

The Regulations of Kendo

- For Shiai (competitions) and
Shinpan (referees)

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

All based on the regulation from All Japan Kendo Federation.

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THE PURPOSE OF THE REGULATIONS

Article 1

The purpose of the Regulations is to get *Shiai-sha* to play fairly at *Shiai* of the INTERNATIONAL KENDO FEDERATION in accordance with the principles of the sword and to properly referee the match without prejudice.

PART I: SHIAI

CHAPTER 1: GENERAL RULES

Article 2 – Shiai-jo (court)

As a rule, the *Shiai-jo* shall have wooden floor and its specifications shall be as follows:

1. The configuration of the court shall be a square or a rectangle with sides of 9 to 11 meters in length inclusive of the width of the line; and
2. The center of *Shiai-jo* shall be mark by a cross, and two *Kaishi-sen* (starting lines) shall be marked on both sides of the center at an equal distance. The length of starting lines and the distance between them are stipulated in the Subsidiary Rules Article 1.

Article 3 - Shinai

Shinai shall be made of bamboo, or of synthetic material as a substitute of bamboo approved by the ALL JAPAN KENDO FEDERATION. The structure, length, and weight of *Shinai* and the specifications of *Tsuba* are stipulated in the Subsidiary Rules Article 2.

Article 4 – Kendo-gu (equipment)

Kendo-gu (equipment) shall consist of *Men*, *Kote*, *Do* and *Tare*.
(See also Subsidiary Rules Article 3)

Article 5 - Uniform

The Kendo uniform shall consist of *Kendo-gi* and *Hakama*.
(See also Subsidiary Rules Article 4 – 7)

CHAPTER 2: SHIAI

Section 1: Matters Relative to Shiai

Article 6 – Duration of Shiai

The standard duration of *Shiai* shall be five minutes, and *Encho* shall be three minutes. The time from *Senkoku* of *Yuko-datotsu* or suspension of matches made by *Sushin* to the resumption of *Shiai*, shall not be counted in the *Shiai* duration.

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Article 7 – Decision of victory

Victory in the match shall be decided in accordance with the following rules:

1. Victory shall be decided generally in accordance with *Sanbon-shobu* (3 point match) rule; however, it may be decided in accordance with *Ippon-shobu* (1 point match) rule in case of time allocations at each tournament;
2. In *Sanbon-shobu*, the competitor who first scores two points within the match duration shall be the winner; however, if competitor scores one point without allowing the other any point within the match duration, the former shall be the winner;
3. In case victory has not been decided within the match duration, an extension may be allowed wherein the competitor who first scores one point shall be the winner. Otherwise, victory may be decided by *Hantei* or by Chusen (lot), or the match may be declared *Hikiwake*;
4. In case victory has been decided by referee's judgement or by lot, the winner shall be awarded one point; or
5. In pronouncing referee's judgement, referees shall take into consideration, first skill of the competitor, then their attitudes in the match. (See also Subsidiary Rules Article 9)

Article 8 – Dantai-shiai

Dantai-shiai shall be carried out in accordance with the following rules; however, the rules may be modified at each competition if necessary.

1. The team which has more winners than the other shall be the winner. In case the number of winners turns out to be equal, the team that has scored more points than the other shall be the winner. Furthermore, when the number of points scored is equal, one representative from each team shall fight to the finish; or
2. In case of the Kachinuki method, the competitor of a team may continue to fight as long as the winner keeps winning, and the team, which has defeated the last competitor of its opponent team, shall be the victor.

Article 9 – Beginning and Ending of Shiai

The chief referee shall declare the beginning and ending of the match.

Article 10 – Suspension and Resumption of Shiai

Any referee can declare suspension of the match, while the chief referee shall pronounce resumption of the match.

Article 11- Request for suspensions of Shiai

In case the competitor becomes unable to keep fighting due to an accident etc., the competitor may request a suspension of the match.

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Section 2: Valid Strikes and trusts (Yuko-datotsu)

Article 12 – Yuko-datotsu

Yuko-datotsu is defined as an accurate strike or thrust made onto *Datotsu-bui* of the opponent's equipment with the *Shinai* at its *Datotsu-bu* in high spirits and correct posture, being followed by *Zanshin*. (See also Subsidiary Rules Article 10 and 11)

Article 13 – Datotsu-bu of Shinai

Datotsu-bu of *Shinai* shall be *Jin-bu* of *Monouchi* and its neighboring part.

