

**Colorado Jugger
League
2023
Rules of Play**

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1. Game Basics

1-1 Synopsis

Jugger is played by two teams of 5 to 10 people- 5 play at a time, the rest are on the bench. The objective is to take possession of a ball (sometimes referred to as the skull) and place it in the opposing teams goal to score a point. A match is either played in two halves of 100 stones (150 for finals matches) where the highest score at the end of both halves wins the match. Or broken into sets, first to 3 point to win the set, and best of 3 sets to win the match. The decision to use sets or stones is determined by tournament organizers beforehand. The game is played on a rectangular field (20m by 40m) with a goal at both ends 2m from the end. Each team is made up of two positions; one Quick with no equipment, 4 Enforcers to protect them. Only the Quick can touch the ball and attempt to score goals. The Enforcers attempt to subdue the other team by striking them- if a player is struck, they are considered “down”: they must take a knee and drop their equipment for a short period of time.

1-2 The Plays

The game progresses in plays that begin when the head referee calls. They will ensure that each team is ready with a verbal request, to which teams will signal with their Quick’s raised hand when they are ready. When both Quicks signal ready, the Referee will announce “3...2...1...Jugger!” (Players may not make contact with the field prior to the J in jugger)The 5 players from each team enter the field, and play goes until a goal is scored or time runs out. If a goal is scored, teams have 20 stones to reset to their starting lines and the referee will begin another play. If 20 stones pass and a team is not ready, a referee may force the beginning of a match after 10 additional stones. Teams begin each play at opposite sides of the field, and while only 5 members of a team may participate in any one play, as many players as would like may line up with them before the play. Teams then run into the center in an attempt to gain possession of the ball. The Quicks attempt to carry the ball to the opposite side while the Enforcers protect them by engaging the opposite team. A team can claim victory when time runs out and they have the most points.

1-3 The Stone Count

Sometimes referred to as the “stones” or “count,” stones are a constant click every 1.5 seconds of gameplay (40 bpm) that can be heard by all players. It serves several purposes. First, the game is divided into two halves of 100 stones, or two halves of 150 stone in final tournament matches, or an indefinite amount in sets. The count begins (or resumes) at the beginning of each play, and pauses when a goal is scored. Secondly, when a player is struck, they must stay down for at least 5 stones, or 8 stones if they were struck or wrapped by a chain. They must also go down for 5 stones if they go out of bounds for any reason.

Some organizations use a drum or similar percussion instrument, while others prefer the use of digital or mechanical devices. Consistency of the count and proper amplification are the only important factors.

2. Engagement and Downed players

2-1 Enforcer contact

Enforcers use equipment called pompfen (also called pompf). To strike a player, any contact between the players pompfen and another player is all that is necessary, and while players may use their own discretion to determine the force of the blow, striking with excessive force or in any way that is deemed dangerous is not permitted. A strike to anywhere on the body of an opponent or a friendly player will result in the player being downed with a few exceptions:

-Enforcers hands' also do not count as a strike zone if they are holding their pompfen, (except for the chain and the shield hand of the shield) or if the quick is holding the skull with one hand. If you are struck there, call out "Hand!" clearly so other players understand their error.

-A Quick's hands are also considered a hit zone unless holding a skull in one hand, then that hand is not a valid hit zone.

-Each type of pompfen is required to be held in a specific manner. Any strike made by a player holding their pompfen incorrectly does not count

-Strikes on your own person do not count.

-Hits to the head and neck are not allowed and do not count as a strike. If you are struck there, call out "Head!" clearly so other players understand the situation.

-If a player hits the head or neck, then another fair hit zone in one strike, the strike is not considered valid.

-If a player hits a fair hit zone, then the head or neck in one strike, the struck player is down. Use caution and discretion with strikes to avoid striking heads and necks whenever possible.

-Strikes against teammates (friendly fire) count.

-Clothing is a valid hit zone, strikes against players' clothes still count.

-Hands on Chain a fair hit zone for them.

2-2 Double hits

If two players were to strike so close together that the first strike cannot be ascertained, both players go down. If a player knows there was a double but the other involved player does not also go down, they may call "double" in an effort to quickly inform the other player of the situation.

