



AUSTRALIAN JUGGER LEAGUE



2022

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1. INTRODUCTION TO JUGGER



Jugger is a competitive team-based sport. Two teams compete to gain possession of the “Skull” (the game ball), and score points. Players wield foam equipment called “Pompfen”, which resemble swords, shields and chains. One unarmed player from each team, the “Qwik”, carries the skull while the Pompfen players protect them and attempt to tag opponents. Points are scored by getting the skull into the goal without being tagged by the opposing team.

Jugger is an inclusive and community driven sport. Juggers play in mixed gender teams and equipment is built by hand by the players themselves. Fair play and good sportsmanship are highly regarded and promoted in Jugger, and on the field, players are largely responsible for refereeing themselves. Officiating personnel primarily ensure the smooth running of games and should rarely need to intervene in gameplay.

This document covers field setup, equipment, the rules of play, and the roles of officiating personnel.

These are the official rules of the Australian Jugger League, created for and by the Australian Jugger League community.

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2. PLAYING FIELD AND EQUIPMENT



2.1. The Field

2.1.1. The Field

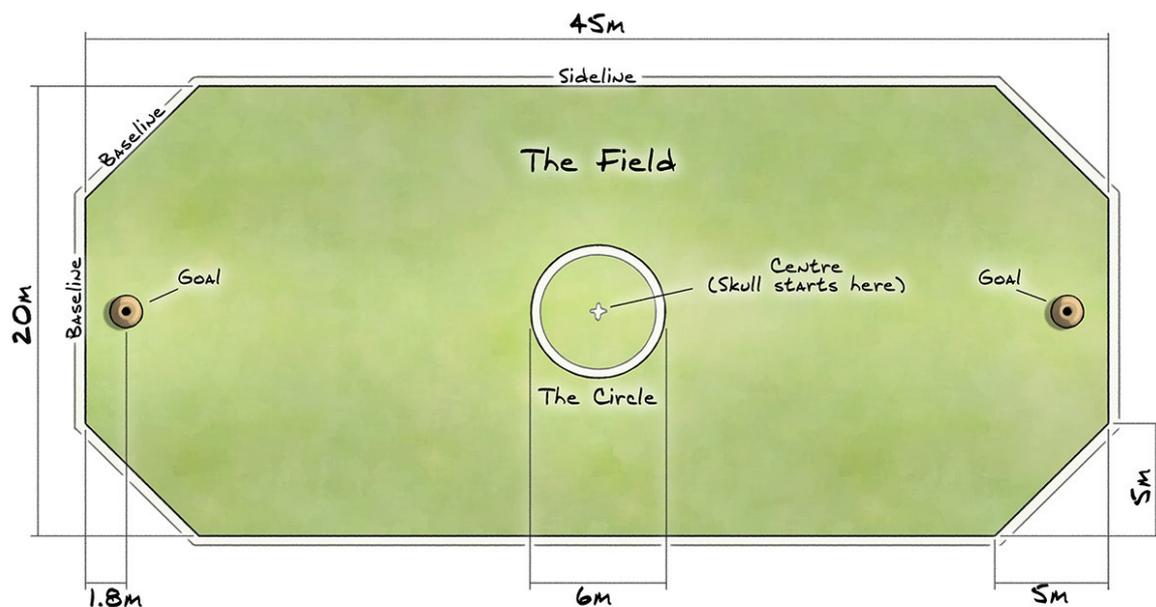
The field's shape is an elongated octagon, made from a rectangle with the corners truncated. The total length of the field is 45 m, and the total width is 20 m. The truncations are isosceles triangles with lengths of 5 m with two 45 degree angles and one 90 degree angle.

The longest 35 m lengths are sidelines. The shortest lengths of 10 m and the hypotenuses of the truncated triangles are baselines.

The space immediately surrounding the field is to be kept clear of obstructions and tripping hazards to a distance of at least 1.4 m out from the field boundary.

2.1.2. Circle

The centre of the field is marked. A circle with a 3 m radius is marked around this centre mark.



2.2. Skull and Goals

The 'skull' is the game ball used to score points. The skull is approximately 200-250 mm long and 80-100 mm in diameter, and made of padded durable material. The appearance is not relevant to the game, however traditionally it is made to resemble a dog skull.

The goals are placed 1.8 m into the field from the middle of each 10 m baseline.

The goal is a padded doughnut shaped mound with a centre hole slightly larger than the skull.



The Skull



Goal

2.3. Pompfen

Pompfen are the sports equipment used in Juggler. Pompfen are divided into Chains, Spars and Shields.

All pompfen must be designed to minimise the risk of cuts, abrasions, lasting bruises, or other injuries.

No metal may be present in chains or spars. Metal O-rings and D-rings or similar may be used on the rear of shields to secure arm straps.

2.3.1. Chains

Chains consist of a ball, flexible tether, and a handle or club.

The ball is a striking surface of the chain which is used for a legal tag.

The ball must safely absorb the impact from a tag.

Chains must not be able to stretch under normal gameplay conditions.

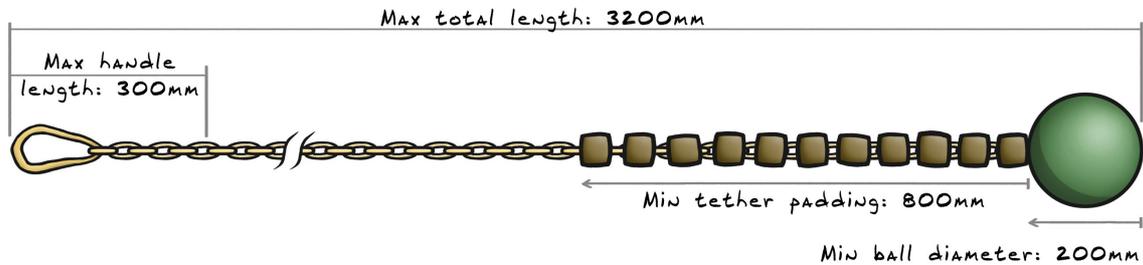
The tether nearest the ball must be padded to reduce the risk of a tight or constricting loop forming and to prevent injury from impact. The padding is to be prevented from slipping out of position.