Article 14 Datotsu-bui (target points)

Datotsu-bui are as follows:

1. *Men-bu*
2. *Kote-bu*
3. *Do-bu*
4. *Tsuki-bu*

(See also Subsidiary Rules Article 13)

CHAPTER 3: PROHIBITIONS

Section 1 – Prohibited Acts

Article 15 – Drug abuse

Competitors are prohibited from drug abuse.

(See also Subsidiary Rules Article 14)

Article 16 - Insulting or offensive behaviors

Competitors are prohibited from insulting or acting offensively against referees or opponents. Miscellaneous Prohibitions

Article 17 - Miscellaneous Prohibitions

Competitors are prohibited from the following acts:

1. Use of Kendo equipment other than that stipulated;
 2. Tripping up or sweeping off the opponent's leg(s);
 3. Unfairly shoving or pushing an opponent out of the court;
 4. *Jogai*;
- (See also Subsidiary Rules Article 15)
5. Dropping the *Shinai* and being unable to use it;
 6. Requesting for suspension of *Shiai* without a justifiable reason; and
 7. Any other act that violates the Regulations.

(See also Subsidiary Rules Article 16)

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Section 2: Penalties (Dismissal)

Article 18 Dismissal

The competitor who has committed *Hansoku* (penalty) prescribed in Articles 15 and 16 shall lose the match and be ordered to retire from the court, and the opponent shall be given two points. The points or the status gained by the above loser shall be totally nullified.

Article 19 - Penalties

The competitor who has committed the penalty stipulated in Article 17, Item I, shall have the following penalties imposed; in case both have committed such a penalty, both shall lose the match and their points or status gained in the match shall be nullified.

1. The competitor who uses the prohibited Kendo equipment shall lose the match and his or her point(s) or acquired status shall be nullified whereas the opponent shall be given two points;
2. The effect of penalty in the preceding paragraph shall not be retroactive to the preceding the match wherein the use of the prohibited Kendo
3. Equipment had not been detected; and
4. The competitor who was detected using prohibited equipment shall be disallowed from participating in the remaining the match; however, the violator may be substituted in Team-match unless otherwise stipulated.

Article 20 - Others

1. In case the competitor has committed 2 penalties stipulated under Article 17, Items 2 to 7, the opponent should be given one point. The number of such penalties shall be cumulative during the match. However, in an extension or in the case where both competitors have gained one point respectively, if a second penalty is committed by both competitors simultaneously, such a penalty shall be offset and not be applied.
2. In the penalty stipulated in Article 17, Item 4, when both competitors have stepped out of court, competitors who first committed the penalty shall be subject to penalty.
3. In the case of Article 17, Item 4, when pronouncement of valid a strike/thrust has been revoked, penalty shall not be applied.
4. In the penalty stipulated in Article 17, Item 5, when the opponent has made a valid strike/thrust immediately after a penalty, that penalty shall not apply.

(See also Subsidiary Rules Article 17)

PART II: SHINPAN (REFEREES)

CHAPTER 1: GENERAL RULES

Article 21 – Composition of Shinpan group

The Referee group shall consist of *Shinpan-cho* (referee director), *Shinpan-shunin*, appointed only in cases where two or more courts are set up, and *Shinpan-in*

Article 22 – Shinpan-cho (The referee director)

Shinpan-cho shall have the authority to see that matches are fairly conducted.
(See also Subsidiary Rules Article 18 and 19)

Article 23 – Shinpan-shunin (Presiding referee)

Shinpan-shunin shall assist the referee director with the authority to control matches at their respective courts.
(See also Subsidiary Rules Article 20)

Article 24 – Shinpan-in (Referee)

1. As a general rule, a referee group shall consist of chief referee and two *Fukushin*, each having equal authority to decide on valid strikes/thrusts and others.
2. The chief referee shall have the authority to administer the match, to signal with *Shinpan-ki*, and to pronounce valid strikes/thrusts, penalties, etc.
3. Sub-referees shall assist chief referee in the administration of respective matches by signaling on valid strikes/thrusts, penalties, etc., with flags. Further, in case of emergency, sub-referees may signal and pronounce suspension of the match.

