Miscellaneous and Prohibitive acts)

Competitors are prohibited from the following acts:

1. Use of unauthorised kendo equipment;
2. Tripping up or sweeping the opponent's legs from under them;
3. Unfairly shoving or pushing an opponent outside the court with no attempt to preform a technique;
4. Stepping outside the court;
5. Dropping their own *shinai*;
6. Requesting a suspension of the match without a justifiable reason;
7. Doing anything else that violates the regulations.

Subsidiary Rules

Article 15 (Stepping out the court) *Jogai*

1. Having one foot totally over the boundary line tape.
2. Falling down with a part of the body outside the court boundary line.
3. Supporting the body by using the shinai outside the court area.

Article 16 (*Prohibited acts*)

1. Placing hands on the opponent or grabbing the opponent round the body.
2. Holding on to the opponent's *shinai*, holding or touching one's own *shinai* on the striking part.
3. Trapping the opponent's *shinai* under one's arm.
4. Holding the *shinai* intentionally on the opponent's shoulder.
5. Falling down and just lying on one's face without counterattacking.
6. Wasting time.
7. Performing an incorrect close quarter engagement (*Tsuba-zeriai*) or making incorrect strikes (*Datotsu*).

Section 2. Penalties

Article 18

A Competitor who has committed a foul listed in **Articles 15** (Drug Abuse) or **16** (Insult) shall lose the match and be ordered to retire from the court area. The opponent shall be given two points. Any points or *Jogai* advantages gained by the offending competitor shall be taken away.

Article 19 (**Prohibited equipment** *Fusei-yogu*)

A Competitor who has committed a foul listed in **Article 17.1** shall be penalized as follows; Remember that when both competitors have committed such fouls (*Hansoku*), both shall lose the match and the points or *Jogai* advantages gained in the match shall be taken away from both competitors.

1. A Competitor who has used prohibited equipment shall lose the match and any points or *Jogai* advantages already gained shall be taken away. The opponent shall be given two points.
2. The penalties set out in the preceding paragraph are not "back dated" to any preceding matches when the use of the prohibited article had not been detected.
3. A Competitor detected using such prohibited equipment shall be prohibited from continuing further in the competition, however, the person disqualified may be substituted in team matches, unless otherwise stipulated in the Rules of the tournament.

Article 20

1. When a Competitor has committed two fouls listed under **Article 17**, (Miscellaneous / Prohibited acts) Items **17.2 to 17.7** the opponent shall be given one point. The numbers of such fouls are cumulative during a match. However, in an extended match (*Encho*) when both competitors have gained one point each and a second foul is committed by both competitors at the same time, then the second foul is not counted and no penalty is given (*Sosai*).
2. In the case of foul **17.4** when both competitors have stepped out of the court, the competitor who stepped out of the court first receives the penalty.
3. In the case of **Article 17.4**: when an announcement of an effective strike or thrust has been cancelled, the competitor shall not be penalized for a *Jogai* as well as having the point disallowed.
4. For a foul stipulated in **Article 17.5**: when the opponent has made an effective strike or thrust immediately after the shinai has been dropped, a foul for dropping the shinai will not be made in addition to the loss of a point.

Subsidiary Rules

Article 17 Announcement of Simultaneous fouls (*Sosai*)

1. The first time simultaneous fouls are offset the *Shushin* warns the red side first with the word *Sosai*, then the white side, also with the announcement *Sosai*.
2. If further simultaneous fouls are committed then the Referee warns both sides simultaneously with the words *Onajiku Sosai*.

Part 2: Referees (*Shinpan*)

Chapter 1. General Rules

Referees Group

Article 21 (The makeup of the Referees Group)

A Referee Group consists of a (Shinpan-Cho) Referee Director, (Shinpan-Shunin) Presiding Referee (appointed only when two or more courts are set up), and Referees.

Article 22 (Referee Director, *Shinpan-Cho*)

The Referee Director has the necessary power to see that matches are fair and safely conducted.