The handle must be able to be released quickly when required for safety.

2.3.1.1. Full Chain

A Full Chain is comprised of a handle, tether and ball.

Max total length: 3200 mm	Min ball diameter: 200 mm
Max handle length: 300 mm	Min tether padding: 800 mm



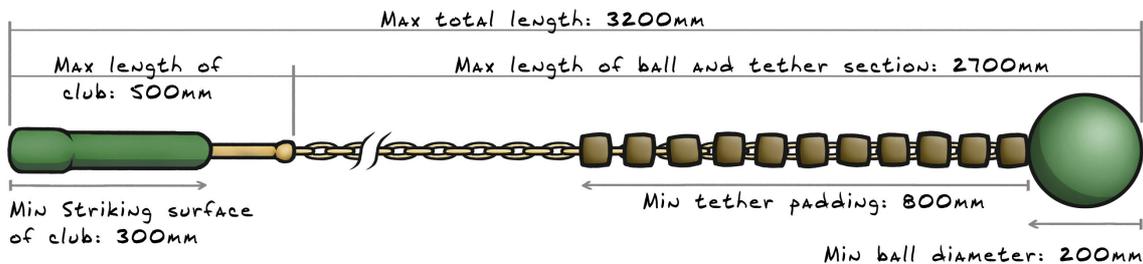
2.3.1.2. Aussie Chain

An Aussie Chain is comprised of a club, tether and ball. The club is comprised of a striking surface and a grip.

The tether must be secured to the pommel end of the club.

The specifications outlined in 2.3.2 Spars are also applicable to the club.

Max total length: 3200 mm	Min ball diameter: 200 mm
Max length of ball and tether section: 2700 mm	Min tether padding: 800 mm
Max length of club: 500 mm	Min Striking surface of club: 300 mm



2.3.2. Spars

Spars consist of padded striking surfaces and grip. The core of the spar is the internal rod or tube. The length of the striking surface combined with the length of the adjacent grip is the maximum range of the spar.

Spars must be straight and roughly cylindrical when viewed down the longest axis. Edges are to be avoided or smoothed over. Stylised sword blades or similar are not permitted.

The core must not be able to pierce through the striking surface or pommel even under excessive force. Cores must be enclosed to contain splinters in the event of fractures and breakages.

2.3.2.1. Grip and Pommel

The grip and pommel is where a player must grasp the spar in order for it to be held correctly. The pommel is the terminal end of the grip of the aussie chain club, short sword, longsword, and staff.

Grips that may strike players must absorb impact such that they will not cause injury during normal gameplay conditions.

2.3.2.2. Striking Surface

The striking surface is the padded area of a spar which is used for a legal tag and to pin.

Striking surfaces must safely absorb the impact from a tag. The core must not be felt through the padding under moderate pressure.

Striking surfaces may include collars.

Collars follow the contour of the striking surface and are a maximum of 20 mm out from the striking surface adjoining it.

Striking surfaces must have a minimum 55 mm diameter along the entire length.

2.3.2.3. Striking Tip

The striking tip is the terminal end of the striking surface. It consists only of padding and does not have a core. It must be reasonably cylindrical and not have sharp corners or edges.

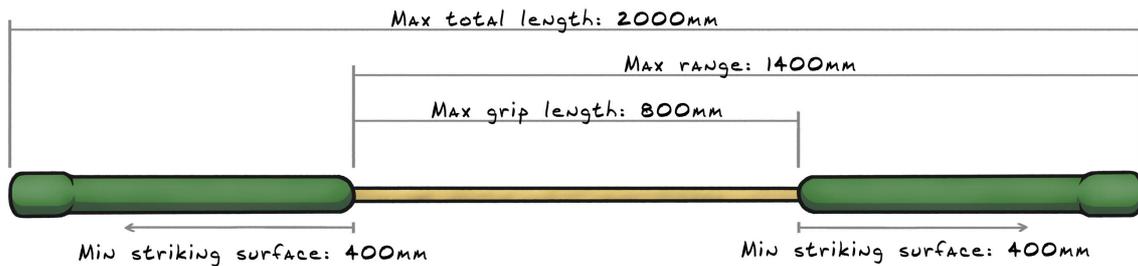
The striking tip must have a high degree of compression when frontal force is applied, and when fully compressing the tip the core must not be felt. It must be sturdy enough to prevent buckling from sideways force that would compromise its structure or function.

Striking tips must have a minimum 70 mm diameter.

2.3.2.4. Q-tip

A Q-tip is comprised of two striking surfaces that border a central grip.
The striking surfaces of the Q-Tip must be of identical length.

Max total length: 2000 mm	Min striking surface of each end: 400 mm
Max range: 1400 mm	
Max grip length: 800 mm	



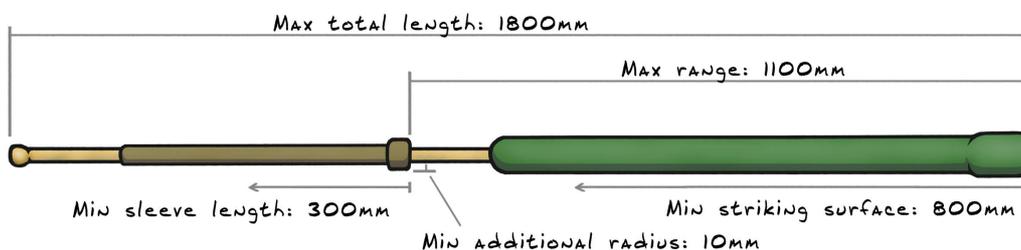
2.3.2.5. Staff

A staff is comprised of, in order; a pommel, a rear grip, a sleeve, a forward grip, and a striking surface.

The sleeve is not a striking surface or grip and must be clearly distinguishable from the two grips under normal gameplay conditions. To prevent the user's hand sliding onto the sleeve, the sleeve must be wider than the forward grip at the point where it meets the grip, and protrude out from the grip at a right angle.

