



EUROPEAN SPORT CHANBARA FEDERATION

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Bucharest, Calea Ferentari 122-124, sector 5, Romania

EUROPEAN SPORT CHANBARA **FEDERATION**

Chanbara Competition Rules

Introduction

Chanbara literally means "sword fighting" and recalls the sound produced by the clash of swords used by the samurai.

Born from the military traditions and the fencing arts of the Japanese Middle Ages, made famous all over the world by the samurai. These, in addition to knowing the techniques of hand to hand combat, were trained to handle with absolute skill various types of weapons, such as the dagger (Tanto), the short sword (Kodachi or Wakizashi), the long sword (Katana), the spear (Yari), the halberd (Naginata) or the stick (Bo).

Inspired by the Japanese martial arts that deepen the study of the use of these weapons, in Japan start to develop a discipline that allows the use of all these weapons in sports version, so that in some countries is defined the sport of the samurai.

In this sense, the Sport Chanbara is a modern sport, attentive to the psychomotor improvement and safety of the practitioners who, collecting all the technical-tactical aspects of the other oriental fencing disciplines, but also of the western ones, privileges the profile of sport and game. The use of the sword has in fact spread throughout the world since the most ancient times, but the styles used are different. The Sport Chanbara, through the use of a light tool, which therefore does not imply the need to protect the body with bulky and heavy protection, allows the "swordsmen" around the world to meet, having fun through the practice of a modern sport characterized from extremely fast and therefore highly spectacular actions.

This discipline, which practiced at high levels involves the need for intense technical and physical training, has very simple rules and the



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competitive encounter is a duel. In fact, just as in the real duel who hit first the opponent got the victory, killing him, in Chanbara who hits the opponent gets the point, winning the fight.

OBJECTIVES IN THE RACE OF CHANBARA:

There are two types of competitions in Chanbara:

- Datotsu (COMBAT)
- Kihon dosa (FORMS).

In Datotsu the match is won by those who get the first point (Shobu Ippon), or by those who get two points out of three (Shobu Sanbon). In this sport, in the majority of the specialties mentioned, the whole body of the opponent is a valid target. It is important to underline that every point will be considered valid only if the shots brought will be considered really effective and voluntary in their action.

In the Kihon Dosa, where the sequence of the 5 fundamental technical shots directed to the main targets (head - wrist - bust - leg - solar plexus) of a hypothetical opponent, the winner is who, according to the judges of the competition, will have performed the best form.

Art. 01.

There can arbitrate a competition of chanbara only the approved referees, as a result of an arbitration course and the passing of the examination to complete this course.

Art. 02.

The matches of chanbara will be arbitrated by three referees:

- one chief referee and
- two assistant referees.

In particular cases it is possible for a chanbara match to be arbitrated by two referees: a chief referee and an assistant referee.

For each competition area a jury table will be composed of a judge who will be responsible for monitoring the duration of the match and scoring the scores. In addition there will be a fourth man immediately



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outside the perimeter of the competition area (checker), who will have the task of examining any actions or irregularities that have escaped the attention of the three main referees. The fourth man has the same "power" in decision-making with respect to his colleagues.

Art. 03.

The referees must follow the requirements of the competition rules.

(1) The referees are accredited to take all the decisions regarding the match that they arbitrate. They make their decisions with the help of blue and red flags.

(2) The Chief Referee is responsible for the management, supervision and behavior of the match and he also announces the decisions.

(3) The chief referee and the assistant referees have equal authority, and the decision is taken by simple majority; the judgments of all three referees are of equal importance.

(4) Each referee is authorized to arbitrate on his area of responsibility, on the competition surface.

Art. 04. Mandate of the referees

(1) In the competition hall, a dignified attitude and a spirit of fair play must be maintained.

(2) The arbitration shall be practiced in a firm manner, without hesitation and in the shortest possible time.

(3) The Aiuchi, a contemporary blow between the two contenders, is considered an invalid point for both: in the event of a Shobu Ippon meeting at the second Aiuchi, the two contenders will both be eliminated; in the case of meeting Shobu Sanbon the first Aiuchi will be awarded a point to both the contenders.

(4) When one referee signals a valid shot, the other referees must respond by signals if the shot is valid or invalid, or they have not seen what happened. When two referees raise the same color, the other referee **must not** follow their decision.



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(5) The referees will decide to **Mate** (stop the match) in case of danger or inappropriate behavior from the fighters or at the end of time. The decision will be applied immediately. The referee declares stop - following the recognition of the decision by the assistant referees, then orders the athletes to withdraw to the starting line to resume the match.

(6) If the referee notices an inappropriate behavior situation (obscene gestures, offensive words, etc.) he will suspend the match for consultations. The referee will show the gesture of penalizing inappropriate behavior to the person who has manifested in this way. If the violation of rules is obvious, there is no need for consultations.