Subsidiary Rules

Article 18 (Duties of the *Shinpan-cho*)

1. To uphold and oversee the rules and regulation of the tournament.
2. To oversee the smooth running of all matches.
3. To make a decision on any protests made.
4. To recommend a particular course of action outside the rules and regulations.

Article 19 (Signaling the start of the tournament)

1. If there is only one court, the *Shinpan-cho* will stand and signal *the Shushin* to start the match, with both competitors making a standing bow (*Ritsurei*) three steps away from the *Kaishi-sen*.
2. Where there are many courts in use, the *Shinpan-cho* will stand up and blow a whistle, or such like, when all competitors are standing at their starting places on all courts.

Article 23 (Presiding Referee)

The *Shinpan-Shunin* shall assist the Referee Director by controlling the match on their individual court.

Subsidiary Rules

Article 20 (Duties of presiding court referee *Shinpan-shunin*)

1. To manage the match on their court.
2. To make sure the rules and regulations are properly upheld.
3. To properly decide on any violations of the rules and regulations or protest (*Igi*) made and, if necessary, report to the *Shinpan-cho* for clarification on situations which might arise.
4. To supervise the Referees on the court.

Article 24 (Referee)

1. Referees shall consist of a *Shushin* and two *Fukushin* (Sub referees) all three having, equal powers to decide on valid strikes and thrusts and others situations.
2. The Chief Referee is responsible for the administering the match making signals and announcements of the valid strikes, thrusts and fouls etc.
3. The *Fukushin* assist the *Shushin* in the running of the match by making flag signals to indicate *Yuko-Datotsu*, *Hansoku*, etc. In an emergency, the *Fukushin* can make signals and an announcement to stop the match any time.

Subsidiary Rules

Article 21 (Duties of the *Shinpan-in* court referees)

1. To manage their court matches.
2. To clearly announce and signal.
3. To work as a team and make judgments together.
4. To acknowledge all signals made by the other two *Shinpan*.
5. When off court, discussions on good or bad points can be discussed in a constructive way with senior court referees. This is a very positive way to improve refereeing.
To talk about any uncertainties you may have and allow open communication, where you can talk and ask about refereeing points etc. This is why Referees should never sit on the same side as Competitors or Managers who can overhear what is said.

Article 25 (Court Staff)

Court staff manage the court matches, and consist of a Time Keepers, Scoreboard Keepers, Recorders, Ribbon-tiers, and Announcer (Court Manager - recommended).

Subsidiary Rules

Article 22 (Duties of the court staff)

1. The Time Keeper is responsible for keeping the time from the start of the match to the finish and for signaling that the clock is running or stopped by raising or lowering the yellow flag.
2. The scoreboard keepers shall display Teams / Individual names as well as any *Yuko-Datotsu* and *Hansoku* etc. announced by the *Shushin*.
3. The Recorders are responsible for keeping a record of all points made, also for recording the number and type of *Hansoku* made together with the total time of the match.
4. Ribbon-tiers put on competitors red/white ribbons and may help direct competitors to their right place.

(Recommendations)

The Announcer should announce the coming matches, team or individual name etc. If only one court is in use there may be no need for PA equipment, however at big tournaments it is important for everyone to hear clear announcements, this helps with the smooth running of the event.

Having a senior kendoka as a Court Manager can assist with the smooth running of the court workers.

Article 23 (Referees uniform)

1. Dark blue blazer. 2. Gray trousers. 3. White shirt. 4. Deep red tie. 5. Dark blue socks.
Plus set of your own flags.

Chapter 2. Refereeing

Section 1. Matters concerning Refereeing

Article 26 (Decision on Yuko-Datotsu)

A *Datotsu* (strike or thrust), scoring one point, shall be decided as *Yuko* (or effective) with one point scored in the following cases:

1. When two or three Referees have made a signal of *Yuko-Datotsu*.
2. When one referee has made a signal of *Yuko-Datotsu* and the other two Referees have signaled that they did not see the point.

Article 27 (Removal of a point once given Torikeshi of Yuko-Datotsu)

When a player has committed an improper act, the decision of *Yuko-Datotsu* may be reversed after a *Gogi* referees' conference.

