



# **IAIDO SHIAI & SHINPAN REGULATIONS & GUIDELINES**

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# REGULATIONS

## 1. GENERAL RULES

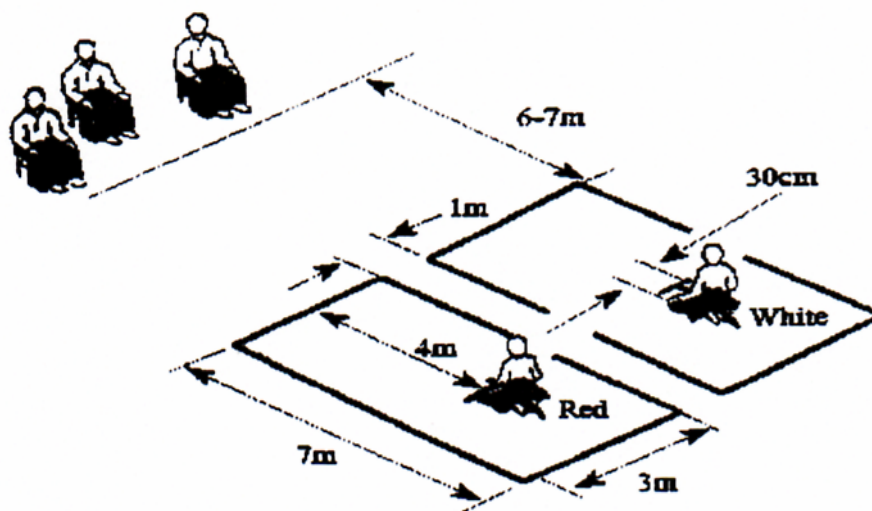
- 1.1 **Sword:** Only proper iaito and shinken are permitted. The sword should be inspected prior to the match to ensure the *mekugi* is properly fitted and not loose.
- 1.2 **Attire:** An Iaido or Kendo gi and hakama shall be worn. The hakama and gi should be black, dark blue or white. Proper name tags are encouraged but not required. If worn, the name tag should be attached to the left chest. No jewelry is permitted.

The back, front and sides of the gi should not bulge, nor should the back of the neckline stick out. The neckline at the front should meet close to the base of the throat and should not loosen or come apart during practice. T-shirts may not be worn but an under-gi (juban) is permissible. The gi must be long enough to cover the leg at the side of the hakama.

Tabi are only allowed under unusual circumstances and with permission of the Referee Director. The obi usually matches the colour of the hakama. Sageo must be used at all dan levels of competition. At kyu grade levels below ikkyu it is preferred but not strictly required. For ikkyu and above it is required.

### 1.3 **Match Court:**

The match area is seven meters long and three meters wide including the lines, its shape being rectangular. There should be at least one meter width between match courts. There should be space of at least two meters around the match court.



## 2. **THE MATCH**

2.1 **Divisions:** The *shiai* may be comprised of divisions as determined by the organizers of the *shiai*. The divisions are subject to change at the discretion of the Referee Director. The *shiai* may be open, conducted without divisions and without consideration for rank.

2.2 **Match Period:** The match will be no more than 6 minutes for 5 *kata*. The player who has exceeded the match time shall be declared the loser. If both players have exceeded the match time, the decision shall be made according to section 2.4. Time begins when the command *hajime* is given by the Chief Referee and ends when the player is in *teito* position after the bow to *shomen*.

2.3 **Procedure:** When called, approach and step into the court. Walk onto the floor to the designated spot and stand facing the Referees. With the command of *hajime*, the participant will move the sword to the right side with the blade down and perform a standing bow toward the judges. Return the sword to the left side. Face the starting line and sit in *seiza* behind and close to the line. Perform *to-rei*. Each participant will use their own knowledge of the movements and they do not have to start or finish together.

After finishing the movements, the participant will return behind the starting line, sit in *seiza*, remove the sword and perform *to-rei*. Stand, face the Referees, transfer the sword to the right hand and do a formal standing bow, return the sword to your left hand (time stops) and then wait until you are dismissed. When dismissed, perform a small standing bow (optional) and take three steps back starting with the left foot and then turn to your right to walk off the floor.