(7) The match is not suspended when one of the athletes falls to the floor, a valid shot applied in this situation is counted as a ippon. This rule does not apply if the athlete fallen to the floor is injured.

(8) The assistant referees remain in the basic position when the judgment of a situation is not their responsibility. When the judgment of a situation is made without the signals of the chief referee, he must accept the decision and announce the decision in accordance with the final decision.

(9) **Kabaite** (block with the hand) is counted as Hansoku (penalisation). The athlete is penalized with 1/2 point. The athlete holds his free hand behind his back and is not allowed to use it. The athlete on the free hand will be alerted with the kabaite signal. Two kabaite are a ippon. In choken ryote matches (a sword held with two hands) one hit on either hand is a valid point.

(10) The match will continue even if one of the athletes dropped his weapon in his hand. A hit in this situation is a valid hit.

(11) One exits from the combat surface are counted as Hansoku. The athlete is penalized with 1/2 point.

(12) Two exits from the combat surface are counted as Hansoku-Nikai. The athlete lost the match.



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Art. 05. The uniform of the referees

The uniform approved by Boar of Directors of European Sport Chanbara Federation.

Art. 06. The referees' flags

- (1) The referees use two flags: one blue and one red.
- (2) The Chief Referee holds the red flag in the right hand and the blue flag in the left hand. An assistant referee holds the red flag in the left hand and the blue flag in the right hand.

Art. 07. Duration of the match and the result

- (1) The duration of the match of chanbara is **one minute and 30 seconds** with an additional allocation of time of **one minute** in case of a tie. If the match is not completed during this time, the decision of the referees will be given by the "Hantei" command.
- (2) **Ippon-shobu** is a match decided by a single valid point.
- (3) **Sanbon-shobu** is a match in which the winner is the first athlete to score two points.
- (4) **Enchonai-shobu** is a match won in overtime, with a valid shot.
- (5) In the ippon-shobu system, a *aiuchi* not score points to any party, but the athletes are **disqualified after the third *aiuchi***. In the sanbon-shobu system one point is awarded to each part. In the case of a second *aiuchi* **not score points to any party**.

Art. 08. Violation of the rules

- (1) Acts that offend and violate the dignity of athletes, referees, officials or disturb the normal conduct of the competition are prohibited.
- (2) Exit of the athletes from the fighting surface with both legs is forbidden. At the first exit the athlete receives a warning (Hansoku), at the second exit from the fighting surface the athlete is penalized and loses the match (Hansoku Nikai).
- (3) The use of unofficial equipment, which is not approved by the federation, is prohibited.



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- (4) Acts without fair play are prohibited.
- (5) Violent and non-polite acts are prohibited.

Art. 09. Penalties

(1) 1. The athlete who commits acts included in article 8 (1) of the Competition Rules will be disqualified from the match, his opponent winning the match.

(2) Any action described in Article 8 (2) shall be clearly indicated each time; committing this deviation once again will end with the giving of ippon to his opponent.

(3) The facts described in article 8 (3) - (5) will be the subject of consultations to decide the disqualification. Any violation of the regulation can be sanctioned with disqualification or suspension from the competition (not just from the match) depending on the seriousness of the act committed.

Art. 10. Injuries

(1). In the event of a sportsman's injury, the referees will suspend the match and immediately call the medical team.

(2). If the severity of the injury prevents further play, the referees will decide that the injured athlete has lost the match.

(3). If the injury was caused by his opponent, the responsible person will be disqualified. In the case of an injury during the team competition, once the inability to continue the match has been established, it may be replaced by another athlete from the same team.

Art. 11. Appeals

A combatant athlete can challenge an arbitration decision by raising a hand and calling the checker (supervising referee) for deliberations. Finally, the contestant athlete must accept the final decision of the referees.

If the referees' decision is unanimous, no appeal can be made.

A sportsman can make at most one contestation during a match.



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Art. 12. Checker (supervisor referee)

A checker is appointed at each official match and its purpose is to ensure that the match is conducted correctly and safely.

When an athlete has an appeal regarding the referees' decision, the checker will respond promptly to this requirement by treating it fairly and impartially. If all the referees have raised the flag of the same color, the checker is in a position to verify the correctness of the arbitration and if necessary to correct the mistake

The checker will track the behavior of the competitor and request additional details on the validity of the hit. A checker must be prepared to make a fair arbitration without any doubt.

Art. 13. Competitors

1. Competitors will wear clean chanbara uniforms (required for acceptance into the competition).

2. All competitors will present themselves in a clean and safe manner, with the current medical visa. No competitor will be able to compete without a medical visa and medical insurance.

3. The following items are forbidden to wear during a competition: hair clips - metal, jewelry or other metal objects.

Art. 14. Protective equipment

1. The application to wear protective equipment by competitors aims to minimize their injuries. To be safe and prevent accidents in any competition, participation without protective equipment approved by the World Chanbara Federation and Associated Discipline is prohibited.