Subsidiary Rules

Article 24 Reasons to take away a point.

1. When the competitor was lacking in spirit and good posture sufficient to stop a counter attack after making a valid strike or thrust.
2. Making victorious gestures after a valid strike.

Article 28 (Mistakes in a Decision)

Any referee who has doubt or concern about a decision on (*Yuko-Datotsu*) etc. should call a conference (*Gogi*) where they should quickly decide on the matter.

Subsidiary Rules

Article 25 (Incorrect or wrong decisions):

A *Gogi* should be called to correct the following.

1. When a wrong decision has been made on *Yuko-Datotsu* or *Hansoku*.
2. When a wrong decision has been on *Yuko-Datotsu* because no-one has noticed the signal to end the match.
3. When a wrong decision has been made on *Yuko-Datotsu* during a match because the number of *Hansoku* were counted incorrectly.

Article 29 (Manner of Refereeing)

Referees shall referee in the following manner:

1. When a Referee has made a signal of *Yuko-Datotsu*, the other Referees should immediately indicate their decisions.
2. When a *Yuko-Datotsu* has been given or the match has been stopped, the Chief Referee shall direct the Competitors to return to their start lines before re-starting the match.
3. When a Referee has noticed a foul which the others Referees have missed, he should immediately stop the match by using his/her flags. If the Referees are not clear on the point the *Shushin* calls a *Gogi* to discuss the infringement.
4. When a stalemate has been reached with neither competitor willing to separate from *Tuba-Zeriai* the *Shushin* will call (*Wakare*) to separate the competitors and restart the match where they are standing.
5. When a competitor has asked to stop the match the *Shushin* should stop the match then ask why they have wanted the match stopped.
6. When a winner is to be decided at the referees discretion all referees must simultaneously signal the winner with their flags on the announcement "*Hantei*" by the *Shushin*.

Subsidiary Rules

Article 26 (*Wakare*) separate

1. The Chief Referee *Shushin* shall announce "*Wakare*" to separate the competitors and then restart the match where they are currently positioned.
2. The competitors should be separated in such a manner that no competitor steps outside the court area when re-starting.

Section 2. Management by Referees

Article 30 (Injury or Accident)

When a competitor is unable to continue the match due to an injury or accident, the Referees shall settle the matter as follows, after determining the cause.

1. Referees shall determine whether to continue the match or not after consulting a Doctor or First Aider. In general a decision on the situation should be made within five minutes.
2. If a competitor is unable to continue the match due to injury and the opponent caused the injury, the opponent will lose the match; but if the cause is unknown, the injured competitor loses the match.
3. The competitor who is put out of action due to injury or accident may be reinstated in the remaining matches only after medical advice, and if the Referees allow him or her to do so.
4. Any competitor who has lost their match by causing an injury will not be allowed to participate in the remaining matches.

Subsidiary Rules

Article 27 *Tsuru* (the shinai string)

The *Tsuru* of the *Shinai* not only joins the *Tsuka gawa* to the *Saki gawa* together but also represents the back edge of a shinai and should always be facing upwards. Should a *Shinpan* see it turned in any other position *Shushin* will only stop the match to inform the competitor to correctly position it. When they are not in full fighting spirit or when the match has been stopped for some other infringement, if it happens again no other warning will be given and any *Yuko-Datotsu* will not be scored.

Article 31 (Default) failure to appear for a match or complete a competition.

A Competitor who has defaulted a match will become the loser and shall be prohibited from reinstatement in any further matches.

Subsidiary Rules

Article 28

A competitor is judged to have defaulted a match if he/she fails to appear for health or other reasons.

1. Individual matches *Fusen-gachi* is pronounced then *Shobu-ari* to waiting competitor after taking *sonkyo* in the centre.
2. Team matches team line up in a row *Fusen-gachi* is pronounced then *Shobu-ari*.

Article 32 (Points scored for the injured competitor or a competitor who has won on a default)

The winner in the case of **Articles 30 or 31** will be given two points, and the one point which has been scored by the injured competitor will remain valid. However, in an extension, the winner shall just be given one point.