(See also Subsidiary Rules Article 21)

Article 25 – Court staff

In order to manage matches properly, a *Kakari-in* group shall consist of timekeepers, scoreboard recorders, score recorders, and competitor name callers. The composition and duties thereof are provided for in the Subsidiary Rules.
(See also Subsidiary Rules Article 22 and 23)

CHAPTER 2: REFEREES

Section 1: Matters relevant to referee

Article 26 – Decision

A strike/thrust shall be considered as *Yuko* and awarded one point in the following cases:

1. When two or three referees have signaled valid a strike/thrust; or
2. When one referee has signaled a valid strike/thrust and others has signaled abstention.

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Article 27 - Revocation of valid trust/strike

In case the competitor has committed an improper act, the decision of valid strike/thrust may be revoked upon *Gogi*, even after its pronouncement.

(See also Subsidiary Rules Article 24)

Article 28 – Mistakes in revocation or others

In case a referee has doubts about a decision of a valid strike/thrust etc., the referee shall call a conference wherein the referees shall come to a decision.

(See also Subsidiary Rules Article 25)

Article 29 – Procedures for referees

Referees shall judge in the following manner:

1. In case a referee has signaled a valid strike/thrust, other referees shall immediately signal their judgments;
2. In case a valid strike/thrust has been awarded, or the match has been suspended, chief referee shall get the competitor to return to starting lines and resume the match.
3. If a referee has noted a penalty, the referee shall immediately suspend the match and signal to that effect with the flags. However, if the penalty was not obvious, the referee shall call a conference wherein the referees shall discuss the matter.
4. In case *Tsuba-zeriai* has come to a stalemate, chief referee shall separate the competitors on the spot and get them to resume the match. (See also Subsidiary Rules Article 26)
5. In case a competitor has requested that the match be stopped, chief referee shall pronounce suspension of the match and thereafter ask the competitor about the reason.
6. In case a victory must be decided by referees' decision, all referees shall signal for the winner with flags simultaneously with pronouncement of 'HANTEI' by the chief referee.

(See also Subsidiary Rules Article 27)

Section 2: Disposition by Referees

Article 30 – Injury or Accident

In case a competitor is unable to continue the match due to an injury or an accident, the referee shall ascertain the cause and handle the matter in the following manner:

1. Referees shall determine whether to continue the match after consulting with a doctor. As a general rule, the referees shall spend no more than five minutes handling an accident.
2. In case a competitor is unable to continue the match due to an injury, should the opponent be deemed responsible for the accident, whether intentionally or not, the opponent shall lose the match; whereas, if the cause of the accident cannot be ascertained, the injured competitor shall lose the match.
3. A competitor who has been regarded incapacitated due to an injury or an accident may be reinstated in other matches to follow if a doctor and Shinpan-in allow a competitor to do so; and

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4. A competitor who has lost the match through causing an accident shall not be allowed to participate in other matches to follow.

Article 31- Default

A competitor who has defaulted during the match shall become the loser and be prohibited from participating in other the match to follow.

(See also Subsidiary Rules Article 28)

Article 32 –Winner by virtue of injured opponent or default

The winner by virtue of Articles 30 or 31 shall be given two points, while one point, if scored by incapacitation, shall remain valid. However, in extension, the winner shall be given one point.

Article 33 Points or acquired status of the offender

The points or acquired status of the offender who has lost the match due to Article 30, Item 2 shall be invalidated.

Section 3: Gogi (deliberation) or Igi (Protest)

Article 34 - Gogi

In case conference is deemed necessary, a referee shall suspend the match, call "GOGI" and discuss it in the center of the court.

Article 35 - Igi

Nobody shall be allowed to protest against decisions made by the referees.

Article 36 - Doubts

In case a team manager has a doubt about the application of the Regulations by referees, the team manager may file a protest with presiding referee or referee director before the match ends.

(See also Subsidiary Rules Article 29)

CHAPTER 3: PRONOUNCEMENT AND USE OF FLAGS

Article 37- Pronouncement

Referees shall pronounce the beginning, ending, resumption, suspension, Wakare (break), valid strike/thrust, victory, conference and penalty in the manner prescribed in Table 1. Referees may explain pronouncement, if necessary.

Article 38 - The use of flags

Shinpan-in shall use flags to motion suspension, break, valid strike/thrust, victory, conference and penalty in the manner prescribed in Table 1.

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CHAPTER 4: MISCELLANEOUS MATTERS

Article 39 – Supplementary matters

In case of occurrence of such matters that have not been provided for in the Regulations, *Shinpan-in* shall decide by conference, subject to the approval of presiding referee or referee director.