2. The following list includes protective equipment for World Chanbara Federation and Associated Discipline tournaments: protective helmets, gloves, and depending on the competition sample: dental protections, genital protective shells, shin-insteps.

3. All the competition equipment will be checked by the chief referee before each match and also at the request of the competitors.

Art. 15. Rei (greetings)

(1) The athlete will greet at the entrance on the fighting surface.

(2) The athletes greet each other when they reach the waiting point.



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The greeting is executed without the referee's command.

Art. 16. The arbitration

Explaining the commands:

- (1) Start of the match.
Order: **Hajime** (start). When a match is suspended, all **Hajime** will be ordered to resume the match.
- (2) Signals for valid and invalid hits.
 - a. Valid shot - raise the flag to 45 °
 - b. Invalid shot - move the flags from right to left several times in front.
 - c. I did not see (kiken). The flags are down, positioned on the cross, without moving
 - d. **Aiuchi** - the athletes hit each other simultaneously. Arms raised laterally, at shoulder level.
- (3) Suspension of the match.
Yame is ordered (suspension of the match). The fingers are raised with the arms upright, above the head, held parallel. By ordering **Hajime** (with the flags lowered) the match is resumed.
- (4) Interruption - **Wakare**
By ordering the **Wakare** (separate) the athletes go away with a distance of one meter between the tip of their weapons. The match is resumed with the **Hajime** command.
- (5) Consultation
By ordering **Yame** the match stops and consultations can begin. To resume the match after the end of consultations, **Hajime** will be ordered. During the consultations, both flags will be held in the right hand.
- (6) Non-sporting actions
Order **Yame** to stop the match and show that an unsportsmanlike action has been committed. You count the number of unsportsmanlike actions, indicating the designated



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referee with keeping the score to operate the change of the score.

- (7) Announcement of the victory of a sportsman when his opponent has committed unsportsmanlike actions.

Command **Yame** (stop) → **Hansoku nikai** (second warning) → **Aka Hansoku-gachi** (red wins by committing two unsportsmanlike acts by the opponent).

- (8) Extension period

Order **Yame** (stop) → **Encho hajime** (start overtime).

- (9) **Draw – Hikiwake (match without winner)**

Command **Yame** → **Hikiwake** (draw) → **Yame** (end of match).

From the standing position, with the flags crossed over the head.

Make a decision on the match (**shobu**) and its continuation (**nihon-me**).

Order **Yoshi** and ask the athletes to position themselves behind the start lines. Order **Men-ari** followed by **Nihon-me Hajime** (start of the next half, continuation of the fight). If each side gets a point **Shobu Hajime** is announced (start of the match).

When **Shobu** (the match) was won, **Shobu-ari** (end of the match) and **Yame** (stop) were announced.

- (10) **Aiuchi**

Order **Yame** → **Aiuchi** → **Yame** (end of the match) or **Shobu Hajime**

The commands tabel

COMPETITION DYNAMICS		CALL	CENTRAL ARBITRATOR	ASSISTANTS	ATHLETES
1	POSITIONING START OF THE ENCOUNTER		Central position within the area with flags on the sides.	Position yourself inside the area at the corners and with the flags on the sides.	They enter the area greeting and placing themselves on guard "chudan".



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2	START OF THE ENCOUNTER	HAJIME	He declares "hajime" to start the meeting.	They direct the meeting following the movements of the plant.	The meeting begins.
3	INTERRUPTION OF THE COMPETITION	WAKARE	Bring the flags forward at shoulder level and declare "wakare".	They remain in the initial position with the flags on the sides.	They stop and take a meter away from the tip of the weapons.
4	SUSPENSION OF THE COMPETITION	YAME	Raise the flags at the top back to the center and declaring "yame".	They return to the starting position by raising the flags at the top.	They return to the initial position by raising the flags at the top.
5	VALID SHOT	YOSHI	He declares "yoshi", raises the flag corresponding to the athlete who has hit and returns to the center.	They raise the flag corresponding to the athlete who has hit and return to the initial position.	They stop and return to the initial position of "chudan".
6	DECLARATION OF A VALID SHOT	MEN-ARI KOTE-ARI DO-ARI ASHI-ARI TSUKI-ARI	Flag raised and declares "men-ari" (eg headshot).	They continue to hold up the flag corresponding to the athlete who made the shot.	They stop and return to the initial position of "chudan".
7	RESTART OF THE MEETING IN CASE OF RACE SANBON-SHOBU	NIHONME HAJIME	Raising the flag declares "nihonme", then lowering the flag says "hajime".	Keep the flags down.	Start the meeting again.
8	ASSIGNMENT OF VICTORY	SHOBU-ARI YAME	He declares "shobu-ari-yame" by lowering the flag.	Keep the flags down.	After making the salute they leave the competition area.
9	RESTART OF THE MEETING IN CASE OF POINT EQUAL TO SHOBU SANBON	SHOBU- HAJIME	He declares "shobu" raising the flag. Then he lowers the flag and declares "hajime".	Keep the flags down.	Start the meeting again.
10	END OF THE MEETING BY TIME EXPIRED	YAME- SHOBU-ARI- YAME	He declares "yame" and returning to the initial position and raising the winner's color flag declares "shobu-ari-yame".	With the flags along the sides and remain in the basic position.	They come out of the competition area by greeting.