Article 33 (Points or *hansoku* gained of the Offender)

The points or *hansoku* gained by the offender who has lost the match by virtue of **Article 30.2** shall be cancelled.

Section 3. Matters concerning Conference (*Gogi*) or Protest (*Igi*)

Article 34 (Conferences) *Gogi*

When a *Gogi* is deemed necessary, a Referee suspends the match and calls a conference in the centre of the court.

Article 35 (Protest) *Igi*

Nobody is allowed to protest against a decision made by the Referees.

Article 36 (Protest)

If a manager of a team has any doubts regarding the correct application of the Regulations by the referees, the manager may file a protest with the *Shinpan-Shunin* or the *Shinpan-Cho* within that particular competitors match time, and it must be done before the final bow.

Subsidiary Rules

Article 29 *Igi*

1. The Manager must use his red flag to indicate a protest.
2. The Manager must explain his protest to the *Shinpan-shunin* or to the *Shinpan-Cho*.

Chapter 3. Announcements and Flag Signals

Article 37 (Announcements)

Referees shall announce the Beginning, Ending, Restart, Suspensions, Separation, Valid strike or Thrusts), Winning or Losing, Conference and Fouls as described in the attached table (Page 12). Referees may add the reason with their announcements, if necessary.

Article 38 (Flag Signals)

Referees should make flag signals for the Suspension, Separation, Valid strikes or Thrusts Winning or Losing, and Fouls in the manner described in the attached table (Page 12).

Chapter 4. Supplement

Article 39

In situations not provided for in the Regulations or Sub-rules, Referees should make a decision by calling a *Gogi* and consulting with the presiding Referee or the Referee Director.

Article 6 Moved

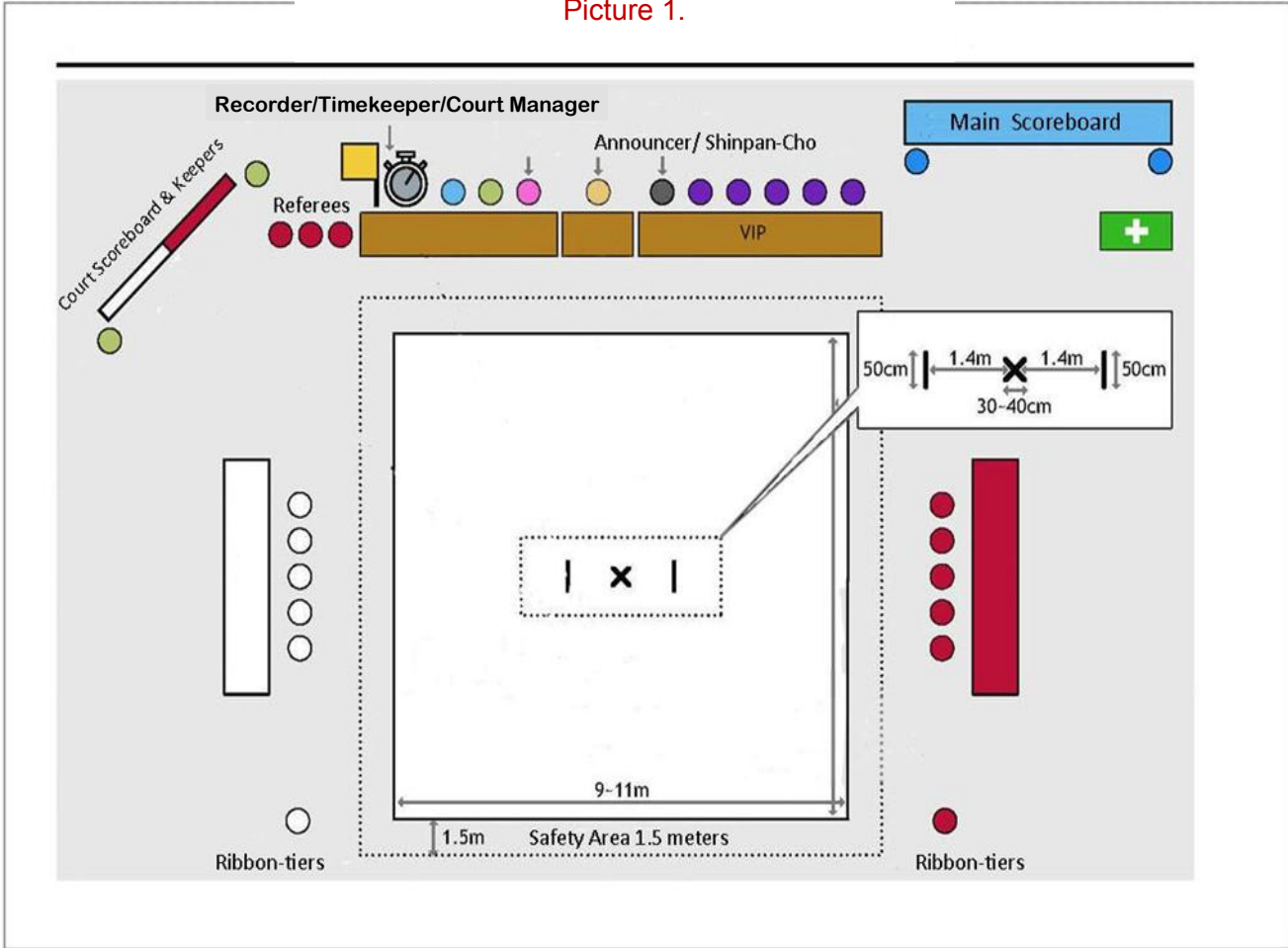
The handles of the *Referee*, *Timekeeper*, *Manager flags*, should be 1.5 cm in diameter, also flag size etc. (See Page 24 Pictures 5).

