



SAKA Kendo Championships

Sunday 26th March, 2017

VENUE: University of South Australia, Magill Sports Centre (Bundey St entrance)

EVENTS / SCHEDULE

8:00 – 8:30am	Competitor and Shinai Registration
8:30 – 8:45am	Shimpan Meeting
8:30 – 8:50am	Competitor Warm-Up
8:50 – 9:00am	Opening Ceremony
9:00 – 10:00pm	Men's Kyu Individuals
10:00 – 11:00am	Women's Open Individuals
11:00 – 12:00am	Men's Dan Individuals
12:00pm – 1:00pm	LUNCH
1:00pm – 1:30pm	Men's Kyu Teams
1:30pm – 2:30pm	Women's Open Teams
2:45pm – 4:25pm	Men's Open Team
4:30pm – 4:45pm	Award Ceremony
5:00pm – 5:30pm	Jigeiko
5:30pm – 6:00pm	Packup
6:00pm	DRINKS/DINNER @ Tower Hotel

*Note:

- Kata Teams will be run after Men's Dan Individual event only if we are ahead of schedule.
- Lunch will be available from 11:00am – 1pm.

COST OF REGISTRATION

Individuals: \$20 pp

Men's Kyu Teams: \$50 per team

Men's Open Teams: \$50 per team

Women's Open Teams: \$30 per team

Lunch: \$10 pp

MAGILL SPORTS CENTRE



Conditions of Entry

1 REGISTRATION

- All clubs to submit completed registration forms and payments by **Friday 17th March 2017**.
- Late entries will not be accepted. All entries must be sent through via club secretaries.
- Individual forms and payments will not be accepted.
- Electronic registration forms to be emailed to: **inquiry@kendosa.asn.au**
- Payment methods:
EFT (Preferred Method):
SAKA. BSB: 805-050. Account: 100 152 547
- Players who are members of multiple clubs can only represent the same single club for both the individuals and teams

2 INCLUSION CRITERIA

- All players must be registered SAKA members or invited guests who are AKR members.
- A competitor may participate in both Individual and Team events.

3 TEAM ENTRIES

- Each club may enter a maximum of two teams per team division.
- Players may compete in multiple team divisions as long as they meet the division criteria (i.e. Open Teams event is open to all players)
- Players may only compete in one team per division (i.e. if a club enters Team A and Team B, a player may only compete in either Team A OR Team B but NOT both). Clubs that have insufficient number of members to field a full team, even under the above conditions, may opt to form a team with another club who also have insufficient number of members to field a full team. Such teams shall be named "<Club Name A> < Club Name B> Joint Team".

4 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 SAKA Project Team is responsible for the allocation of the draw for each event and allocation of referees (shinpan) to each event.
- **Nafuda (Zekken):** Competitors will wear a dark blue or black nafuda on the centre panel of their tare with their club name written across the top and their surname written across the bottom. The lettering shall be in white using **English** alphabet.

5 RESTRICTION ON TECHNIQUES IN KYU GRADE MATCHES

In Kyu Grade matches, use of tsuki thrust, jodan-no-kamae and nito(two sword) style are not permitted.

6 INDIVIDUAL COMPETITIONS

- Each division played to find a winner and runner-up.
- If there are not enough players in a division the winner and runner-up from the previous division maybe invited to compete in the next division.
- 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 more competitors depending on the number of competitors in the event.
- In pools of 3 the order of matches is as follows: A><B, C><B, C><A.
- In pools of 4 the order of matches is as follows: A><B, C><B, C><D, A><D.
- In pools of 5 the order of matches is as follows: A><B, C><B, C><D, E><D, E><A.
- In pools of 6 the order of matches is as follows: A><B, C><B, C><D, E><D, E><F, F><A.
- 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) shiai without time limit will be played to determine winner.
- If all three players are equal on wins and points scored, pool is played again (ippon shobu).
- Progression in the competition after the pools will be by knock-out.
- Extensions in knock-out rounds and finals will have no time limit.
- The duration of matches will be dependent on the event as follows:
 - **Men's Kyu** **4 min**
 - **Women's** **4 min**
 - **Men's Dan** **5 min**

7 TEAM COMPETITIONS

Conduct of Team Competitions

- Preliminary rounds will be conducted using a pool 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 last fight. 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 competitors' order is different from the one described in the submitted order list, if it is noticed before the declaration of 'Hajime' by the chief referee (Shushin) for a match, the order of the competitors can be corrected without any penalty. However, if it is found after the declaration of 'Hajime' for a match by the chief referee, the referees of that match shall stop the match immediately and the competitor whose order is incorrect (as well as any other competitor not in correct order from the same team) shall both lose their respective matches and their opponents awarded 2 points per match respectively. If it is proved before the bow of the end (Shuryo-no Rei) at the conclusion of the matches that members from both teams were in violation of the order submitted, all competitors whose orders were incorrect shall lose his/her match and each opponent shall be given 2 points respectively. If it is found after the bow of the end (Shuryo-no Rei) by both teams, the winning and losing of them shall not be changed.
- Pools will consist of 3 teams in principle but may consist of 4 teams depending on the number of teams in the event.
- In pools of 3 the order of matches will be as follows: A><B, A><C, B><C.
- In pools of 4 the order of matches will be as follows: A><B, C><B, C><D, A><D.
- There will be no encho in the team matches.
- 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 a "no time limit" ippon-shobu (one-point) play-off match (daihyou-sen).
- A default will be regarded as a loss with the opponent awarded 2 points.

- The top 2 teams will progress to a play-off with the winning team from pool A playing-off the second team from pool B and the winning team from pool B playing-off the second team from pool A.
- The final team match will be the winning teams from the play-offs.
- The duration of matches will be dependent on the event as follows:
 - **Men's Kyu Team** **4 min**
 - **Women's Open Team** **4 min**
 - **Men's Open Dan Team** **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.

Women's Open team matches

- Teams will be 3 a side, with a minimum of 2 players;
- If playing with 2 players, must play positions 1 & 3.

Men's Kyu and Open team matches

- Teams will be 5 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.

Kata Pairs

- Teams must perform Nihon Kendo Kata 1 – 5.

8 SHINPAN (REFEREES)

- All competitors 1 Dan and above may be called to referee.
- All referees will wear the uniform consisting of: a plain dark blue jacket, a plain gray 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 kendogi and hakama.
- Referees will wait in the designated area when not on duty and refrain from mixing with competitors where possible.

9 TIMING AND LOCATION OF EVENTS

The Competition Manager reserves the right to adjust the commencement and shiai-jo of an event to manage the overall duration of the Championship.