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11	END OF THE TEAM MEETING	COLOR (AO-AKA)+NO KACHI - YAME	Raising the winner's flag states "aka / shiro no kachi -yame".	With the flags along the sides and remain in the basic position.	Teams come out of the competition area by greeting in line one in front of the other.
12	INFRINGEMENT (ADMISSION AND / OR EXPULSION)	MATE - HANSOKU IKKAI/NIKKAI	He declares "mate" and raising the flags returns to the basic position indicating the athlete who receives the warning by saying "hansoku-ikkai / nikkai.	With the flags along the sides and remain in the basic position.	They stop and return to the initial position of "chudan".
13	REVISION OF THE JUDGMENT AND / OR INVALID SHOT	ASAI	Keeping down the flags, wave them one on top of the other.	They behave like the central.	Do not stop, continue the meeting.
14	PARADE WITH HAND	KABAITE-ARI	He declares "kabaite-ari" and returns to the basic position indicating the athlete who has parried with his hand.	With the flags along the sides and remain in the basic position.	They stop and return to the initial position of "chudan".
15	VICTORY FOR ABSENCE AND / OR ABANDONMENT OF THE OPPONENT	FUSEN-SHO	Raising the winner's color flag declares "fusen-sho".	With the flags along the sides and remain in the basic position.	Make the salute by unsheathing the weapon, after he has been assigned the victory, he re-locks the weapon and rejoins the salute and then exits the competition area.
16	CONTEMPORARY SHOT	AIUCHI	Raise the flags sideways and declares "aiuchi" returning to the basic position.	With the flags along the sides and remain in the basic position.	They stop and return to the initial position of "chudan".

Art. 17. Decision

The final decision will be taken by simple majority by the referees. The decisions of the arbitrators are always valid only if the majority criterion exists in their judgment.



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Art. 18. Start of the match

1. The competitors will be outside the ring just in front, in their starting positions.
2. The competitors will greet and step into the ring. They will go to the places marked for the start, they will greet each other and wait for the referee's orders.
3. When the competitors are ready, prepare behind the start lines, the main referee orders **Kamae-To**. The athletes enter the guard position. At the Hajime command, the match begins.

Art. 19. Competitors' position at the beginning of the match

At the beginning of the match, each athlete will be positioned with both legs behind the start line. Whenever a match begins or resumed after an interruption, the athletes will position themselves with both feet behind the starting line in the CHUDAN - NO KAMAE position.

Art. 20. The area allocated to the referees

The Chief Referee and the two assistants are in the form of a triangle.

This form can sometimes be disturbed by the displacement of the competitors, but the assistant referees will try to keep this form following the movements of the chief referee. The Chief Referee is allowed to move to the middle of each side line.

Art. 21. Valid areas for scoring on the body of the athlete

1. For each competition area there are two groups of referees (four for each group);
2. Each group of referees may consecutively manage no more than nine individual and three team meetings;
3. The referees of the same group rotate between them every three individual and one team meetings;
4. The rotation between the referees always takes place in a clockwise direction.



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Art. 22. Valid areas for scoring on the body of the athlete

The central referee receives the flags for him and his assistants from the President of the Jury. The plant approaches the President stopping at a distance of three steps and bowing for the greeting.

Each central referee receives the flags in his right hand and uses the left to keep them. After having made the greeting, on the President's command he goes back and distributes the flags to his assistants. At this point the referees take position to start the meeting.

In the restitution of the flags the procedure will be carried out inversely.

Art. 23. Valid areas for scoring on the body of the athlete

The following parts are considered valid areas:

- (1). Men (from the neck up)
- (2). Kata (under neck, shoulders, upper arms)
- (3). Do (includes chest, belly and sides)
- (4). Kote (from elbow to fingers). When fighting Ryote (with both hands on the sword) either arm is a valid point.
- (5). Ashi (from the hips down to the heels) Both legs represent a valid point. For the thighs or for the back the validity is determined by the effect of the blow.
- (6). Tsuki (from the neck to the navel).

Art. 24. The competition area

1. The fighting surface shall be flat and free of any potential danger to competitors and referees. It will include the individual ring and the waiting area of the athletes. A separate heating area can also be arranged; this surface will not be arranged in the immediate vicinity of the ring so as not to disturb or interrupt the tournament.

2. Only the competitors and the referees are the persons authorized to be in the ring during a match in dispute. The assistant referees move carefully in their designated area. The checker, the referee who holds the score and the timekeeper will remain outside the ring.