Bylaw

1. In situations where it is difficult to conform to the Regulations and the Subsidiary Rules because of the size or nature of a tournament, the tournament may be carried out without regard to these provisions, provided that the intention of the Regulations and the Subsidiary rules are not infringed.
2. The Regulations came into effect from March 26th 1997, revised March 23rd 2000 and Dec 2006.

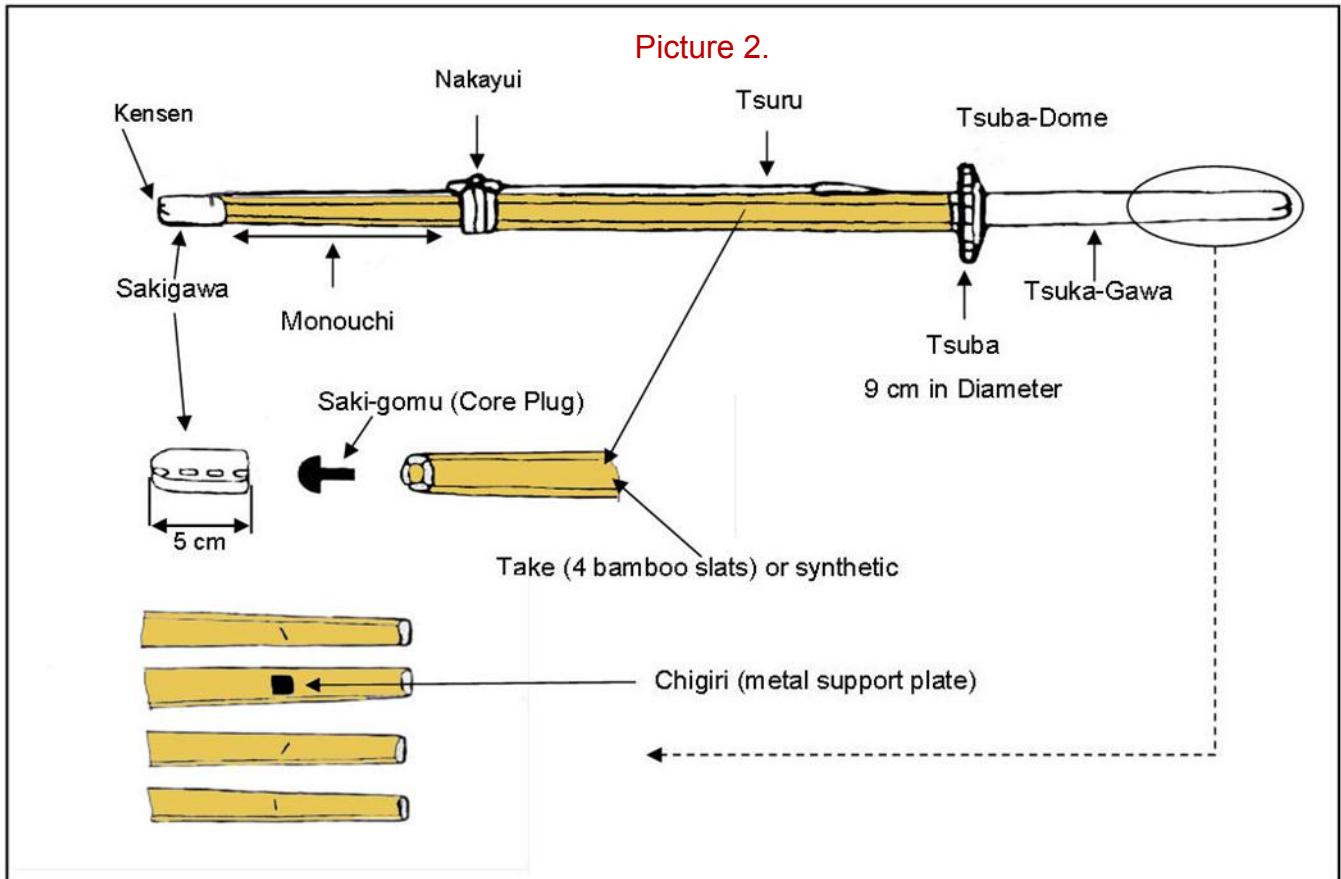
Court layout and measurements

Picture 1.

