

# International Sports Chanbara Association

## (ISCA) Sparring Rules and Regulations

### Japanese Summarized Translation

Point winning strokes are determined from three basic elements, quickness, strength and accuracy. All three together make judging easier and enjoyable. A beautiful point-winning stroke needs all three of these elements. Although, in matches with combatants with different heights and weights there is a frequently that the combatant misses one of them.

Not only do two players have the difference in speed, but also they differ from one another in the degree of power in strokes. If a player makes an attack that is at the same speed but stronger than the opponent, he can take advantage of the strength of his attack. Yet, that has to meet the limit. Merely strong attack does not always produce sufficient effects. So the player makes headway, he will need less power for his strokes.

#### **JUDGING & RULES**

\* For the details of judging, refer to the sister publication ~ Kodachi Goshindo".

#### **1 Principle of Judging**

Sports chanbara builds a cultivated character of a player, which is attained through his enthusiastic commitment to matches. A referee should not put too much importance only on the results. It is critically important that he should judge the match with the attention to the player's attitude, zeal and proper pride so as to enhance the formation of his character.

#### **2 Advice to Referee**

A referee plays an important role in making clear the way for sports chanbara. Therefore, he assumes considerable responsibility. Apart from an accurate judgment; he needs to put himself in a player's shoes so that he can make a convincing judgment for the player and spectators alike. He will then acquire reliability.

The referee should keep his mental health, train to be quick to make a decision towards each attack and defense, and deliver his judgment with clear signal and voice.

#### **3 Valid Areas for Attack**

It is unnecessary to limit the points for strokes within small areas. Rather, setting the area broader will call for a player's comprehensive attention to his whole body so that he can acquire the techniques for attack and defense. Thus, a player's body as a whole is set as the valid area, and the referee needs to make an impartial decision on the effect of each stroke and thrust from the viewpoint that the match reflects actual fighting.

In other words, the techniques and power of self-defense must be practical. Practices and matches are aimed to help players improve their techniques in this context. Items (kodachi, choken and yari, for example) should therefore be regarded as weapons like a wooden stick, metal bat or iron pipe, which help them understand the importance of the presence of seriousness for real fighting.

**1: Mein** (*the head and the face*)

**2: Kote-** (*the area from the fingers up to the shoulder*)

**3: Do-**(*the trunk of the body, chest and stomach*)

**4: Ashi-** (*the area from the hips to the feet*)

**5: Kata-** (*the area from the neck down to the shoulder*)

## 4 Things to Remember

- 1: Matches are to be carried out by qualified referees, who strictly keep indifference.
- 2: Referees must not be affected by any partiality. Through careful observation, they are to deliver Judgment that is understandable to everyone.
- 3: Due to the speedy proceeding of matches, the referees could be likely to stop short of judging everything, which may result in poor judgment. This is particularly observed in big matches. Repetition of such unfulfilled judgment would cause discredit. Therefore, the referees are advised that they not feel hesitant to call for consultation for appropriate decisions if they think they might have made any misjudgment.

## 5 Judging Regulation

Article 1: Referees are to be authorized by the Federation. Article 2: A match involves three referees, one of whom as chief referee and the other two as assistant referees. As the case may be, two referees can sufficiently fulfill their roles as chief and assistant referees

- (1) Referees are authorized to decide the whole things on a match they take care of. They deliver their decision by using red and white flags
- (2) The chief referee is responsible for the conduct, supervision, command and declaration of a match.
- (3) The chief and assistant referees have equal authority over judging, and majority makes a decision.
- (4) Each referee is authorized to judge upon the contest lines.

### Referee Mandate

- (1) Referees maintain fairness and dignity in the contest hall.
- (2) Judgment is carried out in a precise, proper and prompt manner.
- (3) Aiuchi, made as valid strokes, is regarded that the both sides lose.
- (4) When one referee recognizes a valid stroke, the others have to decide and signal if it is invalid, valid or aiuchi, or that they abstain from the decision-making. When two referees uphold the same color, the other does not have to follow this mandate.
- (5) Referees promptly express "chushi" (suspension) of the match in the event of danger, misconduct of a contestant, or running out of the time. This decision is immediately effective. The chief referee declares the chushi, following the assistant referee's recognition, and instructs the contestants to retreat to the starting lines to resume the match.
- (6) On recognizing a foul, referees have to suspend the match for consultation. The chief referee shows the signal of the foul to the contestant who has made it. If the violation of the rule is obvious, consultation can be omitted.
- (7) The match is not suspended when either of the contestants falls down. A valid stroke during such an occasion is counted as ippon. If the contestant who has fallen down is injured, this rule is not applied.
- (8) The assistant referees remain in the basic position when a judgment is made outside his responsibility. When a judgment is made without a signal by the chief referee, he declares the decision in the provided place according to the judgment.
- (9) Kabaite accounts for half a point. The contestant who has been beaten receives a warning of kabaite. Two strokes on the kabaite make an ippon. In the two-hand handling, a stroke on either of the arms is valid.
- (10) The match continues if either of the contestants drops his sword. A stroke made during such an occasion is valid. (Revised on April 4, 1992.)
- (11) Two fouls outside the contest area account for an ippon.

### Two flags red one and white one, to use for judgment.

The chief referee holds a red flag in his right hand, and a white one in his left hand. The assistant referees stand with a red flag in their left hands, and a white flag in their right hands.