2-3 Downed players

When a player has been struck by an opposing Enforcer, they must immediately set their equipment on the ground (shield players may remain strapped, though they must keep their shield on the ground, and chain players may hold their handle) and kneel. They must place at least one knee on the ground and place one hand behind their back. After this, the player must raise a finger of the hand on their back for each count that passes. This must be done in a manner that allows referees to observe clearly. Once the player reaches 5 stones(or 8 for a chain strike), they will be considered up as soon as any of the following occur:

- They remove their hand from behind their back**
- Place either of their hands on the handle of their pompfen or remove them from the ground.**
- Neither knee is touching the ground.**

They are not required to do any of these and are not considered up until they do. Once they are up they are considered in play so they may strike or be struck immediately. A downed player may unwrap a chain with one hand while they maintain a count with their other hand on their back. Players can switch knees and rotate while kneeled, and they may also place a hand immediately next to or above their equipment but they cannot touch the handles. If they lost their pompfen, they may retrieve it, but must return to where they were down before counting. Alternatively, they may begin counting and then retrieve it after they are up.

Players are also down for a count of 5 if they step out of play.

2-4 Pinning

Any player may pin a downed player by placing the striking surface of their pompfen on any valid strike area of that player. Until this pin is removed by the pinning player, the pinned player may not rise. The pinned player must maintain a knee on the ground and a hand counting behind the back and hands off their pompfen handles at all times or else they are considered “up” as soon as the pinning player lifts their pomfen and their count is up. The pinned player continues their count while being pinned, and once their count is up is free to rise as soon as the pinning player releases the pin. Pinned players may move in place, pivoting or switching knees, as long as they remain in the same spot on the field. Further players may move as needed to avoid injury on the field as long as they return to their position and allow the pinning player to replace the pin (if they are available to do so).

No enforcer can pin multiple players simultaneously except double pompfen. Chain players may not pin in any official regard, but they may wait near downed players.

If a player is being pinned and attempts to rise before they are released, they are considered struck by the player pinning them. The downed player then must restart their count.

2-5 Quick rules

Quick players may only physically engage with other Quick players when that quick has the ball. Physical contact with enforcers is strictly prohibited, with the exception of blocking with the skull. Quicks can grapple, wrestle, throw or otherwise physically manipulate the opposing Quick. All actions must be performed in a controlled manner so as to avoid dangerous impact in all circumstances. If a quick throws the ball away the other quick cannot tackle them.

Throws or grapples involving any head-first movements are strictly prohibited. Joint locks are also prohibited, along with pressure point zones.

At the beginning of each game, Quicks from both teams must meet and discuss the level of physicality they wish to allow in their game. No level may exceed what has been outlined here, but Quicks are free to set their own levels of physicality below what has been stated. If there are disagreements, the above levels of physicality will be enforced as standard.

3. Equipment

3-1 Ball/Skull/Jugg Dynamics

The Ball, also known as the Skull, is the start and end of every Juggler match. The quick is the only one who is allowed to carry it or score it. Enforcers are allowed to hit it in any direction with their pompfen. Enforcers may strike the skull without carrying it or otherwise unfairly manipulating it. The Quick is also allowed to throw it in any direction as long as they are active. When thrown, the ball's initial landing must be inside the field. If a Quick becomes down while in possession of the ball, it must be immediately dropped where they stand. If the skull is knocked out of bounds, either one of the Quicks, or a referee if they are available, may retrieve it without penalty. However, Quicks must leave and enter the field from the same position. Play continues as normal during this operation. A Quick may also block with the skull just like it is a pompfen (the hand is not a hit zone in this instance). Quicks may only have one hand on the skull during such a block.