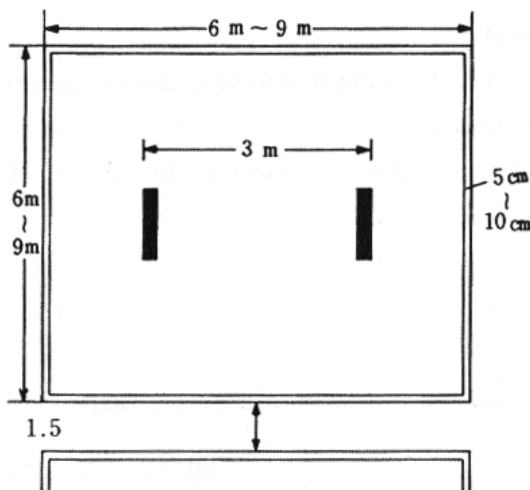
3. The surface of the competition (the ring) will have the side not less



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than 6 meters and not more than 10 meters (the useful surface of the fight, with 1-2 meters safety surface). The recommended surface is 10x10 meters, of which the ring of fight will have 8x8 m surrounded by 1 meter safety surface around.



4. The waiting line of the athletes will be approx. 0.60- 1.00 meters long and will be placed 1.5 meters from the center of the ring. Two parallel lines, face to face, 3 meters away from each other are the lines where the competitors will be placed (one in the white area the other in the red zone).

5. The red side of the competitors is placed on the right side and the blue side is placed on the left side of the chief referee.

6. The host can make changes in the fighting surface taking into account things like the competition surface and the number of participants.

7. There will be a distance of 1.5 meters or more between each fighting surface. The boundary lines of the surface will have a width between 5-10 cm and will have a visible color.

Art. 25. Competition draws

1. The draw will be performed automatically by a special software, according to the registration of each club/country.

2. Fighters from the same school or countrie will be separated so that they can limit the confruntation during eliminators.

Art. 26. Competitive categories

(1). Gender category:



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a. masculine

b. female

(2). Age category

1. Kids II: 4-6 years on the date of the championship
2. Kids I: 6-8 years on the date of the championship
3. Children: +8 -10 years at the date of the championship
4. Minicadets: +10 -12 years at the date of the championship
5. Cadets : +12 -14 years at the date of the championship
6. Junior II: +14 -16 years at the date of the championship
7. Junior I: +16 -18 years at the date of the championship
8. Youth U21: +17-21 years at the date of the championship
9. Seniors: + 18 years at the date of the championship
10. Veterans: + 40 years at the date of the championship

For situations where there are not enough participants for an age category, categories can be combined in the sense that the previous age category migrates to the older age category. It is not permissible for athletes of an upper age to migrate to a lower category.

For the following age categories ***Kids I, Kids II, Children, Minicadets***, championships can be organized divided into colored belts.

(3). Weapons category

- a. Tanto - knife (under 45 cm)
- b. Kodachi - short sword (under 60 cm)
- c. Tate - shield
- d. Choken - long sword (under 100 cm)
- e. Nunchaku (segment below 32 cm, string below 12 cm)
- f. Hanbo - short stick (under 90 cm)
- g. Jo - medium stick (under 140 cm)
- h. Bo - long stick (under 210 cm)
- i. Naginata - halberd (under 210 cm)
- j. Yari - spear (under 210 cm)
- k. Katana - sharp sword



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Art. 27. The weapons used in the chanbara

- (1). The weapons in the chanbara are of three types:
 - a. Traditional, real weapons
 - b. Soft weapons, sponge
 - c. Air-soft weapons
- (2). All weapons used in training or competitions will be approved by the World Chanbara Federation and Associated Discipline.
- (3) Category of Kids (4-6 & 6-8 years). Tanto will be used by the children, in the kodachi competition, instead of the kodachi. Kodachi will be used by the children, in the choken competition, instead of the choken. Thus, at the nito event, kodachi and tanto will be used.

Art. 28. Competition equipment

- (1). The competition equipment is composed of:
 - a. Kimono and belt
 - b. Protections
 - c. Weapons
- (2). The chanbara kimono is composed of trousers, jacket and belt.
- (3). The chanbara protections are as follows:
 - a. Men (helmet) with face shield. Helmet is required in competitions. Red helmet and blue helmet will be used.
 - b. Kote (gloves) - optional in competitions.

Annexes

I. Chanbara Referees

A. The Chief Referee

1. The chief (main) referee shall have complete control and full authority over all actions on the battlefield including starting, suspending, extending or ending a match. The main referee will award points, provide



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explanations for awarding points and validate the majority when voting the awarded point, impose penalties and warnings (before or during the match) and request the opinions of the assistant referee (s) and the supervising referee (checker).