## **Match Rules**

- (1) The duration of a match is three minutes with an allowance of extra two minutes for an extension of the match. When the match cannot be decided by an extension, further extensions will be followed.
- (2) Ippon-shobu is a match that is decided by one valid stroke.
- (3) Sanbon-shobu is a match that is decided by the first two points gained by a single contestant.
- (4) Enchonai-shobu is a match that is decided in an extension by one valid stroke.
- (5) An individual match is basically carried out by sanbon-shobu, and a team match by ippon-shobu.
- (6) In an ippon-shobu, an aiuchi makes the both sides lose. In a sanbon-shobu, a first aiuchi allows one point for each side. If there is another aiuchi for the second time, the both sides will lose.

### **The following are regarded as violations.**

- (1) An act of infringing the personality or dignity of contestants, referees, or people concerned, or disturbing the smooth procedure of the match.
- (2) When both the feet of a contestant are outside the contest area.
- (3) When any equipment that is not set by the regulation is used.
- (4) Other acts that fall short of fair and proper manner. (5) Rude and violent acts.

### **Penalty**

- (1) A contestant of an act shown in Article 9 (1) will be disqualified, making the opponent win the match.
- (2) Each act of Article 9 (2) is to be clearly signaled, and the second violation by a contestant will give the opponent ippon.
- (3) Acts of Article 9 (3) to (5) are to be put to consultation to be decided either as a foul or a disqualification. Any violation can be decided as disqualification or suspension from the participation of matches if the contestant's intention or the degree of the act is considerably serious.

### **Injury**

- (1) In the event of an injury of a contestant, referees will immediately suspend the match so as to take an appropriate treatment.
- (2) If the degree of the injury is considerable to the extent that it disturbs the further continuation of the match, the referees will decide that the injured contestant has lost the match. If the injury has been caused by his opponent, the person responsible will be disqualified. In this case, the contestant can be substituted by another player. Article 12: Claim of objection A contestant can claim his objection concerning a judgment by holding their hand up, and ask examiners for deliberation. The contestant must then follow the decision made by the examiners.

### **Vocalizing and Declaration**

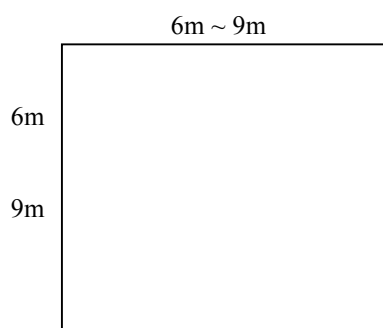
- \*Commence of the match --Hajime
- \*Voice haiime from the provided place. Take the basic posture.
- \*Voice hanare or wakare, holding the both flags up in line with the shoulder.
- \*Assistant referees position. Take the basic posture.
- \*Stand still with the flags down.
- \*Advance to the starting line. Hold back in the posture of chudan.
- \*Be poised in the posture of chudan with a one-meter interval between the points.
- \*Suspension of match Chushi, mate or yame.
- \*Voice chushi, mate or yame and uphold the flags straight above the head, returning to the provided place.
- \*Uphold the flag above the head, and return to the provided place.
- \*Return to the starting line to the poised in the posture of chudan
- \*Valid stroke Voice yoshi while
- \*Yoshi. upholding the flag of the winner's side at 45 degrees from the vertical line.
- \*Return to the provided place.
- \*Call of valid Uphold the flag stroke Men ari, to a 45 degree kata ari, do ari, position at the kote ari, ashi
- \*Chief referees ari .Also hiji position, and call an ippon shobu, call shobu ari, and yame.

## Examiner

An examiner is appointed to every formal match so as to check that the match is carried out in a safe, fair manner. He is to respond, sincerely and promptly, to questions from contestants, and determined to seek the accuracy of judgment through correcting wrong decisions. To this end, he should not feel hesitant even if the majority of referees agree on a different decision from his own. He has to carefully observe the psychology of the contestants, and refer to them about the details of actions where necessary. Thus, impartial, fair and explainable decisions are to be made.

## Contest area

- (1) A contest area is to be a flat square with six to nine meters in each side, including the borderlines.
- (2) There is to be a distance of 1.5 meters or more between each contest area. The border is lined by five to ten-cm-wide white lines. Each starting line is set 1.5 meters from the center of the area, thus having three meters to one another.
- (3) The host is allowed to make some alterations in the contest area, taking into consideration things like the size of the area or the number of participants.
- (4) The red side of contestants is placed on the right, and the white side on the left, facing the joseki.



## Warning Against Aiuchi and Atouchi

Aiuchi is the action by which both sides lose the match. It is not recommended as a means of self-defense, where the prevention of injury weighs importance. A slight lapse between two strokes made by each side can also be neglected, and instead regarded that an aiuchi has been made. To take an example, a player could be hit on his men right after he sweeps the opponent's leg. On judging these movements, the men-uchi would be taken seriously, as it involves a potential for a fatal injury, while the ashiuchi would only result in a mere injury. It would be, therefore, questioned whether it is really appropriate to judge it as an aiuchi. The damage on the leg weighs only little compared with that on the face. The problem here is how to see each attack, in other words, whether the ashiuchi, which was made slightly prior to the men-uchi, should be counted as one point, or the effect of the men-uchi, though later than the ashiuchi, should mean more. It would be most proper, however, to settle on an aiuchi with the respect of both sides being almost simultaneously beaten.

Conventionally, the ashiuchi has been frequently involved in the aiuchi as the first stroke. A player would bear in mind that he is then in for a subsequent big repayment from his action. An instructor then needs an effort to facilitate training's for learners in dealing with things like that.

Atouchi is a delayed blow, which should not be regarded as a respectable play. It is also called kenka-waza. A beginner or person with short-temper would be prone to this action so that he should be trained to avoid it. Meanwhile, if it is observed in a match as an intentional action, the player will lose the match for his misconduct.

**This four page rules and regulations summary is from the International Sports Chanbara Association's official handbook, pages 215 to 332.**

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