SUBSIDIARY RULES FOR KENDO SHIAI AND SHIMPAN

Article 1

The specifications of the court prescribed in Article 2 of the Regulations are as follows:

1. A space of at least 1.5 meters wide shall be kept outside of the court;
2. The width of lines shall be 5 to 10 centimeters, and the color thereof shall be white as a general rule; and
3. The cross in the center of the court, the length of starting lines and the distance between them are as shown in Figure 1.

Article 2

The specifications of *Shinai* referred to in Article 3 of the Regulations shall be as follows;

1. *Shinai* shall consist of four slats and shall not include any other objects other than the core inside *Sakigawa* and *Chigiri* inlaid at the end of *Tsuba*; the names of the respective parts of *Shinai* are indicated in Figure 2;
2. The specifications of *Shinai* are indicated in Table 2, A and B; the length indicated therein refers to the total length of *Shinai* inclusive of its accessories, and the weight to the total weight thereof inclusive of its accessories other than *Tsuba*; and
3. *Tsuba* shall be round in shape and be made of leather or synthetic material; it shall not exceed 9 centimeters in diameter and shall be fixed onto *Shinai*.

Article 3

Kendo-gu referred to in Article 4 of the Regulations is illustrated in Figure 3.

Article 4

Competitors shall wear at the crossing point of *Do* strings *Mejirushi*, a strip of cloth, either red or white, in the total length of 70 centimeters and width of 5 centimeters.

Article 5

Nafuda as illustrated in Figure 4 shall be affixed to the outer piece of *Tare*.

Article 6

The specifications of flags are shown in Figure 5; the standard for the flag handles shall be 0.5 centimeters in diameter.

Article 7

Competitors may use supporters or others only in case of medical need, provided that they are tidy and not hazardous to their opponents, subject to approval by presiding referee or referee director.

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Article 8

The procedures for entering and leaving the court of competitors and their manners including *Rei* may be specified at each tournament.

Article 9

Referees decision prescribed in Article 7, Item 5 of the Regulations shall be based on the following criteria:

1. Where a competitor has made strike/thrust nearly equal to a valid strike/thrust, his or her skill should be regarded higher than the other competitor.
2. Where a competitor is predominant in posture and movements, his or her attitude should be regarded as superior.

Article 10

The 'accurate' strike prescribed in Article 12 of the Regulations means a strike made in the same direction as *Jinbu* of *Shinai*.

Article 11

The following strike/thrust shall be valid:

1. A strike/thrust made to the opponent immediately after the opponent has let go of his or her own *Shinai*;
2. A strike/thrust made simultaneously when the opponent has stepped outside of the court; and
3. A strike/thrust made immediately after the opponent has fallen down.

Article 12

Strike/thrust in the following cases shall not be valid:

1. *Aiuchi*; or
2. When strike/thrust is made, the defender is checking the attacker by touching the attacker's upper front body with the tip of the defender's *Shinai* in high spirits and in the right posture.

Article 13

Datotsu-bui prescribed in Article 14 of the Regulations are shown in Figure 3, and the target areas of *Men* and *Kote* are specifically provided as follows:

1. The right and left side of *Men* shall be above the temple; and
2. The target area of *Kote* shall be the right forearm (the left forearm, if the opponent holds *Shinai* with his or her left hand forward) in the case of *Chudan-no-kamae*, or the left and right forearms in the case of other *Kamae*.

Article 14

Prohibited drugs outlined in Article 15 of the Regulations shall be specified separately.

Article 15

Stepping out of bounds as prescribed in Article 17, Item 4 of the Regulations shall be specified as follows:

1. Having one foot totally outside the boundary line;

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2. Having fallen on the floor with a part of the body outside the boundary line
3. Supporting the body with a part of the body or with *Shinai* outside the boundary line.

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 *Shinai* or grasping one' s own *Shinai* on its blade;
3. Taking hold of the opponent' s *Shinai* under one' s arm;
4. Intentionally putting one' s *Shinai* on the opponent' s shoulder;
5. Lying on one' s face without counteracting the opponent after having fallen on the floor;
6. Intentionally wasting time; or
7. Doing unfair *Tsuba-zeriai* or strike/thrust.

