

AMENDMENTS OF RULES FOR KENDO MATCHES

Enacted by ZNKR.

Date of Enforcement: 1 April, 1979.

The following items are the digest of Amendments to be reported in the IKF Board of Directors' Meeting 1978. Referee Rules are omitted.

Some of these items will be adopted on trial as the ground rule of 4WKC 1979.

1. Abolishment of the Starting Position Lines in the arena.

Note: a) The distance (3 meters) between the lines is so long that players may become inattentive.  
b) The distance should be kept with their SHINAI slightly intersected right above the Center Line both in SONKYO position (at the beginning and the end of the match), and in standing CHUDAN position when players resume their fight after the referee's call of YAME.

2. The weight of SHINAI shall be more than 500gr.

(Hitherto it was 485gr.)

There should be no upper limit for the weight of students' SHINAI.

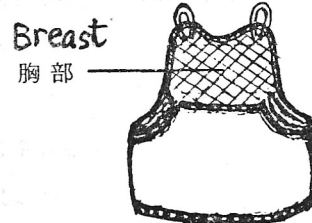
Note: It is for the convenience of making and obtaining SHINAI.

3. Players' wear shall be KEIKOGI and HAKAMA.

Note: a) For safety and sanitary reasons.  
b) Except regular matches, shirts and trousers will do.

4. In case one's opponent takes JODAN position or uses two SHINAI, one's thrust to his breast can be valid.

Note: See the illustration.



5. One's DATOTSU (strikes and thrusts) shall not be valid so long as one's opponent's SHINAI is "alive" with his KENSEN pointing to one's body.

Note: To be "alive" means that he is ready to counter-attack at any moment (in this case, he is ready to thrust you in the same instant of your DATOTSU.)

6. In case one runs away indecently from one's opponent immediately after delivering the blow, one's DATOTSU shall not be valid.

Note: a) In kendo, ZANSHIN is so important that one's indecent HIKIAGE (running away or retreating) may become the reason of cancelling even after the announcement of a point.  
b) "Indecent HIKIAGE" means here the state lacking in ZANSHIN after the DATOTSU=loosening one's KAMAE, without showing the spirit to fight and remitting one's vigilance toward one's opponent.

7. JOGAI (stepping out of bounds) shall not be considered a foul except these occasions -- in case of being driven out; as a result of indecent HIKIAGE; of one's carelessness; or of one's own choice.

Note: So far, players were apt to hesitate in attacking resolutely as they feared the foul of JOGAI after failing in one's DATOTSU. In order to encourage them in active offensives, JOGAI resulting from the momentum of DATOTSU shall not be counted as a foul.

8. Dropping of one's SHINAI is considered a foul.

Note: But if a person falls his opponent's SHINAI out of his hands by violence, he is to suffer the penalty.

9. If players keep their TSUBAZERIAI for a long time (about 20 seconds) without the spirit of attacking, the referee gives a warning and two times of "warning" shall be considered a foul.

Note: a) It is to be desired in TSUBAZERIAI that a player should actively attack in HIKIWAZA (stepback techniques) or force his opponent off guard.  
b) When both players have no intention of breaking, both should be warned. But if a player clings to his opponent who tries to fight apart, the former shall get a warning.

10. Any person committing two fouls must forfeit one point to his opponent.

Note: So far, infringement of 3 fouls caused the loss of a point, but this amendment aims to make matches fair by stern rules on fouls.

11. Abolishment of linesmen.

Note: It is because the penal regulation on JOGAI foul was relaxed.