

## 「審判心得」 Points on Shinpan (Refereeing)

- ・ 審判 Refereeing :

審らかに判定 To clearly Hantei (decide match victory)

- ・ 判定 Hantei (decide match victory) :

打突の正否 ⇒ どちらが正しい打突をしたか

間違いなく判定=使命

Appropriateness of DATOTSU (strike) ⇒ Which player made an appropriate DATOTSU strike?

Mission is to make appropriate decisions.


技術的 — 理合・間合・刃筋 etc

Technical aspects – RIAI, MAAI (distance), HASUJI (direction of SHINAI), etc.

昔（武徳会） 勝負判定基準

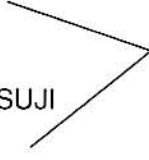
BUTOKU-KAI (an organization to promote BUDO in Japan, 1895 – 1946) had the following criteria to decide victory/defeat.

姿勢・態度  
気勢・気魄  
適法打突（刃筋・残心）



条件

Players' position and attitude  
Players' state of mind and spirit  
Appropriate DATOTSU strike, with appropriate HASUJI  
and ZANSHIN (body posture and state of mind)

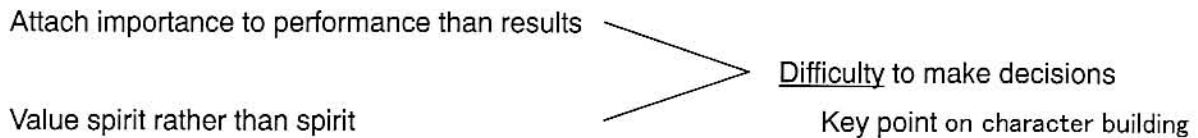
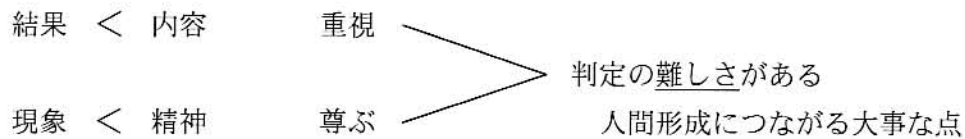


Requirements

単なる勝負判定基準でなく、剣道の目的達成のための大前提

= 審判使命

Main premise to achieve objectives of Kendo,  
not just criteria to decide victory/defeat



この大事な極所を逃したら、剣道が今日に生きる存在価値はゼロになる。  
ただ竹刀が部位に当たったかどうかを裁定するだけでなしに、気力で  
相手の心を打ったかどうかを判定。

If missing this key point, there is no existence value of today's Kendo.

It is necessary to judge whether not only a player stroke BUI (a part to be hit) with Shinai  
but also a player stroke the counterpart's heart with spirit.

剣道審判の要であり、精神である。

The above is a highlight and spirit for refereeing in Kendo.

審判の使命は大きく、責任は重い。

SHINPANIN (referees) have great mission and heavy responsibility.

審判の適否 → 日本剣道、世界剣道の将来を左右

Adequacy of SHINPAN, refereeing, greatly affects the future of Kendo in Japan and in the world.

強い自覚と時代的使命のもとに、厳正なる判定が強く要望される。

It is absolutely necessary for referees to make strictly fair judgments based on strong awareness  
and sense of mission of the era.

## 「審判員心得」 Points for Shinpan-in (Referee)

- 1) 審判員： 試合者の剣道生命をあずかる者 → 強く自覚  
試合者・指導者...その勝負に賭けて、日々骨身を削る努力を継続  
永年の努力 ...審判の旗一本により、瞬間的に決せられる



審判員 ...その旗の重みと責任とをさらに強く意識

### 1) Referee: Responsible for SHIAISHA's (players') Kendo life

- Should be aware of this responsibility
- SHIAISHA and coaches - Make painstaking efforts for SHIAI, matches, everyday
- Continuous efforts - Victory/defeat is instantly decided by referees' SHINPAN-KI flags
- Referees - Required to firmly recognize weight of SHINPANKI flags and their responsibility as referees

剣道＝「審判絶対なり」

絶対という安易感から来るミスジャッジは許されない

ミスジャッジ ← ルールの研究不備・審判経験不足



安易感から来る「打ち」と「当たり」の厳密な研究不足

In Kendo, "Refereeing is the absolute existence."