Article 17

Sosai applied to simultaneous penalties as prescribed in Article 20 of the Regulations shall be implemented as follows:

1. In the case of the first offset, pronouncement thereof shall be first addressed to the competitor on the red side and thereafter to the other on the white side, being followed by pronouncement of offset; and
2. In the case of the second or subsequent offset, pronouncement and signaling of offset with the flags shall be made simultaneously.

Article 18

The duties of referee director shall be as follows:

1. To strictly apply the Regulations and Subsidiary Rules to the match;
2. To ensure the smooth progress of the match;
3. To render decisions on protests; and
4. To decide on matters which have not prescribed in the Regulations or Subsidiary Rules and on unexpected happenings.

Article 19

The signaling by referees for the beginning of the first match shall be as follows:

1. When the court is ready, the referees will stand and the chief referee pronounce the beginning of the match when the first competitor stands at the location of the standing bow three steps back from starting line or
2. In the case where two or more courts are set, the referee director shall stand up and signal for the beginning by a whistle or the like, when all the pairs of the first competitor stand at the location of the standing bow.

Article 20

The duties of presiding referees shall be as follows:

1. To take responsibilities for management of match at their respective court;
2. To ensure the proper application of the Regulations and Subsidiary Rules;

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3. To properly and speedily decide on violations of the Regulations or Subsidiary Rules and on protests, if filed, and report to referee director, if necessary; and
4. To supervise the referees in the court.

Article 21

The duties of referees shall be as follows:

1. To manage their respective matches;
2. To clearly pronounce and signal;
3. To share a common standard of judgment with other referees;
4. To acknowledge by flags the signals made by other Shinpan- in; and
5. After the matches, the referees shall confer to review matches concerned, consulting presiding referee and/or the referee director, if necessary.

Article 22

The composition and duties of court staff prescribed in Article 25 of the Regulations are as follows:

1. There shall be, in principle, one head timekeeper and two or more sub-keepers per court who shall time the match duration and signal at its completion;
2. There shall be, in principle, one head scoreboard recorder and two or more sub-recorders per court who shall show referees pronouncements on the board and check referee signals;
3. There shall be, in principle, one head score recorder and two or more sub-recorders per court who shall keep record of scores including valid strikes/thrusts, number and kinds of penalties, and the time of the match; and
4. There shall be, in principle, one head Competitor caller and two or more assistants per court who shall call competitors and inspect their equipment.

Article 23

The uniform of referees shall be as follows, unless otherwise stipulated in each tournament:

1. A plain, dark blue jacket
2. A plain, gray pair of trousers
3. A plain, white shirt
4. A plain, deep red necktie
5. A plain, dark blue pair of socks

Article 24

Revocation of a valid strike/thrust provided for in Article 27 of the Regulations shall be applied in the following cases:

1. When the competitor who has made a valid strike/thrust is not alert in spirit and/or posture to a possible counterattack by the opponent; or
2. When the competitor who has made a valid strike/thrust makes exaggerated gestures of surplus power or validity of the strike/thrust.

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Article 25

Mistakes in decisions on a valid strike/thrust and others provided for in Article 28 of the Regulations are specified as follows:

1. In case an erroneous decision has been made about a valid strike/thrust or a penalty;
2. In case a decision of a valid strike/thrust has been made despite a signal of the expiration of the match duration; and
3. In case a decision of a valid strike/thrust has been made during a match in which the number of penalties has been incorrectly calculated.

Article 26

Break, provided for in Article 29, Item 4 of the Regulations shall be carried out as follows:

1. The Chief referee shall separate the competitors, by pronouncing 'WAKARE' and thereafter, get them to resume the match immediately ;and
2. Take their positions on the spot where they were separated within the court.

Article 27

Where a referee has observed that *Tsuru* is not correctly oriented, the referee shall notify the chief referee of the fault, and the chief referee shall clearly direct the competitor(s) to correct it. Thereafter, if the fault remains uncorrected, Shinpan-in shall not award valid strikes/thrusts.

Article 28

Default, as provided for in Article 31 of the Regulations shall include the following case:

1. In case the competitor(s) has arbitrarily defaulted the match for reasons of health or others.

Article 29

Protest, as provided for in Article 36 of the Regulations shall be filed in the following manner before the ending bow of the match:

1. The team manager shall signal for the filing of protest; and
2. The team manager shall state the protest to presiding referee or the referee director.