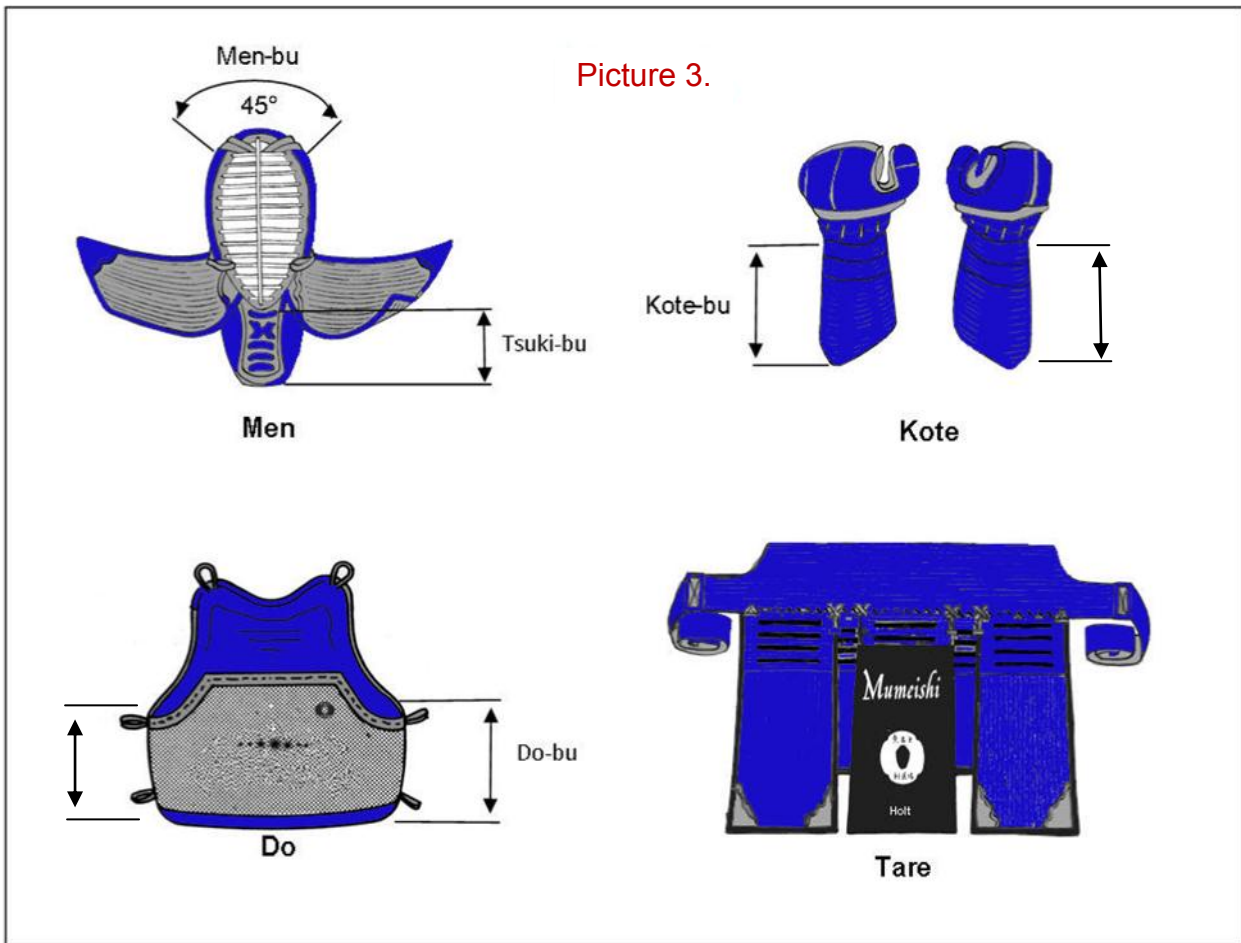


Parts of the Shinai

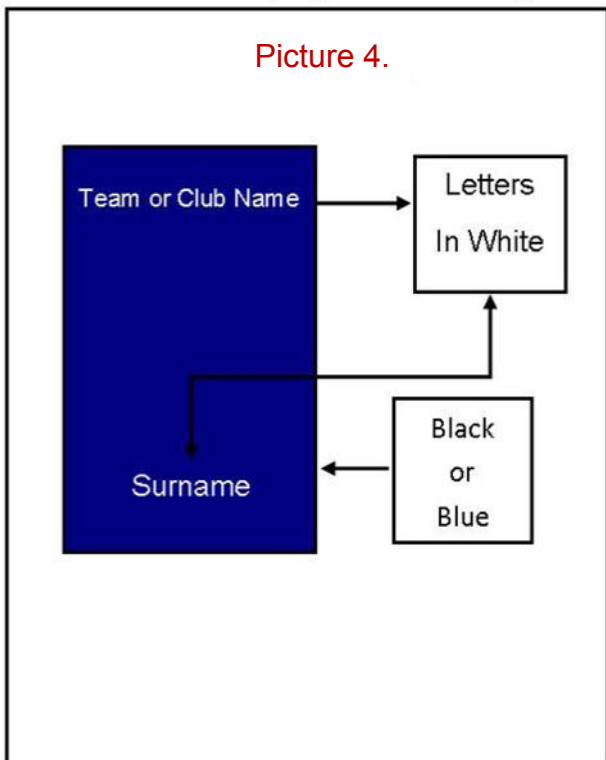
Picture 2.