No judgment errors caused by easy-going attitudes as referees are allowed.

Judgment errors ← Caused by referees' insufficient knowledge on regulations and experience as referees



Do not strictly clarify "UCHI (strike)" and "ATARI (touch)" because referees do not deeply consider differences of the above two.

剣道には軽くても採らねばならない技もあり、

強くても採ってはならない打ちもある。

Some light strikes should be regarded as valid strikes

while some strong strikes should be judged as invalid in Kendo.

研究不足 → 剣道がだんだん軽薄になり、本道から遠ざかる

Insufficient study → Kendo will be getting frivolous, away from the high road.

「審判は神聖なり」 → 審判は私情を交えず、公正を期する。

審判員自身の心構えを教えたもの

“Refereeing is sacred.”

→ This is mindset for referees, requiring them to make fair judgments by putting one's own feeling aside.

「審判は絶対なり」 → 審判員の宣告は絶対普遍のものだから、いささかも間違いがあっては許されないという、審判員に対する戒めである。

“Referees' pronouncements are absolute.”

→ This is a cautionary notice to referees, requiring them to make no mistakes in judgments because referees' pronouncements are absolutely universal.

剣道生命をあずかる審判員：

その旗一本に自らの命を賭け、心身を浄め、浄玻璃の心を持って試合場に臨むべきである。

Referees are responsible for SHIAISHA's (players') Kendo life. :

Referees should purify their flesh and spirit to show best of the best performance using SHINPAN-KI flags, with crystal-clear mind when they do refereeing.

2) 剣道審判の困難性を自覚する。

2) Awareness of difficulties of refereeing Kendo matches

剣道...繁雑・困難・微妙

世界一難しい審判

Characteristics of Kendo refereeing: Complicated, difficult and subtle

Refereeing in Kendo is more difficult than refereeing in any other sports.

機会・間合・残心 etc...剣道的要素 → 総合的に瞬時採決

Factors typical for Kendo, such as KIKAI (timing), MAAI (distance), ZANSHIN

→ Instantly make a decision, considering various factors comprehensively

「一本」内容 ... 複雑多岐 → 確然判定しにくい

“IPPON, one effective strike” should meet various factors. – Complicated

→ It is difficult to convincingly make decisions.

微妙な技 … 截然（せつぜん）たる「断」を下す

Not completely perfect strike → It is necessary to firmly make a decision in this case.

(The strike may be valid, or may not be valid.)

審判の信念・平素の錬磨から来る良心のひらめき

A flash of conscience out of belief as a referee and constant training

微妙な判定 … ルールを知っているだけでは完璧を期せない

Judgment on sensitive cases

→ Knowing refereeing regulations is not enough to make perfect decisions.

事上錬磨・研究の上に、さらに数をかけて実地修練必要

It is necessary to repeatedly do referring in addition to on-the job training and research.

審判の精神 = 他のスポーツ同様「厳正」の二字

Referees' spirit is just “strictly fair”, same as spirit of other sports.

国際サッカー連盟公認審判員のバッジ 3C

Basic spirit

Correct

Confidence

Courage

3C-mark in a badge for official referees of Federation Internationale de Football Association (FIFA) stands for basic factors of spirit: Correct, Confidence and Courage.

剣道審判 「正確」「自信」「勇気」 → 三種の神器

その正確を期する → 信念必要

最後にその信念 → 決断する勇気

For Kendo referees, “Correct”, “Confidence” and “Courage” are three sacred treasures.

Make correct judgments → Confidence is required.

Based on confidence → Courage to make decisions

### 3) 審判修練の必要性を自覚する

3) We should be aware of necessity of training ourselves to be good referees.

剣道の審判ほど難しいものはない It is quite difficult to do refereeing Kendo SHIAI matches.

公認審判制度がない There is no official referee system in Kendo.