The maximum range of the Staff is the total length of the forward grip and the striking surface.

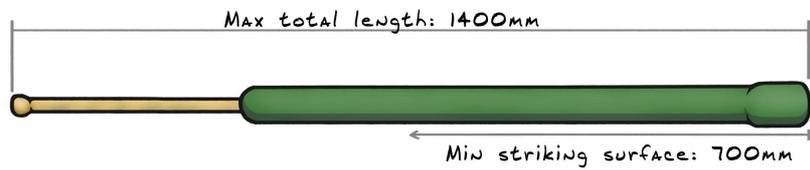
Max total length: 1800 mm	Min striking surface: 800 mm
Max range: 1100 mm	Min sleeve length: 300 mm
	Min additional sleeve radius: 10 mm



2.3.2.6. Longsword

A longsword is comprised of a pommel, a grip and a striking surface.

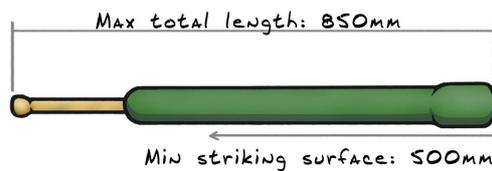
Max total length: 1400 mm	Min striking surface: 700 mm
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2.3.2.7. Short Sword

A Short Sword is comprised of a pommel, a grip and a striking surface.

Max total length: 850 mm	Min striking surface: 500 mm
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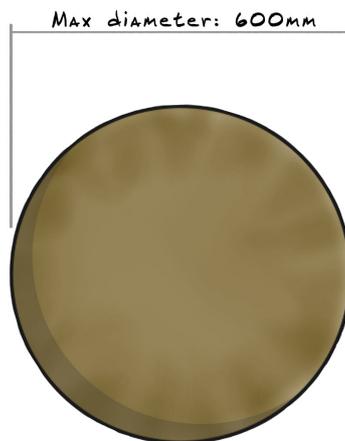


2.3.3. Shields

A shield is comprised of a front surface and a rear grip.

The front surface and outer rim must safely absorb the impact from an accidental collision. Shields must be circular when viewed from the front.

Max diameter: 600 mm



3. TEAMS



3.1. Positions

Field players are comprised of pompfen players and qwiks.

The qwiks are the only players who can pick up the skull and score points. Qwiks do not carry a pompfen.

The players that use pompfen are called pompfen players. Pompfen players are comprised of chain players and enforcers.

Chain players wield a Chain.

An enforcer wields one of the following pompfen combinations:

- A Staff
- A Longsword
- A Q-tip
- Two Short Swords
- One Short Sword and a Shield

Players can be reassigned to any position or pompfen over the course of the game.

3.2. Team Composition

Each team is comprised of up to 8 players: 5 field players, and up to 3 reserves.

At the beginning of a round the 5 field players are assigned the following positions:

- 1 Qwik
- 4 Pompfen players (maximum of one chain)

Each team nominates a captain who is the liaison with officiating personnel.

Each team is to be visually distinguishable from the opposing team.

4. GAME PROCEDURE



4.1. Aim of the Game

The aim of Juggler is to score more points than the opposing team within the specified playing time.

4.2. Setup

Prior to a game beginning, each team is assigned a baseline. The goal at that baseline belongs to that team. The officiating personnel take their assigned positions.

Prior to beginning each round, the skull is placed on the centre mark. The pomphen players must be outside the field, on or behind their respective baselines. The two qwiks may be inside the field, but must be outside the centre circle. The reserves must be outside the field and remain outside for the duration of the round.

Prior to beginning a new half, teams trade baselines.

4.3. Game Duration

A standard game of Juggler is 2 halves of 150 stones each. A stone is the timing system of Juggler where a regular beat keeps time. The duration between stones is one and a half seconds (1.5 sec) long (40 bpm). The stones are only counted during a round.

The game duration may vary but must be made clear to teams and officiating personnel in advance. Suitable variations include:

- 3 x 100 stones (traditional)
- 2 x 100 stones (two halves of 100 stones)
- 3 x 150 stones (three thirds of 150 stones often used for finals)
- Unlimited stones until one team reaches a predefined number of points

4.4. Rounds

A round is defined as the period of time between initiating a round and a point being scored or the stone count finishing.

Substitution and reassignment of field players is done between rounds.

Only officiating personnel and field players are allowed on the field during a round.

After a round concludes, the field is reset.

4.5. Scoring a Point

To score a point the qwik has to place the skull in the opposing team's goal. *See 5.7.*

4.6. Initiating a Round

Prior to initiating each round, each qwik signals their readiness by lifting their arm clearly above their head, and each team signals their readiness by having one of their pompfen players lift their arm clearly above their head. After both teams are ready, the head referee initiates a round by calling “3-2-1-Jugger”. This is the signal for the stone counter to begin the stone count and field players to begin play.

4.7. Breaks and Interruptions

Breaks are the periods of time between rounds and halves (or thirds). The duration of the break is at the discretion of the head referee.

Interruptions are a pause in a round. These occur for safety or official reasons.

4.8. Concluding a Game

The game ends when the stone count finishes and all halves (or thirds) have been played. The team that scored the most points during the game is declared the winner. In the case of a draw, one more round is played until a final point is scored. The final point determines the ultimate winner. This point is known as a “Golden Skull”.

If playing to a predefined number of points, when one team reaches that number, the game ends and that team is declared the winner.

5. RULES OF PLAY



5.1. Beginning Play

The game begins with the head referee calling "3-2-1-Jugger". On the first syllable of the word "Jugger", the pompen players may enter the field, and the qwiks may enter the circle. Field players that start outside the field must cross the baseline to begin play. In the case of an early start by any player, the round continues and that player incurs a boundary penalty. *See 5.13.*

5.2. Gameplay

Gameplay is defined as any action which a player undertakes during a round in order to progress towards the aim of the game (*See 4.1*). Gameplay does not include communication, either verbally or visually.