FIGURES AND TABLES

Table 1: Pronouncements by referee and the use of referee flags

	Situation	Pronouncement	Motion of flags	※
<i>Beginning</i>	Beginning of Shiai	"Hajime"	Hold flags on both sides of body.	Fig. 9
Resumption	Resumption of Shiai	"Hajime"	Same as above.	Fig. 9
Suspension	Suspension of Shiai	"Yame"	Raise flags straight up.	Fig. 14
<i>Yuko-datotsu</i>	Decision of Yuko-datotsu	"Men-, Kote, Do- Tsuki-Ari"	Raise a flag diagonally up on one side.	Fig. 10
	Denial of Yuko-datotsu		Crisscross flags downward.	Fig. 11
	Abstention from decision of judgment		Hold flags downwards.	Fig. 12
	Revocation of Yuko-datotsu	"Tonikeshi"	Crisscross flags downward.	Fig. 11
	Beginning of 2 nd point	"Nihon-me"	Lower the raised flag.	Fig. 10
	Beginning of 3 rd point	"Shoubu"	Same as above.	Fig. 10
Decision of victory	Decision of victory	"Shobu-ari"	Same as above.	Fig. 10
	Beginning of encho	"Encho-hajime"	Hold a flag diagonally up on one side.	Fig. 9
	Ippon-gachi	"Shobu-ari"	Raise a flag diagonally up on one side.	Fig. 10
	1. Pronouncing Hantei 2. Victory by Hantei	1. "Hantei" 2. "Shobu-ari"	1. Same as above. 2. Lower the raised flag.	Fig. 10
	Victory by Kiken	"Shobu-ari"	Hold a flag diagonally up on one side.	Fig. 10
	Hikiwake	"Hikiwake"	Hold flag crossed above the forehead.	Fig. 13
	Incapacitation in Shiai	"Shobu-ari"	Hold a flag diagonally up on one side.	Fig. 10
	Victory by lot	"Shobu-ari"	Same as above	Fig. 10
	Match by representative	"Hajime"	Hold flags on both sides of body.	Fig. 9
<i>Gogi</i>	Call of gogi	"Gogi"	Raise both flags straight up in right hand	Fig. 16
	Signaling its results		Signaling by chef referee with the flags	

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<i>Hansoku</i>	Abuse of Drugs	"Shobu-ari"	Raise a flag diagonally up on one side	Fig. 10
	Insulting or offensive Acts	"Shobu-ari"	Same as above	Fig. 10
	Use of prohibited equipments	"Shobu-ari"	Same as above	Fig. 10
	Tripping or sweeping-off of opponent's leg	"Hansoku () kai"	First, raise flags diagonally downwards on one side, and declare the number of Hansoku with finger(s) towards the violator.	Fig. 17
	Pushing out the opponent out of court	Same as above	Same as above.	Fig. 17
	Leaving hold of Shinai	Same as above	Same as above.	Fig. 17
	Requesting for a brake without justifiable reason	Same as above	Same as above.	Fig. 17
	Hansoku simulations committed by both competitors	Same as above	Raise flags diagonally on both sides.	
	Miscellaneous violation of regulation	Same as above	First, raise flags diagonally downwards on one side, and declare the number of Hansoku with finger(s) towards the violator.	Fig. 17
	Having committed second Hansoku	Indicating with fingers "Hansoku-nikai" and "Ippon-ari"	Raise a flag diagonally up on one side.	Fig. 10
	Applying a offset	"Sosai" and "Omajiku-Sosai"	Crisscross flags downwards.	Fig. 11
<i>Wakare</i>	1. When Tshubazeria has come to a stalemate. 2. To resume fight	1. "Wakare" 2. "Hajime"	1. Raise both flags straight forward. 2. Lower flags downward.	Fig. 15
Injury, Accident, or Default	Victory due to injury, accident or default.	"Shobu-ari"	Raise a flag diagonally up on one side.	Fig. 10

✕ Refer to the figures given in; "*The guidelines for Knedo Shiai and Shimpai*".