2.4 **Decision:** Victory shall be decided based upon difference in mental attitude and *ki-ken-tai-ichi* (spirit, sword and body in harmony), which is based upon correct sword handling and techniques, correct posture and high spirit, with correct etiquette and manners. The following points will be considered when deciding victory:

- Depth of practice
- Etiquette (correct attitude, manners)
- Correct technique: *nukitsuke*, *kiritsuke*, *sayabanare*, *hasuji*, *chiburi*, *noto*
- Mental attitude: calmness, *metsuke* (looking), spirit, *zanshin* (alertness), timing, distance
- *Ki-ken-tai-ichi*
- *Iaido* should be rational as *budo*
- Reference should be made to the ZNKR Judging Points

**Individual Match:** The player who receives more flags than the other by the judgement of the Referees is the winner.

**Team Match:** The team that has the largest number of winning players in individual matches shall be declared the winner OR the team that has the largest number of points in individual matches, which are held in league or tournament style, shall be declared the winner, at the discretion of the judges.

- 2.5 **Beginning and Ending of a Match:** The start and end of a match will be announced by the Chief Referee.
- 2.6 **Suspension and Resumption:** The suspension of a match shall be announced by a Referee, and the resumption of a match by the Chief Referee. If a player cannot continue the match due to an accident, the player can request a suspension of the match.
- 2.7 **Prohibited Acts:** Players are prohibited from:
1. Taking stimulating drugs
  2. Making insulting utterances or acts against Referees or their opponents
  3. Using a sword other than an *iaito* or *shinken*
  4. Stepping outside of the court (when one foot has completely crossed the line)
  5. Requesting suspension of the match without a justifiable reason
  6. Doing other acts that violate the Regulations
- 2.8 **Penalties:** The player who has violated sections 2.7.1 and 2.7.2 shall lose the match and be ordered to retire from the match area, whereas the opponent shall be given three flags. The player who has violated section 2.7.3 shall be treated as follows:
- The player who has used a wrong sword shall lose the match and the opponent shall be given 3 winning flags.
  - This penalty is not retroactive to previous matches wherein the wrong sword was used but not detected.
  - In the event both players have used the wrong sword, both players shall lose the match
  - The player who has used a wrong sword shall not continue the tournament.
- The player who has violated sections 2.7.4 and 2.7.5 shall be given minus points in the judgement.

### 3 **REFEREEING**

- 3.1 **Composition of Referees:** Referees shall consist of a Referee Director, Chief Referees (one for each court) and Referees.
- 3.2 **Referee Director:** The duties of the Referee Director are as follows:
- To strictly apply the regulations and the details to matches
  - To pay attention to the smooth progress of the matches
  - To render decisions on protests

- To decide on matters which have not been prescribed in the Regulations or the Guidelines, and on unexpected happenings
- To signal the commencement of the first match by having the Chief Referee pronounce the beginning of the match, when the first players stand in *teito* position on the starting line.

3.3 **Referees:** All Referees have equal power to make a decision on a match. The Chief Referee has the overall power to manage the match, to signal the decision with the flags and to announce the decision. The Sub Referee shall signal the decision with the flags and assist the Chief Referee in managing the match. In case of emergencies, the Sub Referee may announce the suspension of a match.

The duties of the Referees are as follows:

- To manage the respective matches
- To clearly pronounce and make signals
- To keep up smooth communication with the other Referees
- To acknowledge signals by flags made by the other Referees

3.4 **Court Staff:** There shall be a time keeper, a recorder, a score recorder and a player caller. The duties of the court staff are as follows:

- **Time keeper:** keep the match time and make a signal at the end of the match time by standing up and holding a flag
- **Recorder:** show the Referees' decision on boards and check the Referees' flags
- **Score recorder:** keep record of the Referees' decision and the time spent for the matches
- **Player caller:** call players and inspect their equipment

3.5 **Refereeing:** Referees shall referee in the following manner:

- When the players stand in *teito* position on the starting line, the Chief Referee shall start the match by pronouncing *hajime*.
- When one of the players requests a suspension, the Chief Referee shall check the reason for the request after suspending the match.
- When deciding victory or defeat, the Chief Referee shall pronounce *hantei* and all the Referees shall show their decision simultaneously

3.6 **Injury or Accident:** In case a player is unable to continue the match due to an injury or an accident, Referees shall dispose of the matter as follows, after ascertaining its cause:

- Referees shall determine whether to continue the match or not. Such a determination shall be made within five minutes as a general rule.
- In case a player is unable to continue the match due to an injury, should the opponent have caused the injury, the opponent shall lose the match; whereas should the cause be unknown, the incapacitated player shall lose the match.