審判： 剣道の行方を規定する直接的実地指導

Referees: Direct and practical guidance to show the future direction of Kendo

試合者： 例外なく審判の旗の方向に流れていく

SHIAISHA, player: Affected by referees' judgment without exception

立派な指導者： 厳しい指導 < 審判の旗の一本の威力

Good coaches: Understand that referees' judgments with SHINPANKI flags exceed coaches' strict guidance

審判員： 旗の振り方の重要な意味 → 検討・反省

Referees: Important meaning of their judgments with SHINPANKI flags

「高段者必ずしも名審判ならず」

“High-level Kendo players are not necessarily excellent referees.”

武道： 相撲 ... 審判に対する考え方、実に厳正

行司 ... 専門側の審判

差し違え → 即日進退伺い → (切腹)

BUDO: SUMO wrestling - Quite strict way of thinking on refereeing

SUMO referees - They are professional.

When making errors in refereeing, they immediately submit letter of resignation → (HARAKIRI, suicide)

審判： 剣道の一番大事な方向指示者

剣道の死命を制する最も重要な裁判官

自覚

責任

研鑽努力 ⇒ 念願

Referees: Key persons to show the directions Kendo should follow

The most important judge to decide the fate of Kendo

Awareness

Responsibility

Efforts to develop oneself ⇒ Desire

## 剣道審判員の作法について Procedures for Referees

試合開始前の作法 Before SHIAI	
審判員の入場 Entering	<p>審判員は、3人そろって審判旗を右手に持ち試合場に入場する。 Three referees shall enter SHIAI-JO court together, holding flags in their right hands.</p> <p>試合者は立礼の位置に向かい合って立つ。 Players or teams of players shall stand at the RITJUREI bow positions, facing with each other.</p> <p>(1) 赤は正面に向かって右側。 A red player or a team is on the right side toward SHOMEN front.</p> <p>(2) 団体の場合は、大将が正面側で整列する。審判員は試合場の下座に主審を中央にして正面に向かって並ぶ。 In case of team matches, TAISHO, the last players, shall take the positions closest to SHOMEN front. Referees shall line up at the other side of SHOMEN front with SHUSHIN, Chief referee, in the middle. (正面に一礼) (お互いに一礼) (REI bow, to SHOMEN front) (Mutual REI bow)</p>
正面の礼 REI bow, to SHOMEN front	<p>(1) 第1試合の開始時、および決勝戦の開始時と終了時。 At the beginning of the 1<sup>st</sup> match and at the beginning and ending of the final match in the tournament</p> <p>(2) 試合が2日以上にわたる場合、第1試合の開始時と最後の試合の終了時、および決勝戦の開始時と終了時。 In case of 2-day or longer tournaments, at the beginning and ending of the 1<sup>st</sup> and the last matches each day, and at the beginning and ending of the final match in the tournament</p> <p>(3) 個人試合の場合は、審判員が定位置に着いた後、試合者のみが行う。 In case of individual matches, only players shall bow to SHOMEN front after referees take up respective home positions. (立礼の位置についての直後。試合者のみが行う。主審の号令)</p> <p>(4) 団体試合の場合、審判員および試合者は整列した直後、(主審の号令)</p> <p>(3) In case of individual matches, when referees take home positions and players stand at the RITSUREI bow positions (following Chief referee's instruction)</p> <p>(4) In case of team matches, referees and players line up (following Chief referee's instruction)</p>