5.3. Active Players

The state of field players can be either active or inactive. Field players begin a round as active. Active pompen players can tag other active field players with their pompen. Only active field players can move around the field and participate in gameplay.

It is forbidden for an active player to close off access to the opening of the goal. Active players holding equipment not appropriate to, or in excess of, the pompen combination they are playing may not participate in gameplay, but may still be tagged.

5.4. Inactive Players

Field players become inactive when they incur a penalty or are tagged legally. Field players remain inactive when pinned. Inactive players are forbidden to take part in gameplay.

It is forbidden for an inactive player to hide or block access to the skull or goal, or to move the skull.

5.4.1. Kneeling

Kneeling is what a field player does to show they are inactive. Kneeling can only be done on the field and must be done in the approximate location of where the player incurred the penalty. *See 5.13.*

To kneel correctly, a player drops to one (or both) knees and places their spar(s), chain, or skull flat on the ground. While kneeling, the player may pivot on their knee, but may not move from their spot.

Kneeling players may keep their free hand on a pompfen. Kneeling players may adjust the position of pompfen, while not lifting a pompfen or interfering with gameplay.

Shield players are not required to remove their shield. Chain players are not required to remove the handle.

5.4.2. Penalty Counting

A kneeling player displays their penalty count on one hand by raising a number of fingers that corresponds to their penalty. The displayed penalty counting hand must be located on their lower back. The player must not attempt to obscure their penalty count, though they may pivot to face a direction that could inhibit specific players' view of their unobscured counting hand.

Once a player is kneeling correctly and is displaying their count, they may begin counting their penalty down. To count their penalty, the player drops one finger each time a stone is struck. Once a player begins their count they may not pause their count except for specific circumstances. *See 5.14.6, and 5.16.*

For penalty counts of greater than 5 the player:

- may count down to 5 without dropping fingers, then drop fingers as normal; or
- re-raises dropped fingers to keep their count representative of the penalty they have yet to count.

It is forbidden for a player to display no fingers while they have penalty count remaining. It is forbidden for a player to display a penalty count when they have no penalty count remaining.

A player has completed their penalty count once they have counted the number of stones corresponding to their penalty.

5.4.3. Rising/Returning to Play

A player returns to play and becomes active once their penalty count is complete, and:

- Their knee leaves the ground, or
- their counting hand is removed from their back, or
- they lift a pompfen, or
- they interact with the skull to further gameplay.

A player that ceases to kneel correctly or returns to play before their penalty count is complete must restart their penalty count.

Players are not required to rise. A player remains inactive as long as they continue to kneel correctly.

5.5. Boundaries

The field is marked by lines. The perimeter lines are considered outside the field. The circle is the area encompassed by and including the lines of the circle.

5.5.1. The Circle

The circle remains outside the field to all pompfen players until it is broken by:

- The skull touching the ground outside the circle; or
- A qwik entering and leaving the circle and no longer touching the circle; or;
- A qwik taking a penalty.

Once the circle is broken, it is a part of the field for all field players for the remainder of the round.

5.5.2. Player Outside of the Field

A player is outside of the field if they touch outside of the field with their body. Players who touch outside of the field incur a boundary penalty. Pompfen players that touch the circle before it is broken incur a boundary penalty. Pompfen players that interact with the qwiks or the skull within the circle, before the circle is broken, incur a boundary penalty.

5.5.3. Skull Outside of the Field

Officiating personnel may return the skull to the point at which it left the field.

A qwik may retrieve the skull without penalty by leaving the field at the closest point to the skull and immediately returning to the field with the skull at the same point from which they left.

Pompfen may not be used to interact with the skull outside of the field.

5.5.4. Pompfen Outside of the Field

Officiating personnel may return the pompfen to the closest point of the field.

A player's pompfen outside the field may be retrieved by that player. If the player leaves the field to retrieve the pompfen, they incur a boundary penalty.

The player must leave the field at the closest point to the pompfen and immediately return to the field with the pompfen at the same point from which they left.

If a player loses their pompfen and is already inactive, the player may recover it and return to where they incurred their penalty before commencing their penalty count.

5.6. Qwiks

An active qwik is the only field player who may carry the skull and score points.

The skull cannot be used to tag players. The qwik may only engage with the opposing qwik. It is forbidden for a qwik to grasp a pompfen.

Players come from many backgrounds and experiences. Those with little or no experience in contact sports are more vulnerable to injury.

Prior to a game, qwiks may come to an agreement with the opposing qwik and head referee as to the maximum allowable level of contact, lift height, and force permitted.

5.6.1. Qwik Engagements

It is permitted for qwiks to wrestle, grapple and tackle opposing qwiks. It is permitted to fend off and deflect opposing qwiks with an open palm. Deliberate interaction above the collarbone is forbidden.

To prevent unsafe falling, qwiks should avoid forcefully shoving their opponent in the direction of their opponent's movement.

It is forbidden to:

- Trip (except as part of a controlled tackle)
- Shoulder charge
- Strike another player e.g. punching, kicking, etc.
- Perform joint locks and joint manipulation including fingers
- Perform head locks and chokes
- Move an opposing qwik's limbs in a way that is counter to its natural range of movement
- Pull on clothing

5.6.2. Tackling

Qwiks may tackle opponent Qwiks to bring them to the ground. During a tackle players must ensure that their opponent is brought to the ground safely.

Players are to avoid high-impact tackles caused by colliding with an opponent at speed. See 5.14.4.

It is forbidden to:

- Tackle such that the opponent's centre of mass is raised with the intent of bringing them to the ground with force
- Bring an opponent down such that they make contact with the ground with their shoulder, neck, or head first
- Tackle below the knees or above the shoulders

5.6.3. Lifting and Holding

Qwiks may lift and hold an opponent qwik by wrapping one or both arms around their opponent's torso in a bear-hug like manner.

The lifter must make every effort to hold the liftee as vertical and as steady as feasibly possible. The liftee must make every effort to extend their feet towards the ground. The lifter must make every effort to ensure the liftee is safely on the ground and stable before letting go.