- The player who has been treated as an incapacitated player due to an injury or accident may be reinstated in the remaining matches if the Referees allow him or her to do so.
  - The player who has lost the match as an offender shall not be allowed to be reinstated in the remaining matches.
- 3.7 **Default:** The player who has defaulted a match shall become the loser and be prohibited from reinstatement in the remaining matches. Default occurs when a player retires from the match at his/her own will, because of health or other reasons.
- 3.8 **Protests:** Nobody shall be allowed to protest against a *hantei* decision made by the Referee. In case the manager of a team has entertained a doubt in the application of the regulations by the Referees, the manager may file a protest with the Referee Director (*shinpan cho*), before the end of the *enbu* of the players.
- The protest shall be filed in the following manner before the time the players stand in *teito* position at the end of the match period:
- The manager shall make a signal for the filing of a protest
  - The manager shall state the contents of the doubt to the Referee Director (*shinpan cho*).
- 3.9 **Pronouncements & Signaling by Flags:** Referees shall pronounce the beginning, the ending, the suspensions, the victory or defeat, *gogi*, etc. in the manner prescribed in the attached table.
- 3.10 **Discretion:** In case such matters that have not been provided for in the Regulations happen, the Referee Director shall decide on the course of action. In case it is difficult to abide by the Regulations because of the size or nature of the tournament, the tournament may be carried out in disregard of these provisions at the discretion of the Referee Director.

# **GUIDELINES**

## **THE PLAYERS**

## **THE REFEREES**

### **1. ENTERING THE MATCH COURT**

The players shall wait near their match court and when signaled shall enter the match court in *teito* posture and move to the starting line.

When the Referees enter the match area the Chief Referee shall be in the center. The Referees shall hold the flags in the right hand, line up and bow to *shomen*. Then they shall move to their positions. The Referees shall place the flags on the desk. During alternation of Referees, the flags shall remain on the desk. When the Referees alternate, they shall bow to each other, line up with the Chief Referee in the center, bow to *shomen* and leave the match area.

### **2. REI TO SHOMEN**

The bow to *shomen* and the bow to the sword (*torei*) shall be part of the match. At the end of the match, the players shall bow to their sword and to *shomen* and then stand on the starting line in *teito* position.

The Referees, when entering or leaving the match area, shall line up with the Chief Referee in the center and bow to *shomen*.

### **3. BEGINNING**

At the beginning of the match, the players shall stand on the starting line in *teito* position and start the match at the Chief Referees' announcement of *hajime*.

The match shall begin at the signal of the Chief Referee.

### **4. REQUEST FOR A BREAK**

Players shall motion to the Chief Referee by raising a hand to request for a break of *shiai*, and explain the reason immediately.

Upon a players request for a break, the Chief Referee shall suspend the *shiai* and request the reasons for the break. In case the Chief Referee deems the request for a break to be unjustified, *gogi* shall be called.

### **5. SUSPENSION**

When a Referee pronounces *yame*, the players shall immediately stop *shiai*, return to the starting line in *teito* position to receive announcement or instruction of the Chief Referee.

The Referee shall suspend *shiai* in case of :

- *hansoku*
- injury or accident
- avoid danger
- loss of control of the sword by a player
- filing a protest
- *gogi*

## 6. **GOGI**

Upon the Chief Referee's announcement of *gogi*, the players shall wait on the starting line in *teito* position in case *gogi* is called during *shiai*, and in *teito* position at the end of the *shiai*.

*Gogi* shall be called in the following cases:

- mistake in the specified technique
- exceeding the match time
- prohibited acts
- protest filed by the coach

*Gogi* held by the Referees shall be as follows:

- announce *gogi* and let both players stand at the starting line in *teito* position and let them wait.
- In case a Sub Referee has announced *yame* and called *gogi*, the Chief Referee shall immediately stop the match and announce *gogi*.
- In case it is necessary to call *gogi* during a match, the match shall be stopped and *gogi* held as above.

## 7. **RESUMPTION**

When resuming the match after a suspension, the players shall stand on the starting line and resume the match at the signal of the Chief Referee.

The resumption of a match after suspension shall be conducted in the same manner as the beginning of the match.

## 8. **FILING A PROTEST**

When the coach (*kantoku*) files a protest, the players shall wait in the same manner as in *gogi*.

The Referees handle a protest in the following manner:

- The Referees shall immediately suspend the match.
- The Referee Director shall have the Referees discuss the protest in *gogi*.
- The Referee Director shall inform the coach of the decision of the Referees.

## 9. **DECISION**

After ending their *enbu*, the players shall perform *torei*, *rei* to *shomen* and wait for the decision in *teito* position, while standing on the starting line.

The Referees shall indicate the winner with a flag upon pronouncement of *hantei* by the Chief Referee. A draw or abstention is not permitted.

## 10. **INCAPACITATION**

In case of victory due to incapacitation, the players shall act in the same manner as above.

