



38th Victorian Kendo Championships

14-15 August 2021

Event conducted by Victorian Kendo Renmei Inc.

Venue

Victoria University, Footscray Park Campus, Ballarat Road

Court 1, Level 1, Footscray Park Aquatic and Fitness Centre (Building L)

Event Schedule

| Saturday 14 August | |
|---------------------------|--|
| 8:00-9:00am | <ul style="list-style-type: none"> ● Registrations ● Shinai Check |
| 9:00-9:30am | <ul style="list-style-type: none"> ● Opening Ceremony ● Competitor and Shinpan Briefing |
| 9:30-10:00am | <ul style="list-style-type: none"> ● Shinai Check |
| 9:30am-5:00pm | <ul style="list-style-type: none"> ● Men's Kyu Individuals ● Women's Kyu Individuals ● Women's Dan Individuals ● Men's Dan Individuals |
| Sunday 15 August | |
| 8:00-8:45am | <ul style="list-style-type: none"> ● Shinai Check |
| 9:00-5:00pm | <ul style="list-style-type: none"> ● Men's Kyu Teams ● Women's Kyu Teams ● Veterans Individuals ● Kata Pairs ● Women's Open Teams ● Men's Open Teams |

*Events and schedules are subject to change

Competitor Registration Fees

Entries close Friday 23 July 2021

Individuals: \$30

Men's Teams: \$125 per team

Women's Teams: \$75 per team

Kata Pairs: \$50 per team

See below for registration process and eligibility for competitors.

1 REGISTRATION PROCESS

- ALL competitors, shinpan and volunteers are required to submit their entry/registration via the VKR's online registration site: <https://vkr.ecwid.com/>
- Clubs are also required to submit team entries (including Kata Pairs) via the online registration site.
- Competitors:
 - To register for individuals, please select the correct division and provide your details.
 - To register as a competitor to compete in a teams or kata pairs event ONLY, you need to register with a TEAM EVENT ONLY submission.
- Clubs:
 - Each club is required to register the teams and kata pairs. Please select the correct division and provide the details of the team.
 - Note: If a team member is ONLY participating in a teams event, they will also need to register with a TEAM EVENT ONLY individual entry.
- Shinpan/volunteer:
 - If you are a shinpan or volunteer, you will also need to register your attendance on the website to support planning and contact tracing.

**ALL ENTRIES MUST BE RECEIVED BY 23 JULY 2021
LATE COMPETITOR/TEAM ENTRIES WILL NOT BE ACCEPTED**

1.1 Refund Policy

The following refund policy will apply to this year's VKC:

- Competitor/club withdrawal:
 - More than 2 weeks prior to the event (before 30 July 2021): a full refund (minus any payment processing fee) will be provided within 10 working days after you have notified (and received acknowledgement) from the VKR.
 - Less than 2 weeks prior to the event (after 30 July 2021): a 100% cancellation fee will apply and no refund will be given.
- COVID-19: If the VKC is cancelled due to COVID-19 or a competitor cannot attend due to travel bans or isolation/quarantine requirements, a full refund will be provided within 10 working days.

2 ELIGIBILITY

Note: Changes to eligibility compared to previous years highlighted in blue

2.1 General

- Only Life Members and Ordinary Affiliate Members (Adult) whose membership fee has been received by **15 July 2021** are eligible to participate in the 2021 Victorian Kendo Championships.
- **Junior Members (i.e. those younger than 18 years of age on 1 July 2021) cannot compete in the Victorian Kendo Championships.**
- **Competitors may only represent the Club for which they are registered.**
- A competitor may participate in both Individual and Team events.

2.2 Individual Events

- A competitor may enter only one Individual event. Entrants for the Veteran's Individual Championship may not compete in the other individual events.
- Competitors entering the Veteran's Individual Championship must be 45 years of age or over on the first day of the competition.
- The Dan Individual events are for Dan Grades only.
- Ungraded competitors may enter the Kyu Grade Individual events. However, Club Instructors must be sure that all entrants from their Club can:
 - compete safely without putting either themselves or their opponents at risk,

- understand Shiai procedure and,
- compete without causing unnecessary delays.

2.3 Team Events

- Each Club may only enter one team in each Team event
- Only Club Teams may enter Teams events – all members of a Club Team must be registered members of that Club
- Competitors graded 3 Kyu or above may be part of an Open Team, however as the restrictions on *tsuki* etc do not apply in these events Club Instructors must be sure that any such entrants from their Club are able to compete safely without putting either themselves or their opponents at risk. (See Para. 3.1 below).
- Ungraded competitors may be part of a Kyu Grade Team; however Club Instructors must be sure that all entrants from their Club can:
 - compete safely without putting either themselves or their opponents at risk,
 - understand Shiai procedure and,
 - compete without causing unnecessary delays.