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Table 2: Specifications of *Shinai*

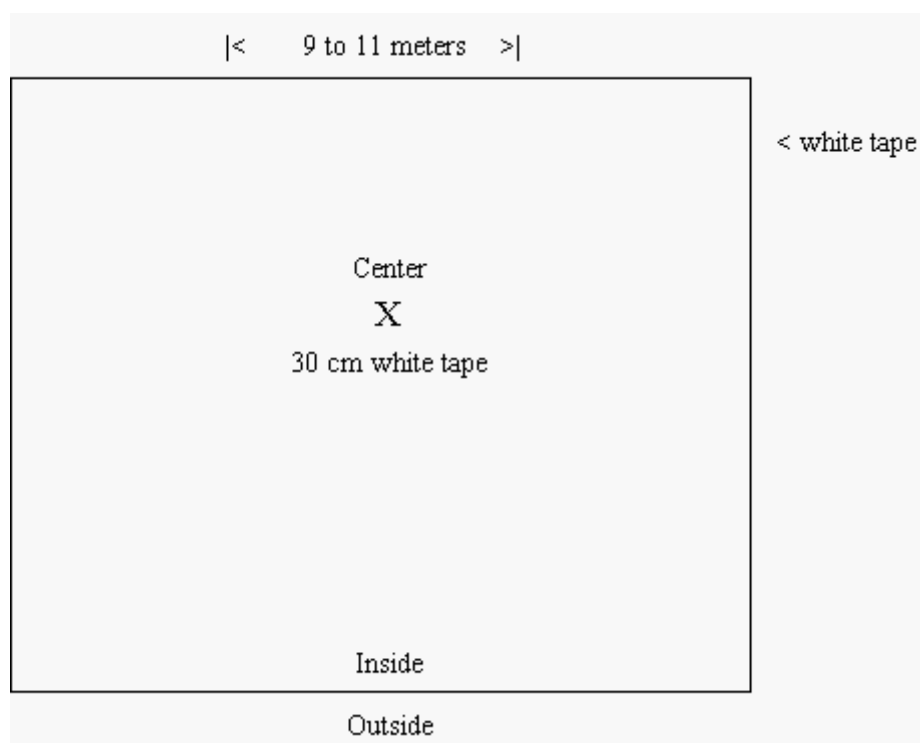
A: Itto

	Sex	Junior High School Student (12-15 yrs.)	Senior High School Student (15-18 yrs.)	University Students and older Adults (18yrs. and up)
Length	Male/Female	≤ 114 cm	≤ 117 cm	≤ 120 cm
Weight	Male	≥ 425 gr	≥ 470 gr	≥ 500 gr
	Female	≥ 400 gr	≥ 410 gr	≥ 420 gr

B: Nito

	Sex	University Students and older Adults (18yrs. and up)	
		Daito (longer sword)	Shoto (shorter sword)
Length	Male/Female	≤ 114 cm	≤ 62 cm
Weight	Male	≥ 425 gr	280 gr ≤ W ≤ 300 gr
	Female	≥ 400 gr	250 gr ≤ W ≤ 280 gr

Figure 1: Court



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Figure 2: Names of part of Shinai

