



AUSTRALIAN JUGGER LEAGUE



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This document refers to and is to be used in combination with:
Australian Spar Specifications available from jugger.org.au

For questions regarding these rules email info@jugger.org.au, or contact your local club.

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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 “Spars”, which resemble swords, shields and chains. One unarmed player from each team, the “Qwik”, carries the skull while the Spar 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 sportspersonship 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, the rules of play, and the roles of officiating personnel. A detailed description of Spars and their construction is contained within the Australian Spar Specifications.

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

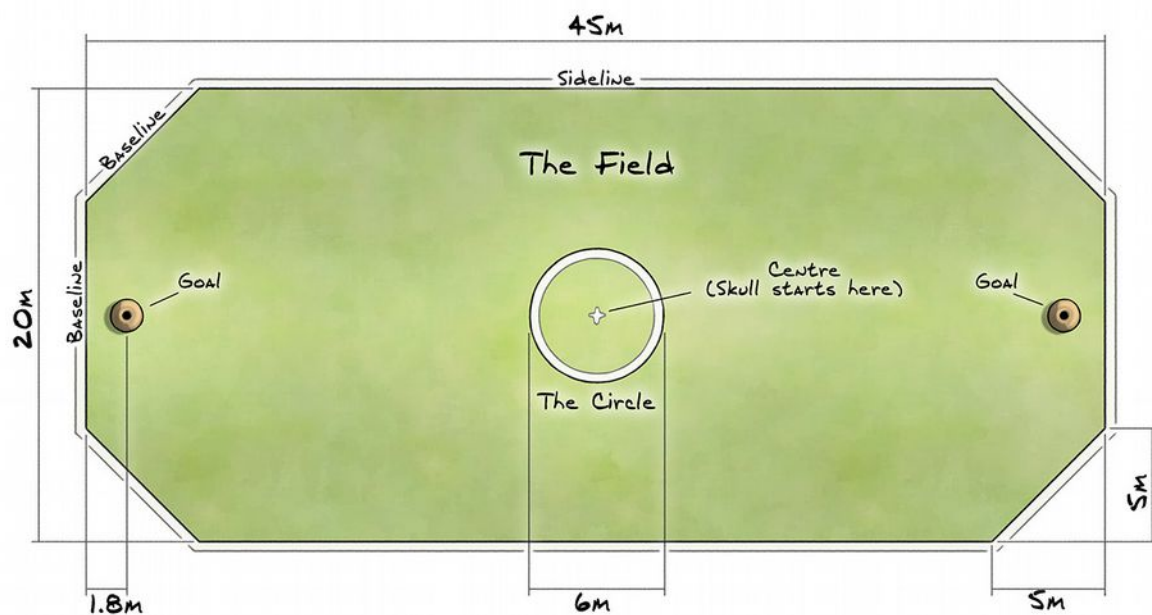
2.1.1. The Field

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.

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 200-300 mm long and 120 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. Spars

Spars are the sports equipment used in Jugger. Spars used to tag other players consist of padded striking surfaces and grips.

A detailed description of spars and the rules governing their construction are contained in the *Australian Spar Specifications*.

2.3.1. Types of spars:

2.3.1.1. Chain Types

Aussie chain

Full chain

2.3.1.2. Enforcer Spars Types

Q-tip

Staff

Longsword

Short sword

Shield

3. TEAMS



3.1. Positions

Field players are comprised of spar players and qwiks.

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

The players that use spars are called spar players. Spar players are comprised of chain players and enforcers.

Chain players wield a Chain Type spar.

An enforcer wields one of the following Enforcer Spar Type 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 spar type 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 Spar 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 Jugger 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 spar 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 Jugger is 2 halves of 150 stones each. A stone is the timing system of Jugger 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 spar 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 spar 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 spar players can tag other active field players with their spar. 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 spar type 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 cored 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 Spar. Kneeling players may adjust the position of spars, while not lifting a spar or interfering with gameplay.

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

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 either at the kneeling player's shoulder height or 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
- may re-raise 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.

Once a player has completed their count they may return their counting hand to their spar.

5.4.3. Rising/Returning to Play

A player returns to play and becomes active once their penalty count is complete, and either their knee leaves the ground or they lift a spar.

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 spar 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.

Spar players that touch the circle before it is broken incur a boundary penalty. Spar 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.