3-2 Scoring requirements

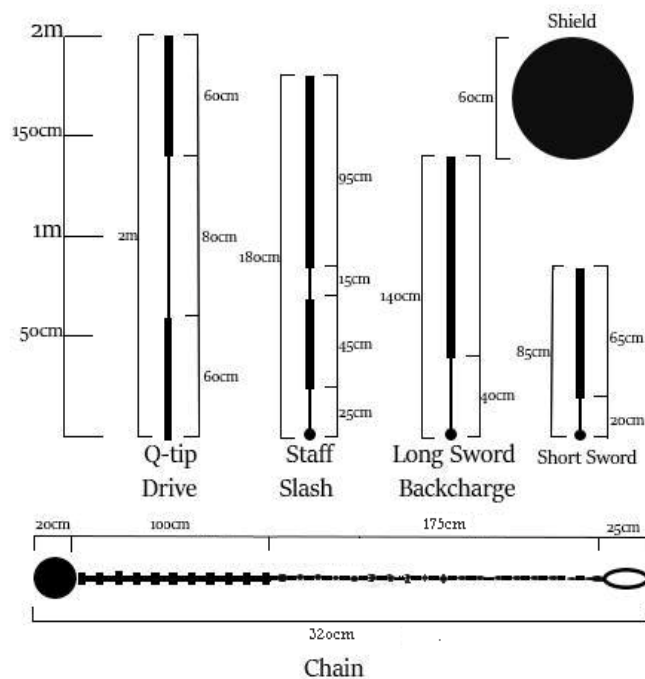
For a score to count, a few conditions must be met:

-A quick must set the skull into the goal with their hand or hands on the skull. It may not be thrown or dropped into it.

-A score is considered valid as soon as the skull crosses the plane of the goal and there are no other Quicks in contact with the inside of the mound.
 -A Quick cannot score a goal while down. If they are struck while in the process of attempting to score, the downed quick must remove the skull from the goal and play continues.

3-3 The pompfen

(Image courtesy of the Setanta Juggler Club Provisional Rule Book(1), with modifications by Jack Baxter and Doug Hanks from the Colorado Juggler League Rulebook 2015(2) in addition to later modifications in 2016)



Q-Tip:

A Q-Tip is to be held by the handle in both hands for a strike to count. Players may hold it with one hand or by the padded section for blocking if they so desire. Q-tips are stab-legal just like the other pompfen.

Staff or Slash:

A Staff must be held with one hand on each handle for a strike to count. Players may hold it with one hand or by the padded section for blocking if they so desire. Staffs are stab-legal just like the other pompfen.

Longpompf or Backcharge:

A Longpompf must be held by the handle with both hands for a strike to count. Players may hold it with one hand or by the padded section for blocking if they so desire. Longpompf are stab-legal just like the other pompfen.

Double Shortpompf:

Double shortpompf must be held with only one in any hand for a strike to count. Should a player drop or be disarmed of one, they may continue to play with just one. A player may continue to engage other players with one Shortpompf while the second Shortpompf is pinning. This position may pin two players at once.

Shortpompf and Shield/Board:

The other option for the Shortpompf is to equip a shield. The shield may not be used for striking players in any manner and must be composed of soft materials on its edges and surfaces. A shield may not be used for pinning, the shortpompf must be used. Shields are allowed to make contact with other shields, pompfen and the skull, but not with the body of any other players; use caution while engaging other players to avoid unnecessary contact. The hand holding the shield is not immune to strikes.

Chain:

Chain balls are always live, unless they have wrapped a full 360-degree circle around a pompfen or the player wielding them is down. The pompfen is still live while a chain is wrapped around it as long as the chain-break can use it safely. The chain ball serves similarly to a normal pompfen: if it strikes a player in a hit zone, they are down (See section 2-1 for hit zones). Additionally, if the chain length wraps around a player so far that two sections of the chain cross over one another, it is also considered a hit. The same hit zone rules apply. Chains may contact pompfen and still strike players simultaneously. If any part of the chain or ball strikes a player's head or neck, the shot does not count and a new swing is required for a hit.

If a chain player wraps another player the player who is wrapped may not interfere with the process of untangling the chain. They are not required to aid in any way, but they are strictly forbidden from interfering. This includes if the chain is wrapped around their pompfen. If a chain has wrapped the pompfen, the downed enforcer must drop the pompf. In any case, a player may begin their count as soon as they have been struck, and do not have to wait for a chain player to untangle before beginning their count. The struck player must remain standing if kneeling would interfere with a chain's untangling, and may begin their count while standing.

While a chain is wrapped around a pompfen the player whose pompfen is wrapped cannot use that pompf to strike or pin any player except the chain.