It is forbidden to:

- lift a liftee's centre of mass above the lifter's centre of mass
- drop/throw an opponent to the ground

5.7. Scoring Points

To score a point the active qwik has to place the skull in the goal at the opposing team's baseline. A point is scored once the skull crosses the plane of the goal's opening with controlled downward force from either qwik.

The point is counted if:

- The goal is moved significantly away from the designated location, and the qwik places the skull in the goal's designated location (as determined by the goal referee).
- The skull or goal is damaged, but the skull was still placed as correctly as possible (as determined by the goal referee).
- The goal is illegally obstructed, but the qwik could have scored (as determined by the goal referee).
- The scoring qwik becomes inactive at the same time as the skull is placed in the goal. In cases of uncertainty, the point is counted.

The point doesn't count and the round continues if:

- The qwik becomes inactive before the skull is placed.
- The goal has moved significantly away from the designated location, before the skull is placed in the goal (as determined by the goal referee).

If the point does not count, the skull is to be removed and placed alongside the goal so play can continue.

5.8. Skull Movements

Active Enforcers may move the skull with their spar or shield if doing so does not present a danger to other players. The skull may not be carried in any manner by a pompfen player. Chain players may not move the skull at all. A skull moved out of the field by an enforcer incurs a boundary penalty.

An active qwik may throw the skull. A skull thrown out of the field on the full by a qwik incurs a boundary penalty. It is forbidden to deliberately throw the skull at a person.

Intentionally kicking or standing on the skull is forbidden.

5.9. Holding a Pompfen

To correctly hold a chain requires one hand to be holding the handle or for the handle to be around the wrist or forearm (Full chain), or one hand holding the club grip (Aussie chain).

To correctly hold a spar, both hands must be used to hold the designated grip section(s), such that at least two fingers of each hand are on the grip or pommel. Where a spar has two grips, one hand must be holding each grip.

To correctly hold a shield requires one hand to be holding a rear grip, or for the shield to be strapped to the forearm.

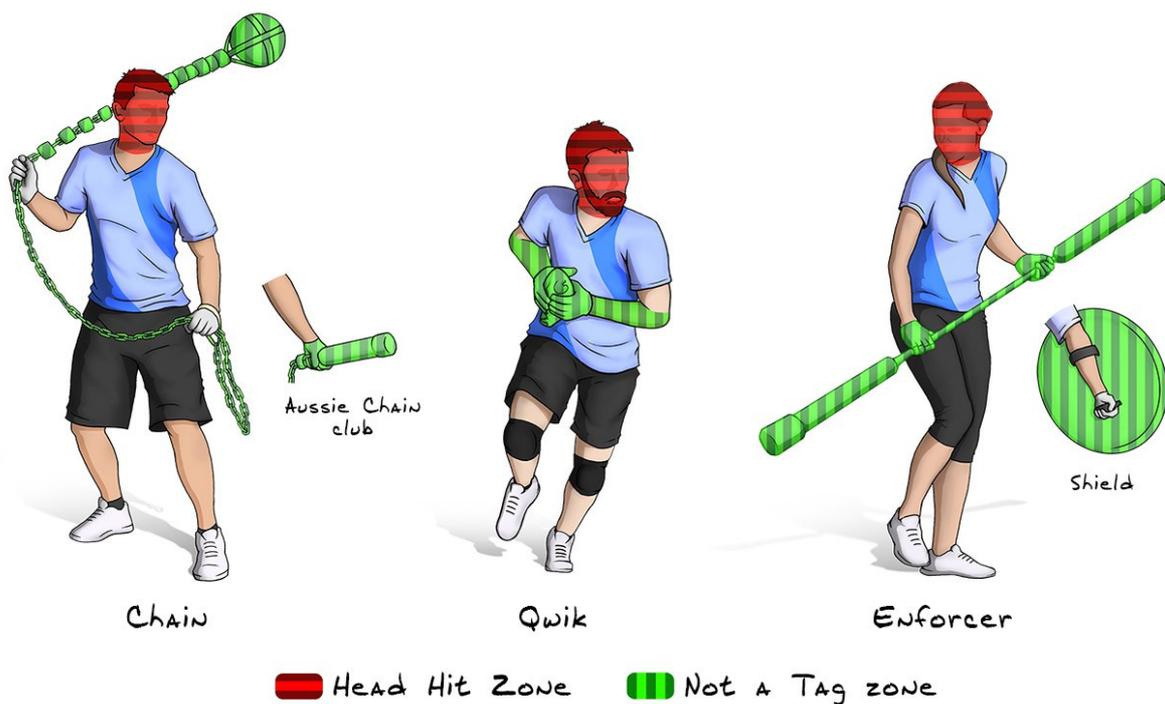
5.10.Tag Zones

A valid area for a tag is called the tag zone. The tag zone is anywhere on the body including clothing but excluding the head and neck.

A pompfen player's hands are not a tag zone while grasping the player's spar or the Aussie chain club. Hands holding shields are a valid tag zone. The wrist is a tag zone.

A qwik's elbows, forearms and hands are not a tag zone. The skull is not a tag zone.

The tag zones for each type of field player are given in the diagram below:



5.11.Tagging

A tag is when the striking surface of a correctly held pompfen makes contact with the tag zone of another active field player.

If a pompfen player is wielding multiple pompfen, both must be held correctly for a tag from either to be legal.

A legal tag from a spar, or the club of the Aussie chain, incurs a spar tag penalty.

Shields have no striking surface and may not be used to tag.

Stabbing with a staff is not a legal tag. Stabbing is when the flat surface of the end of the staff is thrust at a player.

To signal an illegal tag, players call out “head”, “hand”, “stab”, “dead ball” or other relevant call.

It is forbidden to repeatedly tag an inactive player.

5.11.1. Chain Tags

The chain can be either live or dead. The default status of the chain is live. The club of the aussie chain is always live.