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

5.5.4. Spar Outside of the Field

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

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

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

If a player loses their spar 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 spar.

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 qwiks have ceased touching the skull, and it remains in the goal.

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 point doesn't count and the round continues if:

- The skull is removed from the goal before active qwiks have ceased touching the skull.
- The active qwik becomes inactive while still holding the skull in the goal, and after removing their hands from the skull, it remains in the goal
- 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 (including shield) if doing so does not present a danger to other players. The skull may not be carried in any manner by a spar 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 Spar

To correctly hold an enforcer's spar, both hands must be grasping the designated grip section(s) of the Spar(s), such that at least two digits grasp the grip. The designated Grip section of each Spar is described in the *Australian Spar Specifications*.

To correctly hold a chain type spar requires one hand to be grasping the Grip or for the hand-loop to be around the wrist (Full chain), or one hand grasping the club grip (Aussie chain).

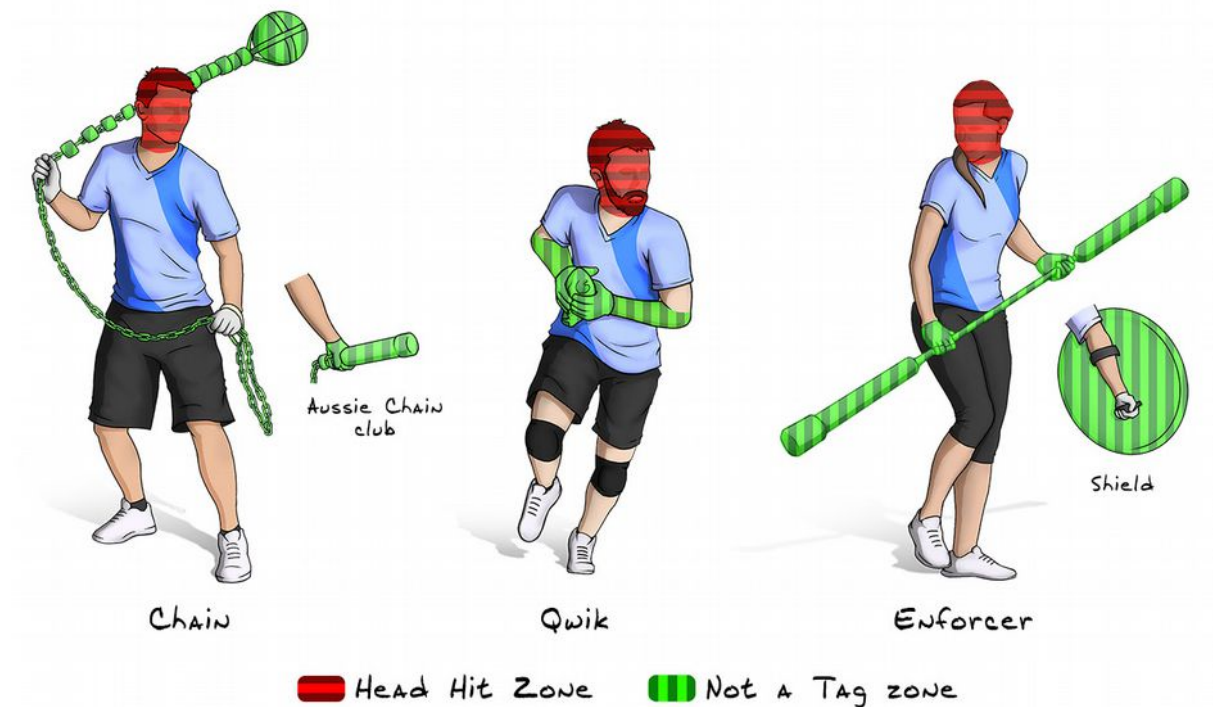
5.10. Tag zones

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 spar player's hands are not a tag zone while grasping the player's cored 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 spar makes contact with the tag zone of another player.

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

A legal tag from a cored 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.

5.11.1. Chain ball tags

The chain ball can be either live or dead. The default status of the chain ball is live.

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

A dead chain ball cannot make legal tags.

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

The chain ball status has no effect on the club of the aussie chain.

5.11.2. Friendly fire

Tags against team mates are not valid.