3 SHIAI RULES

Note: Changes to shiai rules from previous years, including COVID-related changes are highlighted in yellow

3.1 General

- FIK Rules & Regulations: all matches will be played in accordance with the FIK Rules & Regulations, with the following additional Competition Rules. All matches will be *san-bon shobu* (three point match) unless otherwise specified.
- Competition Draws & Referees: the VKTC is responsible for the allocation of the draw for each event and allocation of referees (shinpan) to each event.
- In Kyu Grade matches, use of *tsuki* thrust, *jodan-no-kamae* and *nito* (two sword) style are not permitted. The use of prohibited techniques, if found during a match, may result in a *hansoku* or the disqualification of the offending player.

3.2 Individual Competitions

- Preliminary rounds will be conducted using a pool system with 3 point matches.
- Pools will consist of 3 competitors (in principle) but may consist of 4 competitors depending on the number of competitors in the event.
- In pools of 3 the order of matches is as follows: A><B, A><C, B><C
- In pools of 4 the order of matches is as follows: A><B, C><B, C><D, A><D
- There will be no extension (*encho*) in pool matches
- The winner of a pool will be determined by number of wins (draws are not counted)
- If two or more players equal on wins, then by number of points scored (points conceded are not counted).
- If two players still equal, an *ippon shobu* (one-point) match will be played to determine winner.
 - For Kyu and Veterans events the initial match time will be 2 minutes with an unlimited number of 2 minute *enchos* thereafter.
 - For Dan events the initial match time will be 3 minutes with an unlimited number of 3 minute *enchos* thereafter.
- If all three players are equal on wins and points scored, pool is played again in full (*sanbon shobu*).
- Progression in the competition after the pools will be by knock-out.
- Knock-out rounds and finals will have an unlimited number of Extensions (*encho*) until the match is decided.
- The duration of matches and *encho* will be dependent on the event as follows:

- Kyu Individual Competitions 4 min, unlimited number of *encho* of 2 min. each.
- Dan Individual Competitions 5 min, unlimited number of *encho* of 3 min. each.
- Veteran's Individual Competition 4 min unlimited number of *encho* of 2 min. each.

3.3 Team Competitions

- All Team competitions will be conducted using the knockout system.
- For the first round, the names and positions of each of the competitors of the team will be handed to the court referee by the team manager 30 min prior to the commencement. The names and positions in subsequent rounds will be handed to the court judge immediately after the previous match.
- Even if there is no change to the order from the previous match, an order list must be submitted for each match.
- In case where the competitor's order is different from the one described in the submitted order:
 - If it is noticed before a *shushin* (chief referee) in charge declares '*hajime*', the team order can be corrected in accordance with the submitted order. No penalty applies.
 - If it is found after the *shiai* begins, *shinpan-ins* in charge must stop the *shiai* immediately. The *shiai-sha* whose order is incorrect and any other *shiai-sha(s)* of the same team whose orders are also incorrect will lose their respective *shiais*. Their opponents will be awarded 2 points per *shiai*, respectively.
 - If it is found, before *sogo no rei* (mutual bowing) is exchanged at the conclusion of the *shiais*, that members from either or both teams were in violation of the order submitted, all *shiai-shas* whose orders were incorrect will lose his/her *shiai* and each opponent will be awarded 2 points per *shiai*, respectively.
 - If both teams are found in violation after the *shuryo no rei* (mutual bowing at the end of *shiai*), the *shiai* outcome must not be changed.
- There will be no *encho* in the team matches, except for the play-off match (*daihyou-sen*).
- The winning team will be determined by number of wins.
- If the number of wins is equal, then by number of points scored (points conceded are not counted)
- If the number of wins and the number of points is still equal, then one player from each team shall play an *ippon-shobu* (one-point) play-off match (*daihyou-sen*).
 - For Kyu Teams events the initial match time will be 2 minutes with an unlimited number of 2 minute *enchos* thereafter.
 - For Dan Teams events the initial match time will be 3 minutes with an unlimited number of 3 minute *enchos* thereafter.
- A default will be regarded as a loss with the opponent awarded 2 points.
- The duration of matches will be dependent on the event as follows:
 - Kyu Team Competitions 4 min
 - Open Team Competitions 5 min

Team Manager (*Kantoku*)

- Team managers may accompany and sit with their team during *shiai*.
- Team managers will provide their own *kantoku-ki* for signalling a protest (*Igi*) if required.
- The *kantoku-ki* will be as specified in the FIK Rules & Regulations.
- Team managers and *shiai-sha* must not bring watches or any timing device into the designated waiting area. In addition, they must not engage in providing coaching or encouragement to the players during their *shiai*.

