XI: 競技規程 Rules of the Tournament

1. 乱取競技審判規程 Randori
   『合気道乱取競技 <審判規程・審判動作>』(NPO) 日本合気道協会 審判部: 2008(平成20)年8月30日改訂)に準ずる。
   See AIKIDO RANDORI -- REGULATIONS AND REFEREE SIGNALS (by the Referees Division of the JAA; revised on 30th August 2008)

2. 演武競技審判規程 Embu Competition
   ①本大会の全ての演武競技は初戦から旗上げによるトーナメント方式とする。
   ②コートの中央に中央ラインを赤テープにより表示する。
   ③演武競技審判員に委嘱された審判員を各コートに6名配置し、主審1名・副審4名・確認員1名とする。
   ④確認員はコート中央の赤テープの延長線上（主審と対面して）に位置し、技法違反、相手妨害をチェックする。
   ⑤主審の「はじめ」の合図で両チームは同時に演武を開始する。双方の演武が終了した後に確認員は「失格」「相手妨害」を宣告する。その後、主審の「判定」の合図によって5名同時に行う判定を行う。
   ⑥主審は表示されている旗を、左側の審判から自分までを時計方向に読み上げ、旗の多いチームを「赤（白）の勝ち」と宣告する。
   ⑦「失格」の表示が出た場合、当該チームの負けが自動的に決定する。主審は当該チームに「失格」を宣告した上で、対戦チームの「勝ち」を宣告する。両チームに「失格」が出た場合は、主審は両チームに「失格」を宣告した上で、ノーコンテストを宣言する。この場合、次の対戦相手は「不戦勝ち」となる。

※規程演武競技における「失格」の判定基準
   - 規定技を全て施しだした場合（17本を16本しか施しなかった等）
   - 規定の順番どおりに施しだした場合（逆順当の前に下段当を施しだした等）
   但し誤った技について、受けが受身をとる前に施を中止し、正しい技を施した場合 はこの限りではない。

※自由演武競技における「失格」の判定基準
   - 規定時間の2分以内に演武が終了しなかった場合
   但し主審の「はじめ」の合図より1分45秒が経過した時点で予鈴を鳴らすことで、経過時間を知らせる。

⑧「相手妨害」の表示が出た場合、直ちに失格とはならないが、審査員は減点対象として勘案しなければならない。

※「相手妨害」の判定基準
   - 施技中に相手チームの演武を妨害した場合
   妨害とは、当該チームのいずれかの選手がコートの中央ラインを越えて対戦チーム側に進入し、相手チームの演武を中止・中断させた場合、または相手チームの演武の流れを止める等、相手チームの演武に何らかの影響を与えた場合とする。故意過失は問わない。

⑨演武審査基準は、本年度に実施した講習会にもとづくものとする。

① All matches in the tournament are judged by the referees raising an arm at the end of each match (knock-out system).
② The centre line is indicated by a red tape in the court.
③ There are six referees (one chief referee, four sub-referees and one judge).
④ The judge, placed on an extension of the centre line, checks for any violations or interference caused by the players.
⑤ Both pairs start embu at the same time on the signal of "hajime" by the chief referee. If the judge declares any "shikkaku" (disqualification) and/or "bougai" (interfered play), it will be after both embu are finished. After that, the final judgement will be made by each of the five referees raising an arm at the signal of "hantei."
⑥ The chief referee reads the flags raised by the sub-referees from left to right and declares the victory of the team with the most flags, "red" or "white wins" ("aka" or "shiro no kachi").
⑦ If a team is disqualified, the match is immediately over, the disqualified team loses automatically.
and the chief referee declares the victory of the other pair. The referee may also declare "no contest" if both teams are disqualified. In this case, the next opponent team will win the following round by default ("fusengachi").

Standard infractions resulting in disqualification in routine embu competition:
- Failure to complete routine techniques/waza;
- Failure to perform routine techniques/waza in the correct order.
Please note however that the players will not be disqualified if they correct themselves before the ukemi is executed.

Standard infraction resulting in disqualification in free style embu competition:
- If the Embu could not finish within two minutes:
  However the progress time will be given to the players by sounding a preliminary bell at a point in time when 1 minute 45 seconds passed after the chief referee's signal "Hajime".

The referees will take into account the points to be deducted from players who have committed an interference, but they will not be disqualified immediately.

Standard infraction resulting in 'interfered play':
- One team is in the way of the other team, forming an obstacle which in some manner interrupts the opponent team.

The standard infractions listed above for embu competition were discussed at a meeting which took place earlier this year.

3. Mixed Team Competition

Mixed Team Competition

The mixed team competition was held at the 8th International Aikido Festival. The competition involved the use of mixed teams, each consisting of two athletes, one male and one female. The scoring system for mixed teams was based on the success of both athletes in performing techniques.