In pronouncing victory due to incapacitation, the Chief Referee shall pronounce the victory and at the same time indicate the winner by a motion of the flag.

## 11. DEFAULT

In case of victory due to default, the player shall proceed to the starting line, stand in *teito* position, receive pronouncement of the Chief Referee and return to the original position.

The Chief Referee shall pronounce victory for the winner while signaling by the flag.

## 12. ENDING

At the end of the match, the players shall stand on the starting line in *teito* position, receive the pronouncement of the Chief Referee, and return to the waiting line outside the *shiai*jo.

When the players have finished their *enbu* and stand in *teito* position on the starting line, the Referees shall make a signal with the flags simultaneously with the pronouncement of the Chief Referee.

When the match is finished, the Referees shall roll up the flags with the white one inside and the red one outside, hold the flags in the right hand, line up with the Chief Referee in the center and leave the area after *rei* to *shomen*.

## 13. OTHER

The players' costumes should be clean and tidy. Attention has to be paid to safety and the *mekugi* shall be checked carefully.

The players shall not enter the match court before the Referees have taken their places after a rotation.

The next players shall move into the match court from the waiting line when the previous players have finished their *shiai* and are leaving from the starting line.

**TABLE**

	<b>MATTERS</b>	<b>ANNOUNCE</b>	<b>FLAG MOTION</b>
Beginning	Beginning of a match	<i>Hajime</i>	Flags are placed open on top of table
Suspension	Suspension of a match	<i>Yame</i>	Raising flags straight above – both hands
<i>Gogi</i>	Calling a conference by a Referee	<i>Gogi</i>	Raising flags straight above by the right hand
Decision	In case of 3 red/white flags	<i>Hantei</i> <i>Shobu ari</i>	Raising straight the red/white flag about 45 degrees up on the side.
	In case the Chief Referee indicates red/white victory and the 2 Sub Referees indicate white/red	<i>Hantei</i> <i>Shobu ari</i>	The Chief Referee lowers the red/white flag that he has raised and then raises the white/red flag.
	In case one player has mistaken the specified technique ( <i>shitei waza</i> ). The player who has made the mistake continues the match till the end.	<i>Gogi</i> <i>Hantei</i> <i>Shobu ari</i>	Raising both flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.
	In case both players have mistaken the specified technique ( <i>shitei waza</i> ). Both players continue the match until the end. (Match is judged according to normal standards.)	<i>Gogi</i> <i>Hantei</i> <i>Shobu ari</i>	Raising both flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.
	In case one player has exceeded the match time.	<i>Gogi</i> <i>Hantei</i> <i>Shobu ari</i>	Raising both flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.
	In case both players have exceeded the match time. (Match is judged according to normal standards).	<i>Gogi</i> <i>Hantei</i> <i>Shobu ari</i>	Raising both flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.
	Victory by default.	<i>Shobu ari</i>	Raising straight a flag about 45 degrees up on the side.
	Incapacitation in a match due to injury or accident.	<i>Shobu ari</i>	Raising straight a flag about 45 degrees up on the side.
	Abuse of drugs, discourteous utterances or acts.	<i>Yame</i> <i>Gogi</i> <i>Shobu ari</i>	Raising flags straight above. Raising flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.
	Use of a sword that is not permitted.	<i>Gogi</i> <i>Shobu ari</i>	Raising flags straight above by the right hand. Raising straight a flag about 45 degrees up on the side.

# USE OF FLAGS

Figure 1: Basic posture

- The flags are placed open on the table, the red flag on the right side, the white flag on the left side.
- The Referee sits on the chair.



Figure 4: Deciding Victory or Defeat

- The Chief Referee stands up, and raises the flag diagonally.
- The Sub Referee are seated and raises the flag diagonally.



(Chief Referee)



(Sub Referee)

Figure 2: When the start of the first match or of the final one is pronounced.

- The flags are placed open on the table, the red flag on the right side, the white flag on the left side.
- All Referees stand up.



(Chief Referee)



(Sub Referee)

Figure 5: When pronouncing Victory or Defeat (e.g. in case of Default)

- The Chief Referee stands up, and raises the flag diagonally.
- The Sub Referees are seated.



(Chief Referee)



(Sub Referee)

Figure 3: When Chief Referee pronounces start, resumption or HANTEI.

- The flags are placed open on the table, the red flag on the right side, the white flag on the left side.
- The Chief Referee stands up, the Sub Referees are seated.



(Chief Referee)



(Sub Referee)

Figure 6: When pronouncing suspension

- The Referee stands up and raises both flags.



Figure 7: When pronouncing GOGI

- The Referee stands up and raises both flags straight up in the right hand.