A legal tag from the ball of a live chain incurs a chain tag penalty.

If the chain makes contact with the tag zone of an active field player and wraps around the tag zone to form a closed shape, that player incurs a chain tag penalty.

A closed shape is defined as: the chain forms an unbroken loop when projected onto a flat plane perpendicular to the axis of the wrap.

A dead chain cannot incur chain tags penalties.

The chain is dead when the chain is wrapped in a closed loop around a pompfen. The chain is not live again until the chain is no longer touching the pompfen. *See 5.14.5.*

5.11.2. Friendly Fire

Tags against teammates are legal tags.

5.11.3. Doubles

A double is when two active players make legal tags on each other at the same instant. To signal a double, either or both players call “double.” If they agree, all legally tagged players incur the appropriate tag penalty.

When instantaneous legal tags occur on multiple players in separate engagements, all legally tagged players incur the appropriate tag penalty. No call is required except where needed for clarity.

5.11.4. Head Hits

A head hit is when any part of a player or their equipment makes contact with the head/neck area of any other person at any time. This includes team mates, inactive and non-players. This does not include a head hit against oneself.

Once a pompfen touches a head/neck, all subsequent contact with the pompfen is not a legal tag. The call “head” is used to alert players that the tag was not legal.

Hats, hair, facial hair, etc. are not considered part of the head unless without it the strike would have hit the head.

A referee, the struck person, or the striking player may call a head shot penalty. The penalty is incurred by the striking player. The call "head shot" is used to alert the player of their penalty.

To qualify as a head shot penalty, the strike must:

- be the result of a dangerous or poorly aimed swing by the striking player; or
- the struck player is in danger or fearful for their own safety

5.12.Pinning

A pin is when an active enforcer places the striking surface of their correctly held spar against a legal tag zone of an inactive player. The inactive player is pinned and may not rise until;

- their penalty count is complete; and
- the pin is released; and
- the next stone is struck after the pin was released.

If a pinned player rises after their penalty count is complete but before the other conditions are met, they incur a Spar tag penalty. Pinning does not interfere with a player's penalty count. It is forbidden for a pinned player to interfere with the pin.

It is forbidden for the pinned player to pivot if doing so interferes with the pinning enforcer's ability to partake in gameplay.

It is forbidden for a quik to push a spar off a pinned player.

An enforcer may only pin one player at a time. A spar must be held correctly for the pin to be legal. A pinning enforcer must remove the spar making the pin before striking or engaging another player with it.

A pin is released if the pinning enforcer:

- removes their spar from the pinned player's tag zone; or
- ceases to hold the spar correctly; or
- becomes inactive.

Chains may not pin.

5.13.Penalties

Players that incur a penalty become immediately inactive.

Penalties do not stack. If penalties are incurred at the same time, the longer of the penalties applies.

Penalty counts end when a round ends, and do not carry over into the next round.

Exceptions see Section 7.

Penalty type	Penalty count
Boundary	5 stones
Spar tag	5 stones
Chain tag	8 stones
Head shot	8 stones
Infringement	5 stones
Personal Foul	8 stones

5.14. Safety

Everyone's safety is paramount. Each person is responsible for their own actions, and the equipment they bring on the field. Each person is to be safety conscious on and around the field, and must not deliberately cause harm or put themselves in harm's way.

If any person calls for an engagement to discontinue due to safety concerns, the players must safely disengage and, if necessary, the referee is to call an interruption.

Personal safety equipment is recommended for all players.

5.14.1. People

Long nails/jewellery/accessories or similar are not allowed on the field if they present a hazard to players.

Wounds are to be covered before play. If a player is injured or bleeding, an interruption is called. The head referee may force a player to substitute off if they consider an injury to be hazardous to the player themselves, or others on the field.

Qwiks must be extra careful to remove potential hazards.

5.14.2. Equipment

Equipment that could feasibly make contact with another player must be soft, padded, flexible, or otherwise made safe for player contact. Exceptions may be made for medical reasons.

No safety equipment may contain exposed metal.

All pompfen must be checked before a game for safety and compliance with the current rules. If a pompfen is not safe or does not correspond to the rules, it must be removed from the game immediately.

If a pompfen breaks and poses an immediate danger to players, an interruption is called. If a pompfen is not an immediate danger but no longer complies with the rules, then the pompfen player cannot participate in gameplay and must obtain a replacement. The player must maintain the same pompfen combination. If a player leaves the field, they must re-enter at the same boundary location they left. If a player leaves the field, they incur a boundary penalty.

It is forbidden to throw a pompfen, except when returning it safely to the owner.

It is forbidden to deliberately step on a pompfen.

It is forbidden to use a shield to charge or push another person.

It is forbidden to swing the chain whilst the end with the handle/club is dangling loose.

5.14.3. Excessive Force

Excessive force is defined as the amount used to cause bruising or damaging of pompfen. Players must not use excessive force under any circumstances.

5.14.4. Controlling Momentum

To avoid collisions caused by speed, running players are to slow, stop, or safely redirect their momentum before engaging with another player.

It is considered excessive force to strike using power gained from running momentum.

5.14.5. Chain Wraps

A chain wrap is when the chain encircles a pompfen and cannot be easily removed. *Chain tags see 5.11.1.*

A chain wrap doesn't cause a player to become inactive or immune to being tagged.

During a chain wrap the chain may not be swung or thrown until the pompfen is unwrapped.

During a chain wrap, the enforcer may not pin.

During a chain wrap, jerking or yanking of the chain or wrapped pompfen with excessive force by either player is forbidden.

During a chain wrap when one player is inactive, the inactive player must not hinder efforts to unwrap the chain. Inactive players may unwrap the chain without pausing their penalty count.

5.14.6. Chain Tangles

A tangle is when the chain constricts a person and/or limbs and could cause them to trip or become injured.

When a tangle occurs either player can call “tangle.” Players must immediately untangle as quickly and safely as possible. During the tangle both players cannot participate in gameplay until the chain is untangled. If active, players cannot be tagged. If inactive their penalty counts are paused. Inactive players must untangle the chain before beginning or continuing their penalty count.