<p>審判員の位置 Referees' positions</p>	<p>(1) 主審は、正面に向かって試合者を底辺とした二等辺三角形の頂点、境界線の内側（約1メートル）に立つ。副審は、主審を頂点とし、試合者の内側、二等辺三角形の位置で、境界線の内側（約1メートル）に立つ。 Chief referee shall stand at the apex of an isosceles triangle, about one meter inside from the court line. Sub-referees shall stand about one meter inside from the court line, keeping an isosceles triangle.</p> <p>(2) 副審は、定位置につく時、内側に回って立つ。各審判員は、両手で旗を静かに開く。 Sub-referees shall take up home positions by turning inward. Referees shall open flags gently with both hands.</p> <p>(3) 主審は、右手に赤旗、左手に白旗を持つ。副審は、右手に白旗、左手に赤旗を持つ。 Chief referee shall hold a red flag in the right hand and the white one in the left hand. Sub-referees shall hold a white flag in the right hand and the red one in the left hand.</p>
<p>試合中の作法 Start of matches</p>	<p><b>During SHIAI</b></p> <p>(1) 主審は、試合者が開始線で竹刀を抜き合わせ、蹲踞し、気の充実した時に「始め」の宣告で試合を開始する。 Chief referee shall start a match by pronouncing “HAJIME” after payers take SONKYO position at KAISHISEN line while drawing SHINAI and feel up to the mark.</p> <p>(2) 2本目および中断後の試合開始では、主審は試合者を開始線に戻し、中段に構えさせ、「始め」の宣告で試合を開始する。 When a match is resumed for 2 HONME (the 2<sup>nd</sup> part of a match) or after CHUSHI suspension, Chief referee shall let the players return to KAISHISEN line and take CHUDAN position, and start the match by pronouncing “HAJIME”.</p> <p>(3) 「分れ」からの試合開始では、主審は試合者をその場で中段に構えさせ、「始め」の宣告で試合を開始する。 When a match is resumed after “WAKARE” (separate), Chief referee shall let the players take CHUDAN position there and start the match by pronouncing “HAJIME”.</p>

<p>審判員の移動 範囲 Moving range of referees</p>	<p>(1) 主審は、試合者の動きに応じ移動する。ただし、試合場の中心より向こう側までは移動しない。 Chief referee shall move in accordance with players' movement, but shall not go beyond the center of SHIAJO court.</p> <p>(2) 副審は、主審の動きに応じ、三角形を崩さないように移動する。 Sub-referees shall move in accordance with Chief referee's movement while keeping the triangle made of three referees.</p>
<p>審判員の宣告 Referee's pronouncement</p>	<p>(1) 審判員が有効打突の表示をした時は、ほかの審判員は直ちに旗によって表示する。(有効・無効・棄権) When one of referees indicates YUKO-Datotsu valid strike, the remaining referees shall immediately indicate their decisions with the flags. (YUKO valid, MUKO invalid and KIKEN default)</p> <p>(2) 副審は、主審の宣告が終わるまで旗の表示をする(否定を表示した場合を除く)。 Sub-referees shall continue their indications until Chief referee ends SENKOKU pronouncement, excluding when they show denial indication.</p> <p>(3) 審判員の宣告および審判旗の表示の方法は別表のとおり。 Referees' pronouncement and indication with SHINPANKI flag will be explained separately.</p>
<p>合議 GOGI discussion</p>	<p>(1) 合議は、主審が試合を一時中止させ、2本の旗を右手に持ち、上に上げて「合議」と通告する(合議中は、旗を下ろす)。 For GOGI discussion, Chief referee shall suspend a match and pronounce "GOGI" while hoisting two SHINPANKI flags in the right hand. During GOGI discussion, Chief referee shall lower the flags.</p> <p>(2) 副審が合議の必要を認めた時は、「止め」の表示・宣告および合議の表示をする。主審は、副審の合議の表示を受け、直ちに試合を一時中止させ、合議の表示をする。 When a Sub-referee considers GOGI discussion is required, the Sub-referee shall indicate and pronounce "YAME" (stop) to indicate that GOGI is necessary. Chief referee shall immediately suspend a match accordingly, and indicate "GOGI" with the flags.</p> <p>(3) 審判員は、審判旗を右手に持って中央に集まり、合議する。 Referees shall move to the center, holding SHINPANKI flags in the right hand for GOGI.</p> <p>(4) 合議中、試合者は立ったまま竹刀を納めて、立礼の位置に下がり、蹲踞または正座して待つ。 Accordingly, the players shall do NOTO (sheathe SHINAI) without taking SONKYO position (while standing), and return to</p>

the inside border of SHIANJO court, and wait while taking SONKYO position or sitting square (SEIZA).