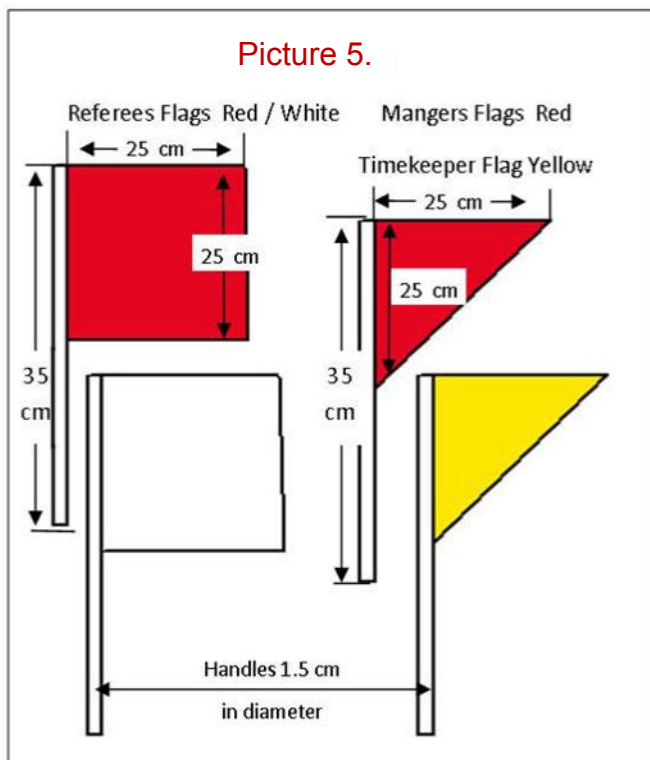
Kendo Armour (*Kendo-gu*) & Striking places (*Datotsu-bui*)



Name Cover (*Nafuda* or *Zekken*)



Flag specification



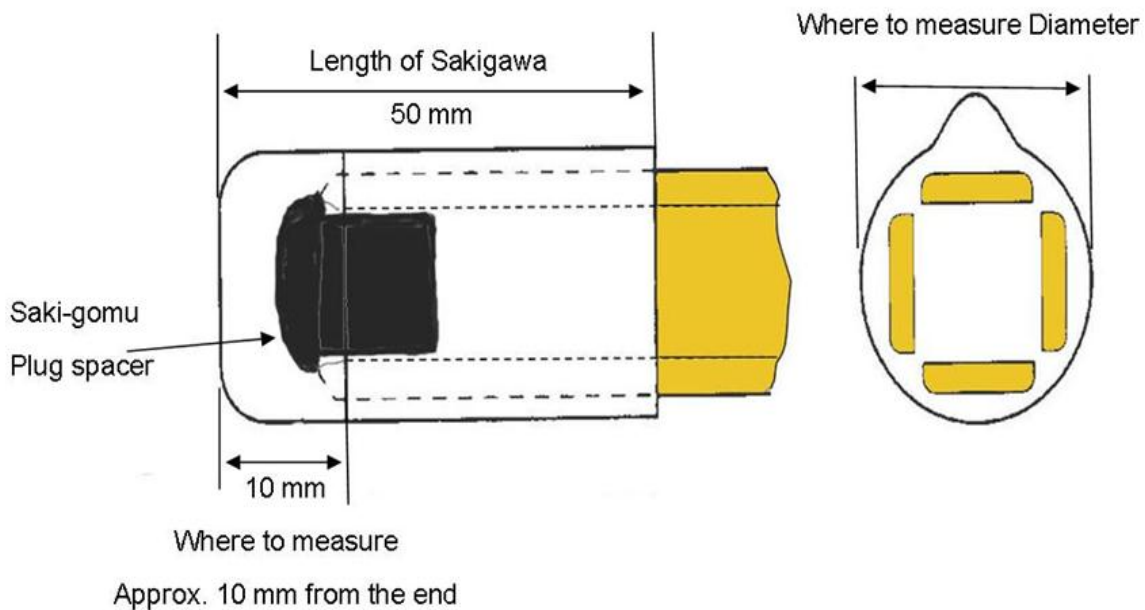
Picture 6.

A. Ito One shinai

	Sex	Age 12 o 15	Age 15 to 18	Age 18 and over
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 Two shinais

	Sex	18 years and over	
		<i>Daito</i> (Long shinai)	<i>Shoto</i> (Short shinai)
Length	Male/Female	114 cm	62 cm
Weight	Male	440 gr	280 gr / 300 gr
	Female	400 gr	250 gr / 280 gr
Diameter	Male	25 mm	24 mm
	Female	25 mm	24 mm



Place for notes on any rule changes etc.

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Third Edition

If you wish to use this book to improve your or your students' refereeing skills. You are welcome to use it all or in parts.

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Thank you

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