2. When an assistant referee indicates a point to be awarded or an offense that has been committed, he must inform the main referee. The main referee is the one who decides whether the consultation is necessary.

3. The main referee may disqualify a competitor if he is harsh or unsportsmanlike with the majority of the votes of the assistant referees, a decision taken after the meeting of the competition supervising referee with the main referee.

B. The assistant referee

The assistant referee will assist the main referee throughout a match.

The assistant referee will always indicate a point or offense that has been committed and will consult with the center referee when requested.

C. Supervisor (checker)

The supervising referee is met at any form of competition. It checks if the match is played safely and if sportsmanship is respected.

D. The timekeeper

1. The timekeeper will receive instructions from the main referee.

2. The timekeeper shall notify the main referee when the time allocated to the fight has elapsed.

3. The **time** allocated to **an individual match** will be **one and a half minutes**.

4. The **time** allocated to a **team match** will be **two minutes**.

5. The **extra time**, in case of equality, is **one minute**.

6. When, after the extra time has elapsed, no final decision is reached, a decision of the referees will be granted by appointing a winner at the command of "Hantei".



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7. Individually or in teams, who is not present when called to fight is disqualified. The athlete is summoned to the combat surface no more than three times within 60 seconds.

II. Keeping score

(1) The main referee shall determine the majority vote and announce the decision. The main referee and the assistant referees are the only voting ability to award points.

(2) The main referee and the assistant referees shall be provided with flags (red and blue) to specify their decision.

(3) The referee appointed to keep the score shall receive instructions from the main referee.

(4) During the fight, the referee from the main table designated with the score will note all the points awarded to each competitor and will communicate to the chief referee when maximum points have been awarded to a competitor.

(5) The score and time will be kept on the electronic tables that will show both the remaining time of the match and the score obtained by each competitor.

(6) The winner of the match will be the one who gets the first point or two points (depending on the system adopted by the organizer).

(7) The competitor wins by default when the opponent is called and does not show up or win when the opponent is disqualified or injured and is no longer able to continue the fight.

III. Valid attack areas

The body of an athlete as a whole is regarded as a valid area of attack, and the referee must make an impartial decision as an effect of each shot or kick from the point of view of a real fight.

The referee determines the winning points based on three fundamental elements:

1. Speed



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2. Force

3. Accuracy

The whole body is a target with 5 major areas that receive hits with winning points:

- a. MEN (head and face).
- b. KATA-DO (from the neck to the waist).
- c. KOTE - (from fingers to shoulder).
- d. ASHI (from the hips down, on the thighs, on the legs).
- e. TSUKI - the area between the neck and the navel

VI. Aiuchi

Aiuchi is the action by which both athletes score at the same time (in sanbon shobu they each receive a point).

V. Atouchi

Atouchi is a delayed shot that cannot be regarded as a fair shot. A beginner or a person with little practice has this inclination so he has to train to get rid of it. If this practice is seen as intentional in a match, the one who executes it will be warned with Hansoku. If he continues with this type of action he is penalized Hansoku Nikai and he is eliminated.

VI. Shinari-uchi

The weapons used in the chanbara are so flexible that they sometimes bend and hit even if the athlete perfectly blocks the attack.

Referees tend to credit the shot as a valid point of view of the force of the shot. Since a real sword does not bend, it is assumed that the blockage stopped the shot and blocked the attack.

Referees should be reminded of this principle when judging a case of this type and take the above point of view into consideration.

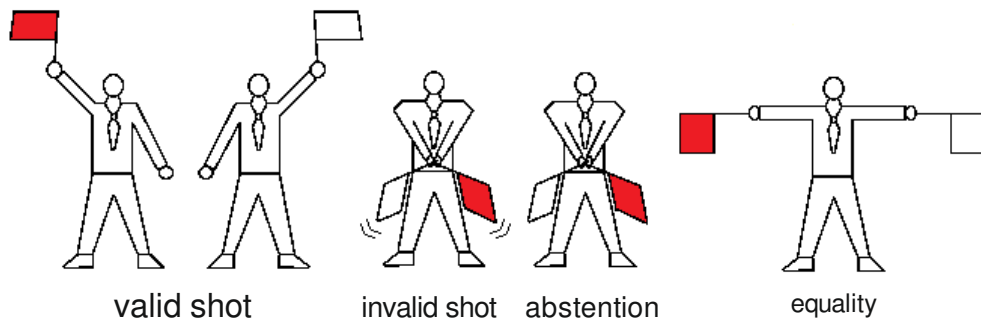
There is not a valid point.