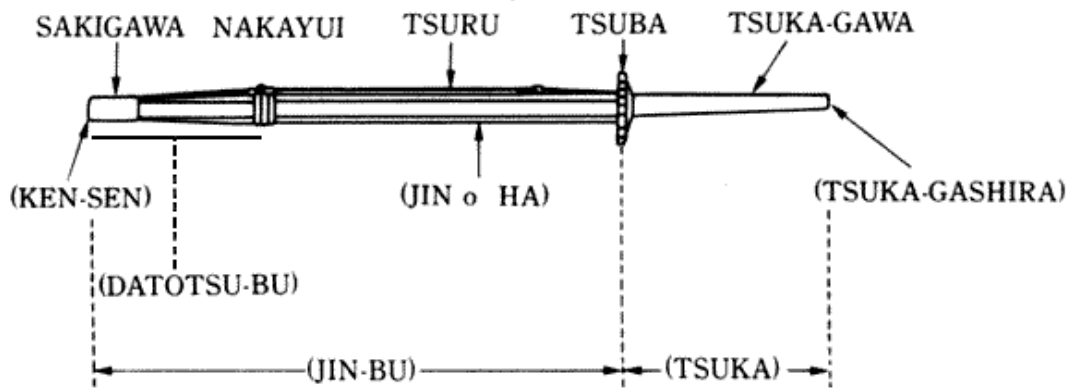
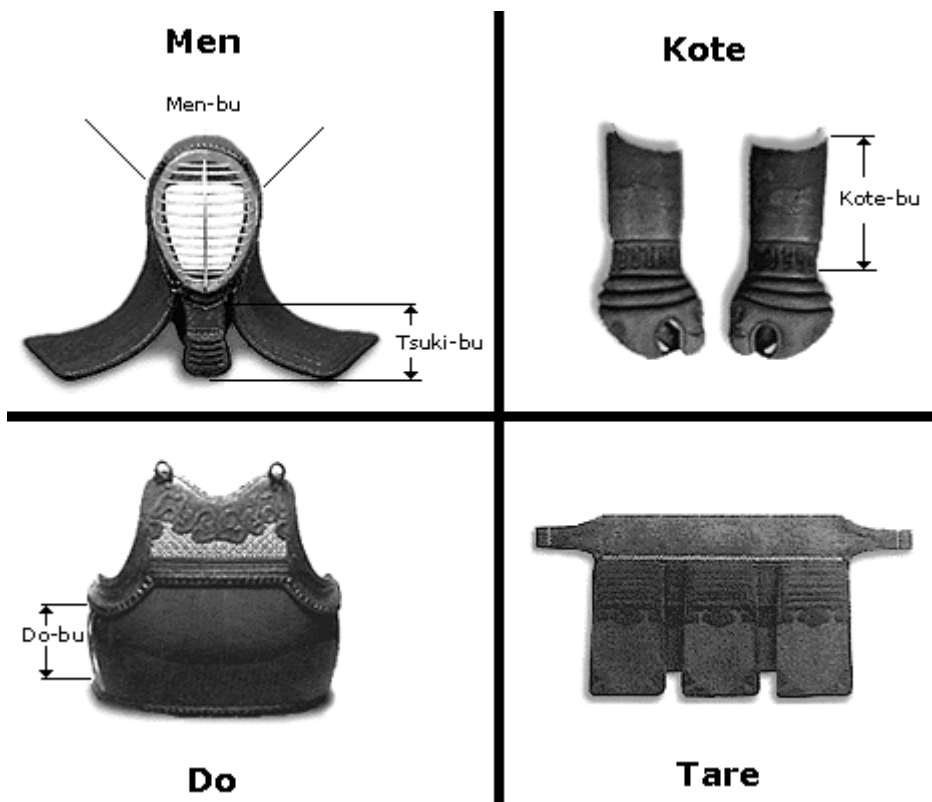


Figure 3: Protection gear, and target areas



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Figure 4: Nafuda

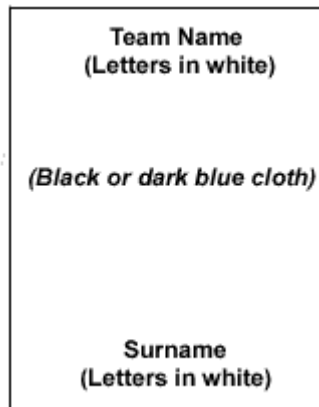
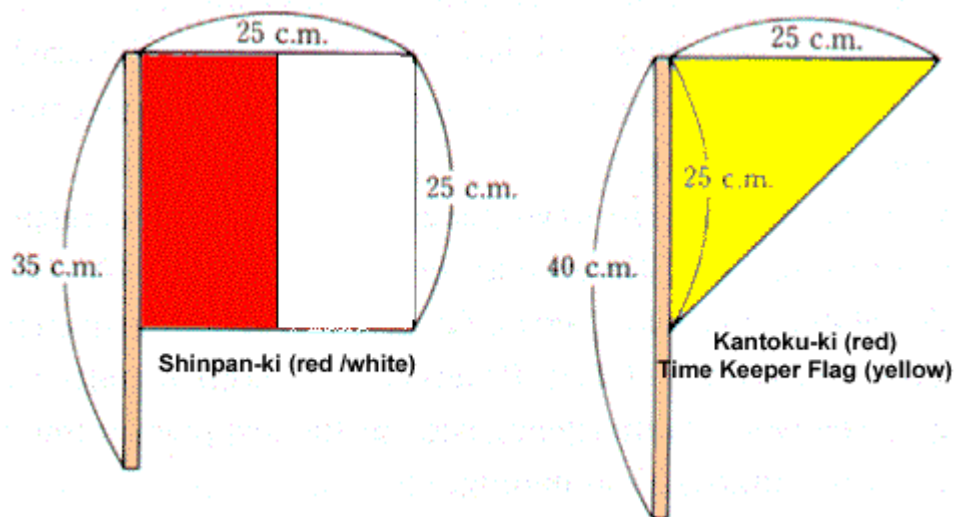


Figure 5: Specification of flags



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GLOSSARY

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

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

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

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