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 spar touches a head/neck, all subsequent contact with the spar 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.

Pinning does not interfere with a player's penalty count. If a pinned player rises before their pin is lifted, they incur a tag penalty. It is forbidden for a pinned player to interfere with the pin. It is forbidden for a qwik 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 ball tag	8 stones
Head shot	8 stones
Minor violation	5 stones
Major violation	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
Spars must adhere to the *Australian Spar Specifications*.

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.

If a spar breaks or becomes unsafe, an interruption is called. The spar player must obtain a replacement of the same spar type.

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

It is forbidden to deliberately step on a spar.

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 spars.

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 spar and cannot be easily removed. *Chain ball 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 spar is unwrapped.
During a chain wrap, the spar player may not pin.

During a chain wrap, jerking or yanking of the chain/enforcer's spar 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.

If a substitution needs to be made during an interruption, positions and spar types cannot be reassigned; a substitute spar player must wield the same spar type as the player they are replacing.

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 paused. For the duration of the interruption, players hold their positions, and pause their penalty counts.

Resolving the interruption may require the substitution of a player or the replacement of equipment.

Interruptions may be called for:

- a dispute that interferes with gameplay
- injury of a player
- damage to a Spar or other equipment
- too many players on the field
- external interference, such as non-participants entering the field

In the event of an interruption due to injury, the injured player should either leave the field or be given time to recover at the discretion of the head referee. If the injured player leaves the field, play may continue with a substitution.

In the event of an interruption due to damage to a spar, the broken spar is replaced with the same spar type.

After an interruption has been resolved the round is continued by the head referee calling “3-2-1-Jugger” as for the beginning of a round. Stone counting is resumed and players resume their penalty count from the first stone struck.

After an interruption has been resolved, rather than continuing the interrupted round the head referee may decide a replay is warranted.

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 spar types are not permitted when a round is replayed.

A replay can be called when:

- it is impractical to continue the round after an interruption.
- 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 spar 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



A violation is when the integrity or intent of the rules is not observed whether intentionally or accidentally.

Players may not attempt to deliberately bend or apply an overly liberal interpretation to 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, referees can issue warnings, minor violation penalties, and major violation penalties. The head referee has the authority to remove a player from the field.

Minor Violations may include:

- Accidental violation of the rules
- Interfering with the layout of the field or goals
- Repeatedly tagging an inactive player
- Unsportsmanlike behaviour
- Abusive language
- Abusive behaviour

A referee may issue a warning instead of a minor violation penalty at their own discretion. Warnings should be issued for a first offence for a minor violation that did not significantly impact gameplay.

Major Violations may include:

- Deliberate violation of the rules
- Repeated minor violations
- Significant unsportsmanlike behaviour
- Significant abusive language
- Significant abusive behaviour
- Dangerous play

If a violation is issued but the penalty is unable to be completed, the referee can require the player to roll over their violation penalty to the beginning of the next round.

7.1. Removal of a Person

Under extraordinary circumstances it may be necessary to remove a person from the field. Removal of a person from the field may be the result of:

- severe and deliberate violations of the rules
- repeated major violations

- dangerous play
- repeated excessive force
- inciting fights

A removed player may not be substituted except with the express permission of the head referee, the team must play with one fewer field players.

A removed officiating person is to be substituted immediately with a suitable replacement. Removed persons may not communicate with any game participants until the game is completed or until they are reinstated by game officials.

7.1.1. To Remove 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. The head referee will determine the duration that the removed player must be absent for. If the decision is against removing the player the penalty is reduced to a major violation.

Recommended durations of removal for players:

- a set number of stones
- a set number of rounds
- the remainder of a half
- the remainder of the game

Removed players may be reinstated earlier than these recommended durations.

7.1.2. Reinstating a Removed Player

Reinstating a removed player requires the agreement of the head referee and at least one other knowledgeable and experienced referee. The issue to cause the removal must be suitably resolved before reinstating the removed player.

7.1.3. To Remove 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. Officiating persons are to be removed for the remainder of the game.

7.1.4. Escalating Removal of a Person

Recommendations to remove a person for longer than one game is to be forwarded in writing (with evidence if available) to the Australian Juggler League Executive Committee.



See you on the field!

Version History

Version	Date	Edits
2017.A	Apr 2017	Rewritten and edited to reflect current play.



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