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VII. Assignment of points

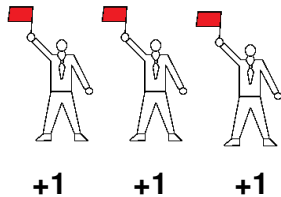


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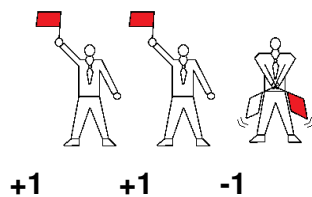
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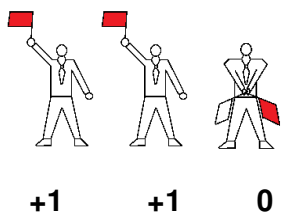
Arbitration Judgment (3 match officials)



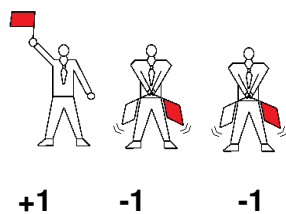
Red wins



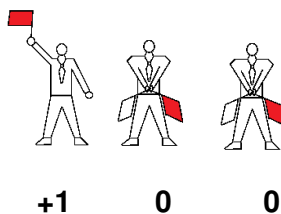
Red wins



Red wins



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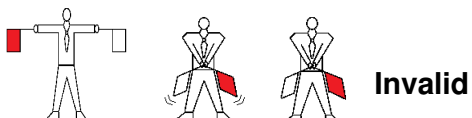
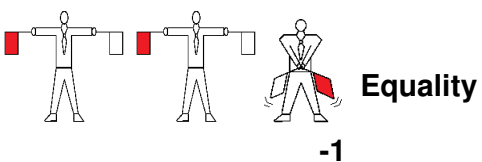
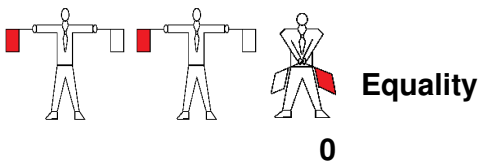
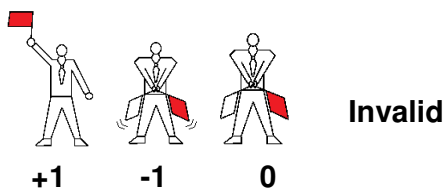
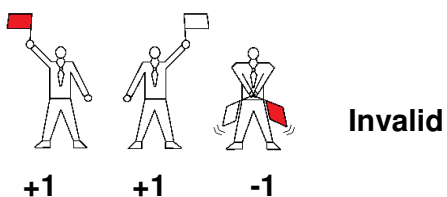
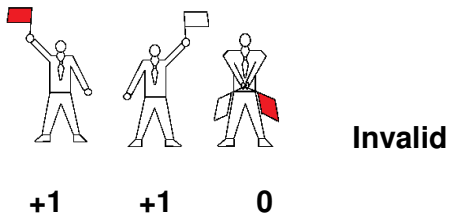


Red wins



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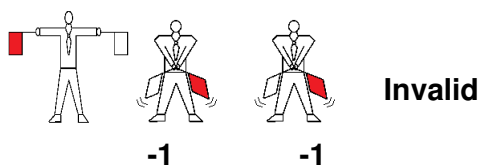
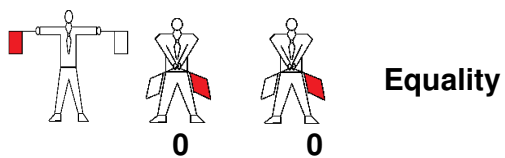
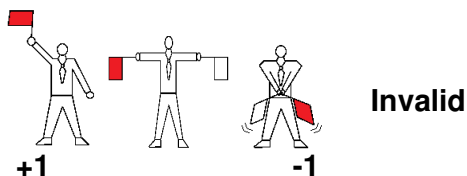
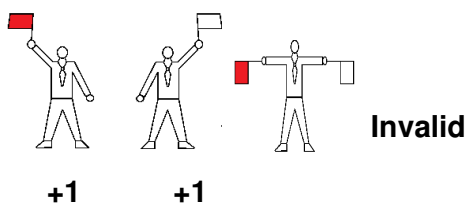
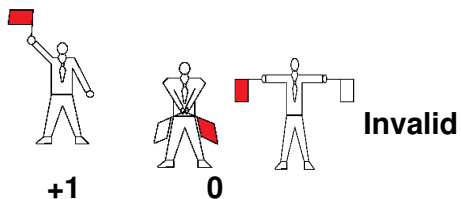