(5) 主審は、合議終了後、試合者に反則・取り消しなどを宣告する。

After completing GOGI discussion, Chief referee shall pronounce "HANSOKU" foul, "TORIKESHI" revocation to the players to resume the match.

(6) 試合者は、開始線で中段に構え、宣告を受ける。

At that time, the players shall take CHUDAN position at KAISHISEN line to have the pronouncement.

## 試合終了後の作法 After SHIAI match

試合終了

Completion of  
SHIAI match

(1) 試合終了後、審判員は審判旗を巻き左手に持ち、副審は主審の位置に戻り並ぶ。

After a match ends, referees shall roll up SHINPANKI flags and hold the flag in the left hand. Sub-referees shall line up next to Chief referee.

(2) 主審の合図により、審判員および試合者はお互いの礼、正面の礼をする。

The players and referees shall make bows mutually and to SHOMEN front according Chief referee's calling out.

(1) 主審・副審の移動交替は、審判旗は巻かず、両旗を右手に持ち、定位置に移動する（時計の逆回りに移動する）。

Rotation/  
replacement of  
referees

As to rotation of Chief referee and Sub-referees, referees shall rotate to the next home position while holding not rolled up SHINPAN flags in the right hands. Rotation shall be counterclockwise.

(2) 交替は、審判旗を巻き、右手に持ち、次の審判員と相互の礼をして交替する。

Referees shall rotate to the next home position while holding rolled up SHINPAN flags in the right hands.

(3) 審判員交替は、定位置まで移動し、審判旗を巻き、右手に持ち、次の審判員と相互の礼をして交替する。

As to replacement, a referee to be replaced shall move to the home position, roll up the flag and make a mutual bow with the replacement referee.

(4) 3 審判員交替は、旧審判員の後ろに新審判員が審判旗を持って並ぶ。

As to replacement of three referees, new referees shall line up behind the former referees holding the flags in the right hands.

(i) 旧審判員は、右(左)向けをして、試合場外に退場して解散する。

The former referees shall face right, or left in some cases, at the same time, retire from the court and break away.

(ii) 新審判員は、定位置まで移動し、旗を両手に持ち試合者を待つ。

Replacement referees shall move to home positions, and hold the flags in the right hands while waiting for players.

(5) 最後の試合終了時は、団体での礼終了後、3 審判員は審判旗を持ったまま、揃って右(左)向けをして、試合場外に退場して解散する。

After the last match ends, the players and the referees shall make a mutual bow, face right (left) at the same time, retire from the court holding the flags and break away.

<p>1. 端正な服装 Dress code          上衣：紺 Plain, dark blue jacket          ズボン：グレイ系 Plain, gray pair of trousers          ワイシャツ：白 Plain, white shirt          ネクタイ：エンジ系 Plain, deep red necktie          靴下：紺 Plain, dark blue pair of socks</p> <p>2. 厳正な態度 Earnest manner          (1) 真剣な気構え Austere frame of mind          (2) 構え：剣道の自然体で、足は硬直しない程度に踵を揃える          Natural posture in Kendo style with heels aligned and legs not too much tightened          (3) よく見える位置に移動する Always take up a position with a good view</p> <p>3. 果断な裁定 To be decisive          (1) x x の判定          (2) 他の審判員に追従しない Not be affected by other referees' decision          (3) 観衆や応援に左右されない Not be affected by audience          (4) 躊躇、逡巡しない Do not hesitate. Make a quick decision          (5) 正確・俊速な表示 Accurately and quickly show decisions</p>	<p>判定の仕方 How to make decisions          (1) 目で見える See with eyes          (2) 耳で聞く Listen with ears          (3) 経験による勘を生かす Use instincts bucked up with experiences</p> <p>審判旗の持ち方 How to hold SHINPAKI flags          (1) 旗の柄を手で握り、人差し指を伸ばす          Hold handles of flags in your hands, keeping forefingers straight          (2) 旗の柄が腕とまっすぐになるように持つ          Keep a handle of a flag align with your arm          (3) 旗は体側にまっすぐ下げる          Hold flags on both sides of the body          (4) 移動の場合は、旗を振らないで移動する          Do not move flags when moving to the next position</p>
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