The scoring system for mixed teams was as follows:

1. Success in performing techniques: 25 points
2. Failure to perform techniques: 0 points
3. Disqualification: 0 points

The mixed team competition was concluded with a final round, and the winning team was declared the winner of the competition.

The mixed team competition was a unique and exciting event, and it was a pleasure to be a part of it. I hope that more mixed team competitions will be held in the future, and that more athletes will participate in them.
体側き技術に対する判定は「体側き」とし、正しい姿勢で紙一重のところで背後短刀突きを施した場合に、審判員2名以上の判定があった場合「防禦ポイント」として1点が与えられる。（体側き後、即、次の技に結びつくと考えられる体側き技術に対する評価）この時審判員は短刀突きと同じ判定方法を徒手側に用いる。

c）判定方法
- 前後半を通じて総得点で勝敗を判定する。
- 同点の場合は優先順位は①防禦ポイント②短刀突き③指導・反則点とする。
- 上記の判定方法でも同点の場合、攻防における姿勢及びたい体側きの巧拙により僅差の判定を行う。

d）反則事項
- 指導（2回で注意1回となり、1点となる）
- 道着を懸む、両手で抱きつくる等の行為をした場合。
  （短刀乱取り競技における体側き指導はする）
- 問合せ-徒手側が問合せを詰め、短刀側に有効な突きを出さない場合。
  場外の競技者の何れかの片足が赤帯にかかった場合。
- 姿勢-短刀側が前傾姿勢で突きを繰り出した場合。
  短刀側が半身での突きを繰り出した場合。
  短刀側が高飛びは深い突きを繰り出した場合。
- 体側き-徒手側が正しい姿勢での体側きを行わない場合。
- 注意（1点を相手に与える）
  危険と思われる短刀突きをした場合。
  手刀で強く打ちつける手側きをした場合。
- 反則負け（6点を相手に与える）
  相手を負傷させる行為を行った場合。

④徒手乱取り競技

a）競技時間
- 競技は2分間とする。

b）競技形態
- 乱取り基本の形17本の施技による攻防

c）反則事項
- 指導（2回で注意1回となり、1点となる）
  積極的な攻撃が認められない場合。
  変則的な姿勢での施技。
- 注意（1点を相手に与える）
  危険と思われる施技をした場合。

⑤短刀乱取り競技

a）競技時間
- 競技は前後半各60秒とする。

b）判定方法
- 判定の方法は『合気道乱取り競技＜審規規程・審判動作＞』に準ずる。

c）反則事項
- 指導（2回で注意1回となり、1点となる）
  競技者の何れかの足が場外に出た場合。
  徒手側が両手で攻撃側の両腕に組付いたり、又は掴む行為を行った場合。
  短刀側が武器を持たない側の手刀を使用する場合は、掴き、当身技での反撃のみに限定し、相手の腕に組付けたり掴んだりしてはならない。
  その他『合気道乱取り競技＜審規規程・審判動作＞』に準ずる。

審判方法
- ①演武競技-古流護身の形八本（座技～座半座立技）
  審判員3名（主審、副審）による一同の旗上げにより多数決の原則をもって判定する。
- ②演武競技-古流護身の形八本（徒手立技）
The mixed team competition consists of mixed events extracted from the regular practice system taught by Kenji Tomiki-shihan, the first president of the Japan Aikido Association. Shihan advocated the importance of practicing both randori and kata in order to improve one's Aikido skills and, for that purpose, devised and developed a practice system. Nariyama-shihan and Shishida-shihan from the Japan Aikido Association created the mixed team competition in order to introduce our practice system to the outside world. The following text defines the standard minimum rules for the mixed team competition.

(1) Koryu goshin no kata (suwari waza and hanzahandachi) / 25 tatami mats
(2) Koryu goshin no kata (toshu tachi waza) / 25 tatami mats
(3) Women's taisabaki / 32 tatami mats
(4) Men's toshu randori / 32 tatami mats
(5) Men's tanto randori / 32 tatami mats

Athletic Rules

(1) Koryu goshin no kata (suwari waza and hanzahandachi): Two pairs of embu players, aka (red) and shiro (white) (as indicated by the colour of their sashes), consisting each of one uke and one tori, start their demonstrations of koryu goshin no kata (suwari waza and hanzahandachi) on the signal of “hajime.” In this athletic event, free style is sometimes added to the koryu goshin no kata.

(2) Koryu goshin no kata (toshu tachi waza): Two pairs of embu players, aka (red) and shiro (white) (as indicated by the colour of their sashes), consisting each of one uke and one tori, start their demonstrations of koryu goshin no kata (toshu tachi waza) on the signal of “hajime.” In this athletic event, free style is sometimes added to the koryu goshin no kata.