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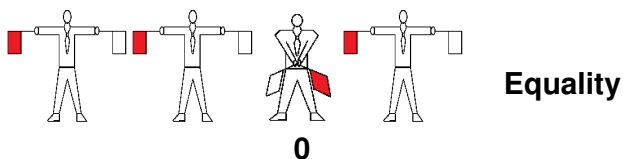
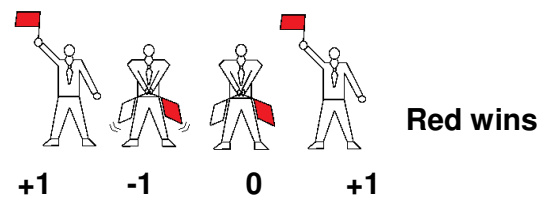
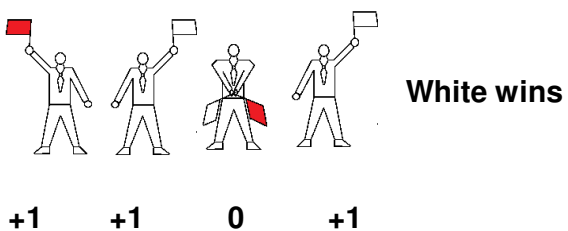
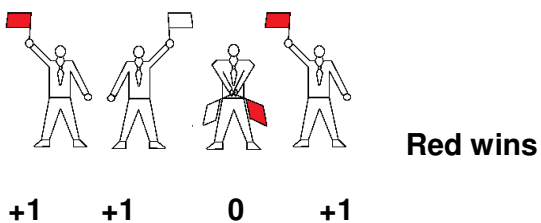
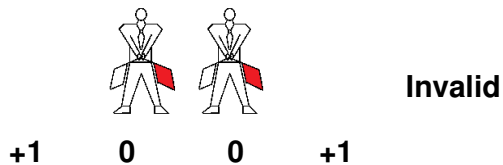
Arbitration Judgment (3 Race Officials + 1 Checker)





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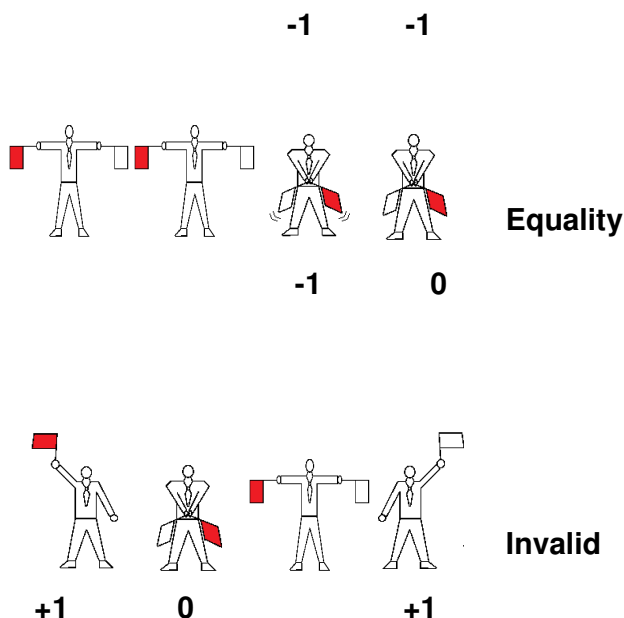
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VIII. Qualification of the Referee

The referees are qualified and recognized by the national organization and the international organization (ESCF – European Sport Chanbara Federation).

1. The arbitrators are divided into the following categories:
 - a. Regional referee*
 - b. National referee*
 - c. Continental referee*
 - d. International Referee*
2. All regional, national and international "character" events must be refereed by match officials recognized by the competent bodies;
3. The qualifications of Officials and Jury Presidents can be conferred only and exclusively to all those who will support and pass the qualifying examination;



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4. Being of legal age and having achieved at least one technical degree in one of the specialties provided in Chanbara are among the requisites required to access the qualification;

5. To pass the qualifying examination, the aspiring referees must obtain at least 80% of the score at the end of the practical and theoretical tests to which they will be submitted;

6. The fundamental requirement, and especially requested in the international field, is that the competition officials possess qualities such as personality, loyalty, skill and impartiality.

7. Refinement and examination of referees

To constantly improve one's abilities, an referee must support at least one National Arbitration Update Seminar each year.

8. Renewal of the status of the referee

The status of referee (understood as suitability to the arbitration practice) has limited time. It must be renewed every three years. Those who took part in at least two refereeing appointments before the three-year term are exempted from renewal.

9. Loss of the status of arbitrator

Those who do not meet the requirements of points 7 and 8 will automatically lose the qualification (understood as suitability to the arbitration practice). In this case, in order to be re-admitted to arbitration, those who previously obtained the qualification will have to take a rehabilitation exam.

Beyond the requisites required in the articles listed in the arbitration rules, an element of **FUNDAMENTAL IMPORTANCE** is the **ACCIDENT OF JUDGMENT** by the referees !

In the event that an arbitrator should consider a judgment that is not sufficiently correct, he should not in any case **HESITATE TO INTERRUPT**



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THE MEETING AND TO REQUEST THE REVISION OF THE DECISION
TAKEN !

To think that it is disgraceful to ask for the reconsideration of a
judgment is a doubly SERIOUS mistake.

The referees should have no hesitation and to make a judgment, and
to request a review in the event of DOUBT FOUNDED.

June 27, 2021,
rev. September 3rd, 2021
Gaby Oancea & Giovanni Desiderio