It is forbidden for either player to apply any tension on the chain during a tangle.

5.15. Substitutions

A substitution is when a reserve replaces a field player. During substitution, any member of the team can be reassigned to any other position.

Substitution of field players is made between rounds.

There are no restrictions as to how many substitutions may be made between rounds or over the course of the game.

5.16. Game Interruptions

An interruption is when gameplay is halted until an issue is resolved.

An interruption is signalled when a referee calls “stop”.

During an interruption, stone counting is stopped.

Interruptions may be called for:

- a dispute that interferes with gameplay
- injury of a player
- damage to a pomphen or other equipment that may pose immediate danger
- too many players on the field
- external interference, such as non-participants entering the field
- circumstances warranting a Team Foul (*see 7.5*)

After resolving the issue:

- a replay is called, or
- the head referee may end the half, if the stone count was about to expire before the interruption was called and no team could have scored, or
- the head referee may end the round and award the point to a team, if it was clear and obvious that a team was about to score before the interruption was called.

- the head referee may end the round and award a point to a team by issuing a Team Foul.

5.17.Replays

A replay is when a round is restarted at the discretion of the head referee. The stone count and score are rolled back to the beginning of the restarted round.

Substitutions and reassignment of positions and pompfen combinations are not permitted when a round is replayed. A broken pompfen is to be replaced with the same pompfen combination.

However, if a player is injured and unable to take part in the replay, both teams may make substitutions and reassignments of positions and pomfen combinations.

A replay can be called when:

- an interruption has been resolved.
- there are disputes over whether a point was valid.
- disputes during gameplay affected the round outcome.

A replay round is begun as normal subsequent to all replay requirements being fulfilled.

6. OFFICIATING PERSONNEL



6.1. Referees

Games are managed by 1 head referee, at least 1 line referee, and 2 goal referees. The head referee chooses a sideline to officiate from. A line referee must be on the sideline opposite the head referee. Each goal referee is to be by the baseline nearest their assigned goal.

All referees are responsible for:

- enforcing the rules
- ensuring the safety of players and spectators
- watching engagements between players
- calling penalties that were not acknowledged by the field players
- making decisions in unclear situations and immediately informing players and officiating personnel
- calling for an interruption
- calling a violation and assigning an appropriate penalty

6.1.1. Head referee

The head referee begins each round with the stone count remaining and the current score. The head referee may enter the field at any time, taking care to avoid interfering with gameplay. They are expected to follow the movement of the skull.

The head referee is responsible for:

- announcing the total duration of the game prior to beginning the game
- beginning or continuing the round
- ensuring qwiks do not enter the circle until the round has begun
- calling when the circle is broken
- ensuring that the game continues if a point was invalid
- calling the end of the game or half
- ensuring breaks are not excessive
- declaring the winner of the game

The head referee may aid the line referee or goal referees in their responsibilities.

The head referee has the final decision in any dispute on the field and overrules all other referees.

Prior to beginning a round, if teams are taking excessively long to signal they are ready, the head referee may force the round to begin by initiating a 10 second warning countdown. At the end of the warning countdown, the round is begun with 3-2-1-Jugger, regardless of teams readiness.

Prior to beginning the round, if there are three or less stones remaining, the head referee can roll these stones into the next half at the agreement of both team captains.

6.1.2. Line referee

The line referee moves along the sideline of the field. They may not enter the field unless it is necessary, taking care to avoid interfering with gameplay.

The line referee is responsible for:

- ensuring qwiks do not enter the circle until the round has begun
- calling when the circle is broken
- bringing the skull back to the nearest boundary when it leaves the field

The line referee may aid the goal referees in their responsibilities.

6.1.3. Goal referees

Goal referees must attempt to always have a direct line of sight to their assigned goal. They may not enter the field unless it is necessary, taking care to avoid interfering with gameplay.

The goal referees are responsible for:

- ensuring the team at their goal has the correct composition and number of players on the field
- ensuring pomphen players do not enter the field until the round has begun
- bringing the skull back to the nearest boundary when it leaves the field
- calling “continue” when the point is invalid and signalling an “X” with their arms to officiating personnel, then removing the skull from the goal (if required) and placing it next to the goal
- calling “point” when a point is scored and signalling with their arm or arms held vertically

6.2. Stone Counter

The stone counter is the timekeeper and is responsible for keeping the current count of stones.

Where an automatic system is not in place, the stone counter is responsible for manually sounding stones. Examples of manual stoning may include drumming or throwing stones against a metal gong.

At the beginning of each round, they notify the head referee of the stones remaining in the half.

The stone counter is responsible for audibly counting down the last ten stones remaining in the half.

The stones and ten stone count down must be loud enough that game participants can hear them clearly from all parts of the field.

6.3. Scorekeeper

The scorekeeper is responsible for an accurate count of the points scored by each team.

At the beginning of each round, they notify the head referee of the score.

At the end of the game, the scorekeeper tallies the final score, checks it is correct and forwards the score to the head referee and tournament officials.

7. VIOLATIONS



Players are expected to uphold the rules and conduct themselves in the spirit of sportsmanship and fair play. A violation occurs when the integrity or intent of the rules is not observed whether intentionally or accidentally.

Players may not attempt to deliberately bend or stretch an interpretation of the rules in a manner which compromises the integrity of the rules, or is contrary to the intent or spirit in which the rules have been written.

If a player believes another player is in violation of the rules they are to inform a referee.

As appropriate, all referees can issue Warnings, Infringements, and Personal Fouls. The head referee has the authority to issue Team Fouls, Sin Bins, and Disqualifications. Multiple types of violations may be issued in response to a single incident.

For serious or repeated violations, or for other situations not expressly covered here, it may be appropriate to refer to the *Australian Juggler League Code of Conduct*.

7.1. Warnings

A referee may issue a warning instead of an Infringement or Personal Foul at their own discretion. Warnings should be issued for a first offence that did not significantly impact gameplay.