Number of Players and Competing Order - Men's Kyu & Open Team matches

- Teams will be limited to 6 players (5 + 1 Reserve) a side, with a minimum of 3 players;
- If playing with 4 players, must play positions 1, 3, 4, 5;
- If playing with 3 players, must play positions 1, 3 & 5.

Number of Players and Competing Order - Women's Kyu & Open Team matches

- Teams will be limited to 4 players (3 + 1 Reserve) a side, with a minimum of 2 players;
- If playing with 2 players, must play positions 1 & 3.

Kata Pairs

- Teams must perform Nihon Kendo Kata 1 – 7

4 SHINPAN (REFEREES)

- The VKTC is responsible for allocation of referees (shinpan) to each event.
- All competitors 3 Dan and above may be called to referee.
- All referees will wear the uniform consisting of: a plain dark blue jacket, a plain grey pair of trousers (no skirts), a plain white shirt, a plain deep red necktie and a plain dark blue pair of socks. If a competitor is required to shinpan a competition immediately preceding or immediately after their own competition, they may wear *kendo-gi* and hakama.
- Referees will wait in the designated area when not on duty and refrain from mixing with competitors where possible.

5 TIMING AND LOCATION OF EVENTS

- The VKTC reserves the right to adjust the commencement and *shiai-jo* (court number) of relevant events and/or matches during the Championships as circumstances require.
- The VKTC reserves the right to change the draws due to the no-show or withdrawal of one or more competitors. Such changes must be made before the event commences.

6 COVID MODIFIED *TSUBAZERIAI* RULES

These Rules are introduced to minimise the risk of transmission of corona virus during *shiai*. They will remain in place while the pandemic continues.

1. *Shiai-sha* shall avoid *tsubazeriai*.
2. When *tsubazeriai* cannot be avoided and there is contact, *shiai-sha* must either:
 - execute *hikiwaza*, or *waza* after *taiatari*, as soon as they come in contact with each other, or,
 - if no *waza* is executed, both *shiai-sha* shall proactively and immediately separate themselves from each other.
3. *Shiai-sha* shall make effort in separating themselves without waiting for the shinpan to call "*wakare*".
4. If this does not happen and *tsubazeriai* or other contact continues, shinpan shall call "*Wakare*" immediately.
5. *Shiai-sha* shall be penalised with *hansoku* if refusing to separate, if intentionally wasting time, or if they continue to approach their opponent with defensive posture (i.e. avoiding fighting).
6. When mutually separating, whether of their own accord or as a result of "*wakare*" being called by the *shushin*, *shiai-sha* shall do so together, in equal spirits, and with the *shinogi* in contact. *Shiai-sha* shall not open or lower their *kensen*. *Shiai-sha* shall move to a distance where their *kensen* do not touch.
7. *Shiai-sha* shall not press, strike or *maki* (twist) opponent's *shinai*, or *gyaku-kousa* (cross *shinai* on the *ura*) whilst separating.
8. No *waza* shall be attempted or executed whilst *shiai-sha* are separating. If a *waza* is executed, that *waza* shall not be considered *yukou-datotsu*.
9. If a *waza* is attempted or executed whilst *shiai-sha* are separating, the offending *shiai-sha* may be penalised a *hansoku*. This includes *oikomi datotsu* (chasing *datotsu*), or feigning to separate then executing a *waza*.
10. In each situation above, shinpan shall confer in *gogi* and make judgement as to whether to award *hansoku* based on each cause and circumstance.

7 UNIFORM, KENDO-GU AND SHINAI

7.1 Uniform

- The uniform for *shiai-sha* comprises *kendo-gi* and *hakama* in dark blue, black or white. No excessive decorative embroideries should be placed on the uniform.
- The sleeves of a *kendo-gi* must be long enough to protect the elbow joints.
- *Nafuda* (Zekken): Competitors must wear a dark blue or black *nafuda* on the centre panel of their tare with their team name written across the top and their surname written across the bottom. The lettering shall be in white using English alphabet. Specifications can be found at: http://www.kendoaustralia.asn.au/content/?page_id=1230