(3) Women’s taisabaki
  a) Match Timing
     - The match consists of two 30-second parts (real match time), zenhan (the first half) and kohan (the second half).
  b) Match Style
     - One player is toshu and must defend against the other player, who has a tanto (soft knife). Toshu must perform taisabaki (avoidance) against tanto tsuki.
     - The tanto changes hands at halftime.
     - The player with the tanto may only strike five times; if they strike five times before the 30 seconds have elapsed, zenhan stops immediately and the tanto changes hands.
     - Players get points by executing tsuki waza with the tanto or taisabaki when they are toshu.
     - When a tsuki waza has been performed, the referee calls “tsuki ari.” Please refer to the 6th section of AIKIDO RANDORI - REGULATIONS AND REFEREE SIGNALS book with regards to the judgement criteria for tsuki ari.
     - The call for taisabaki is “taisabaki.” When more than two referees judge that the toshu has done a swift taisabaki at the last moment, maintaining a suitable posture, the toshu is given 1 defense point. (The taisabaki is judged according to how quickly a waza could be performed after the taisabaki.) The referees use the same signals for tanto tsuki (tanto tsukiari signal).
  c) Procedure after each match
The player with the most total points (from both halves) is declared winner.

- If the players' total scores are identical, the types of scores will be considered in this order:
  1. defense point, 2. tanto tsuki, 3. shido/hansoku.
- If the scores are still found identical (total of points and nature of points), the referees will consider the players' postures when defending and attacking. This is kinsa hantei, narrow margin judgement.

**d) Penalization**

- **Shido**: Two instances of shido (equivalent to a chui) award 1 point to the opponent.
  - A shido is given to the player who grabs the opponent's dogi, holds the opponent, closes maai to prevent a tsuki, etc. Please refer to taisabaki shido rules in *Aikido Randori - Regulations and Referee Signals*.
  - Concerning maai: A shido is attributed to the tanto player who does not keep issokuitto no maai, therefore closing maai on the opponent.
  - Concerning jogai: A shido is given to the player who steps outside the contest area. (Red mats are placed outside the contest area.)
  - Concerning posture: A shido is given to the player who stabs with a forward leaning posture, with a hanmi posture, too high, too low, or too deep.
  - Concerning taisabaki: A shido is attributed to the toshu player who performs taisabaki with an undesirable posture.

- **Chui**: Worth 1 point for the opponent.
  - A chui is given to the player whose tanto tsuki seems dangerous.
  - A chui is given to the toshu if they hit the tanto's arm or hand with too much force while attempting to avoid the tanto tsuki.

- **Hansoku make (defeat on a foul)**: The opponent is awarded 6 points.
  - Hansoku make is attributed to the player who injures their opponent.

**4) Men's toshu randori**

- **a)** Match time: 2 minutes of real match time.
- **b)** Match style: Any of the 17 basic randori techniques may be used in offense or defense.
- **c)** Penalization:
  - **Shido**: Two instances of shido (equivalent to a chui) are worth 1 point for the opponent.
    - A shido is given when a player refrains from making a positive attack or when techniques are executed with an irregular posture.
  - **Chui**: Worth 1 point for the opponent.
    - A chui is given to the player who performs a dangerous technique.

**5) Men's tanto randori**

- **a)** Match time:
  - Two halves, zenhan (first half) and kohan (second half), lasting each 60 seconds of real match time.
- **b)** Procedure after each match:
  - Please refer to *Aikido Randori - Regulations and Referee Signals*.
- **c)** Penalization:
  - **Shido**: (2 shido are equal to 1 chui, which is worth 1 point, scored in favour of the opponent).
    - A shido is attributed to the player who steps outside the contest area. (Red mats are placed outside the contest area.)
    - A shido is given to the toshu player who grabs the opponent or holds them with both arms.
    - A shido is given to the tanto player who uses the empty hand tegatana for anything other than sabaki or atemi waza counterattack.
  - Please conform to the corresponding criteria and methods of judgement in *Aikido Randori - Regulations and Referee Signals*.

**Judging System**

(1) Koryu goshin no kata (suwari waza and hanzahandachi):
There are 3 judges (1 chief judge and 2 secondary judges) who each raises a flag at the same time,
the majority deciding the outcome of the match.

(2) Koryu goshin no kata (toshutachiwaza):
Same as in (1).

(3) Women’s taisabaki:
As described earlier, the winner is the player with the highest total score or, when the scores are equal, the player with the most advantageous marginal differences.

(4) Men’s toshu randori:
Same as in (3).

(5) Men’s tanto randori:
Same as in (3).

(6) If a narrow margin judgement is required, the chief referee calls “hikiwake” (draw) and the final judgement is made with the referees raising an arm. No further consultation takes place amongst the referees.