Warnings for Sin Bins, Team Fouls, and Disqualifications are to be issued by the Head Referee when required, as outlined below.

7.2. Infringement

For accidental violation of the rules where a specific penalty is not already defined, a referee may issue an Infringement penalty. Infringement penalties should be issued when a violation occurs accidentally or out of ignorance, and where the action does not significantly affect the game.

Infringement penalties are issued to field players during the course of a round. An Infringement penalty issued while inactive overrides any penalty the player is currently counting. Infringement penalties do not carry over to the next round.

7.3. Personal Fouls

For deliberate violation of the rules or conduct contrary to the spirit of sportsmanship and fair play, a referee may issue a Personal Foul penalty.

Personal Fouls may include:

- Deliberate violation of the rules
- Unsportsmanlike conduct
- Interfering with the layout of the field or goals
- Abusive language
- Abusive behaviour
- Excessive force
- Dangerous play

Personal Fouls can be issued against any member of a team, including those not currently on the field. A Personal Foul issued while inactive overrides any penalty the player is currently counting.

If a Personal Foul is issued to a person not on the field, that person takes the penalty at the beginning of the next round, or if that person is not substituted on, then the team must nominate a field player to take the penalty in their place.

If a Personal Foul is issued but the penalty is unable to be completed, the player must roll over their penalty to the beginning of the next round. If the player is substituted off for the next round, either the substitute player or team captain must take the penalty instead.

To take a penalty at the beginning of a round, the player kneels on the field adjacent to their baseline before play begins, and begins their count once play begins.

7.4. Sin Bin

Sin Bin violations are issued by the head referee against a player who has been penalised for multiple Personal Fouls, and has been warned that continued violations will result in a Sin Bin.

A Sin Bin violation is issued during a break or interruption. The Sin Binned player is to be replaced with a substitution and must remain off the field for no less than 50 stoness of game time, or three rounds, whichever is greater.

The team may choose the substitute player. If the team has no additional players, they must play with one fewer field players.

The Sin Binned player may remain with their team at their baseline.

After a Sin Bin violation has been completed, the player may be substituted back on in the following round.

7.5. Team Fouls

Team Fouls are issued by the head referee against a team in response to violations by an individual or the team collectively, for a limited set of circumstances where a Personal Foul would be insufficient.

Team Fouls are issued during a break or interruption. An interruption may be called in order to issue a Team Foul. To issue a Team Foul, the head referee and at least one other referee must agree that a Team Foul is warranted.

When a Team Foul is issued, the round ends and a point is awarded to the opposing team.

Valid circumstances for issuing a Team Foul include:

- Repeated Personal Fouls by a team collectively, for which they have been previously penalised, and after being warned that continued violations will result in a Team Foul,
- A Personal Foul committed in order to prevent the opposing team from scoring a point,
- A Personal Foul committed as a flagrant attempt to disrupt or compromise the integrity of the round, which under other circumstances would justify an interruption or replay.

7.6. Disqualification

Under extraordinary circumstances it may be necessary to remove a person from the game by issuing a Disqualification violation. Disqualification is an extraordinary measure and should only be issued when all other violations are insufficient.

Disqualifying a person from the game may be the result of:

- Repeated Personal Fouls for which they have been previously penalised
- Flagrant and severe violations of the rules
- Severe or repeated dangerous play
- Inciting fights
- Biased or negligent officiating

A disqualified player may not be substituted, the team must play with one fewer field players for the remainder of the game.

A disqualified officiating person is to be substituted immediately with a suitable replacement.

A disqualified person is removed for the remainder of the game. They may not remain at a baseline or spectate from a sideline, they must completely remove themselves from the field area. They may not return to the field area or communicate with any game participants until the game is completed.

7.6.1. To Disqualify a Player

To remove a player from the field, three referees including the head referee must agree to the removal of the player. Each referee must endeavour to make an informed and unbiased decision with all the available information. Abstaining from the agreement is only allowed if there is no possible way to make an informed decision. If the decision is against removing the player another violation may be issued instead.

7.6.2. To Disqualify an Officiating Person

To remove an officiating person from the field, two team captains and a referee of suitable knowledge and experience must agree to the removal of the officiating person. Each decision maker must endeavour to make an informed and unbiased decision with all the available information. Abstaining from the agreement is only allowed if there is no possible way to make an informed decision.

7.6.3. Escalating a Disqualification

To disqualify or escalate action against a person beyond the scope of a single game, refer to the *Australian Juggler League Code of Conduct*.



See you on the field!

Version History

Version	Date	Edits
2017.A	Apr 2017	Rewritten and edited to reflect current play.
2019	Sep 2019	<p><i>Australian Spar Specifications</i> merged in under 2.3 Pompfen, rewritten to reflect current practices. Padding requirements of pompfen simplified.</p> <p>References to <i>Australian Jigger League Code of Conduct</i> added to section 7. Violations.</p> <p>Clear space around field boundary added to field setup.</p> <p>Significant changes resulting from votes held at the 2019 AGM:</p> <ul style="list-style-type: none"> • Q-Tip max grip length added. • Staff sleeve no longer a striking surface. • Min and max lengths of Spar striking surfaces updated. • Counting hand of an inactive player is now required to be on the player's back. • Points scoring now only requires the skull to enter the goal. • Closed Shape chain tags added. • Friendly Fire enabled. • Added amendment to clarify players interfering with play while pinned.
2020	Jul 2020	<p>Changes to Interruptions and Restarts resulting from votes held at the 2020 AGM:</p> <ul style="list-style-type: none"> • All interruptions now result in a restart or the end of the round. • If an injured player is unable to participate in a replay, both teams may make substitutions and position/pompfen reassignments to their lineup.
2021	Aug 2021	Changes and clarifications to Staff sleeve requirements.
2022	Jul 2022	<p>Skull dimensions updated to reflect modern equipment.</p> <p>Clarified the penalty for inactive players rising early.</p> <p>Rules governing the correct holding of spars updated.</p> <p>Section 7. Violations extensively revised.</p>



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