7.2 Kendo-Gu

- If a laminated polycarbonate sheet (*men* shield) is fitted as an integral part of the *men* (See Figure 1), it must be the type approved by the All Japan Kendo Federation. Non-compliant *men* will not be permitted.
- *Men himo* will be dark blue or black. Red or white *men himo* are not permitted.
- The *men-buton* (flaps) must be long enough to protect shoulder joints and have sufficient impact absorbing capacity.
- The external surface of the *men-gane* (the grill) must be silver (natural metal surface). Black *men-gane* is not permitted.
- The depth of *eguri* (cut) in *kote-buton* (padding) should be no wider than 2.5cm between the longest part and the shortest part of the *kote-buton* (see Figure 2).
- *Kote-buton* (padding) should protect more than half of the forearm (distance between wrist and elbow) and the fist area of *kote* and *kote-buton* area should have sufficient impact absorbing capacity.
- *Kote* not meeting these requirements will not be permitted.
- It is strongly recommended that the following items are not used at the Victorian Kendo Championships:
 - Black *men-gane* (*daiwa*) (inside of the leather around the *men-gane*) is strongly discouraged; the *men-gane* (*daiwa*) must be red. (see Figure 3)
 - The *do* must not be excessively decorated (e.g. excessively glossy or offensive appearance or the use of animal fur on the *do-dai-do* base)
 - Clubs are asked to ensure that their members do not purchase the items described in this section, or do not use them at the VKC.



Figure 1 - Laminated Polycarbonate Men Shield

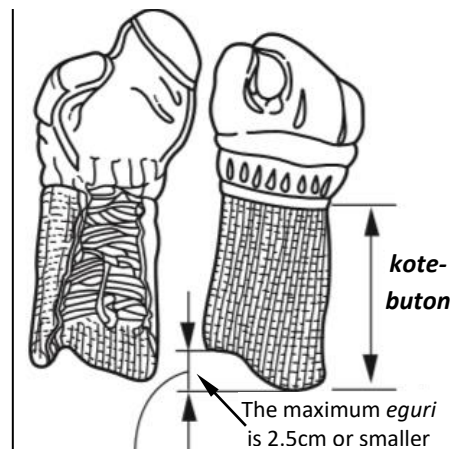


Figure 2 – A description of eguri



Figure 3–Men-gane (Daiwa)

7.3 Shinai

The *shinai* dimensions must satisfy the following requirements in addition to those listed in the FIK Rules & Regulations, 2 Sep 2017. The *chikuto* diameters mentioned are measured using the prescribed *shinai* gauge, as indicated below in Figure 4 – A schematic diagram of method used to measure the minimum *chikuto* diameters.

Criteria of Shinais for Ittou (one sword)

| | Gender | | Senior High School (15-18yrs; also the same age bracket) | University Students and other Adults (18yrs and up) |
|----------|--------|----------------------------------|--|---|
| Diameter | Men | Minimum <i>chikuto</i> diameter* | 21 mm or wider | 21 mm or wider |
| | Women | Minimum <i>chikuto</i> diameter* | 20 mm or wider | 20 mm or wider |

Criteria of Shinais for Nitou (two swords):

| | Gender | | University Students and other Adults (18yrs and up) | |
|----------|--------|----------------------------------|---|----------------|
| | | | Daitou | Shotou |
| Diameter | Men | Minimum <i>chikuto</i> diameter* | 20 mm or wider | 19 mm or wider |
| | Women | Minimum <i>chikuto</i> diameter* | 19 mm or wider | 19 mm or wider |

* *Minimum chikuto diameter*: Diagonal diameter to be measured at the section, 8cm down from the tip of *shinai sakigawa*.

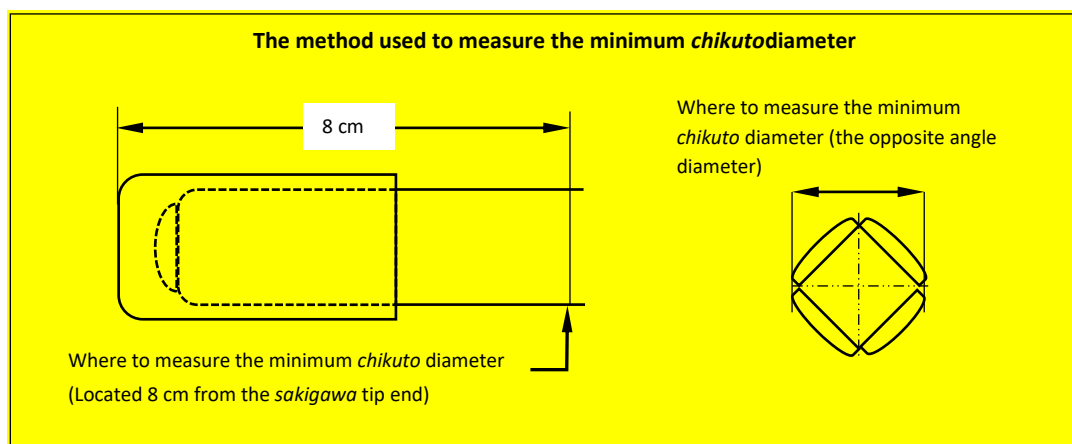


Figure 4 - A schematic diagram of method used to measure the minimum *chikuto* diameters