Rope hits on the head are still headshots and require a new swing to hit.
Chains may not pin.

3-4 Equipment Safety

Under no circumstances should the core of the pompfen be felt at any time through padding. Should a pompfen become unsafe for this reason at any time during play, the run continues, the equipment should be immediately removed from the field by a referee (or the player if they are still in possession of it), and the enforcer must retrieve another pompfen from outside of play. Limit on chains

is still 1. Enforcers replacing equipment may leave their end of the field without penalty at this time. Unprotected cores serve as a danger for players, and pompfen should be inspected at regular intervals between games and even plays if there is any reason for concern.

Additionally, Longpompfs, Shortpompfs and Staffs require a pommel at the bottom of their handle with a width of 4cm. It is a small padded section designed to avoid incidental contact with an exposed core.

All players are required to wear closed toe shoes.

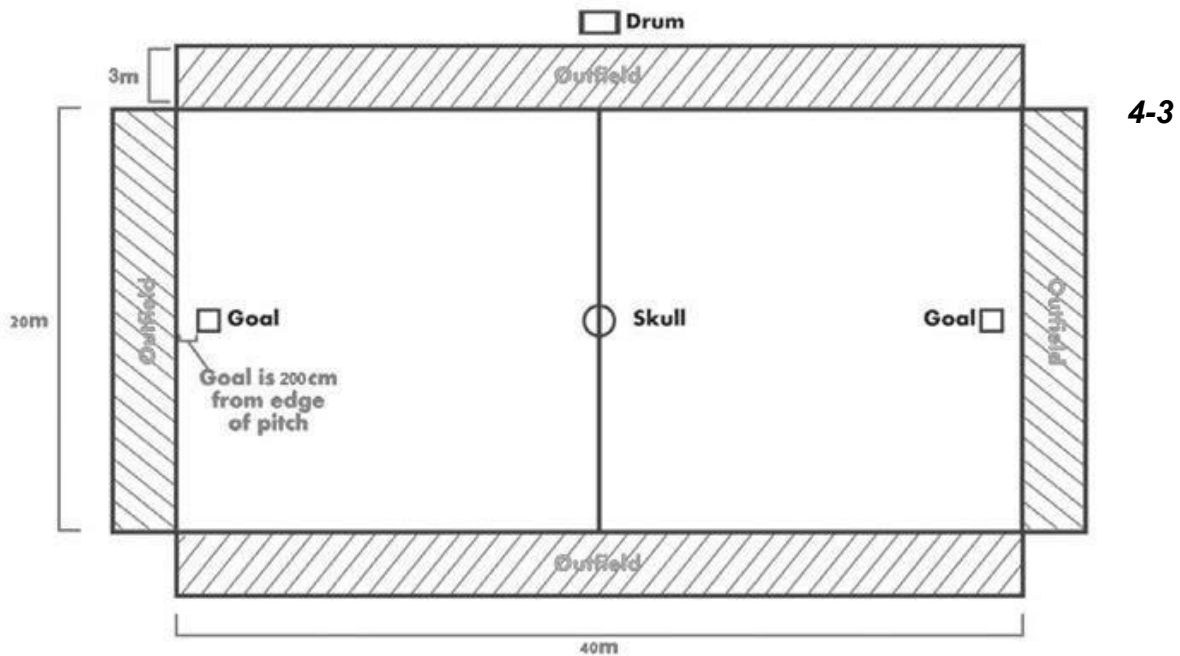
4. Referees and Game Administration

4-1 Constitution

An official tournament match must have five referees and one drummer, or . It is also convenient to have one person to keep track of stone numbers and another for scores but this is not required, and one person could perform both counting roles. The five referees consist of one Head Referee, two Linesmen, and two Goal Referees. The Head Referee places the skull in the pitch before a play, announces the scores and the stones remaining before a run and blows the whistle to begin the run. A play refers to the individual sections of playtime that occur between the start of the match and the first score, and between each score up until the end of the match.

4-2 The Field

The field consists of a 20 meter by 40 meter rectangle. Teams begin play at their respective sides (each of the 20 meter lines) and switch sides during halftime. The drum (or similar timekeeping mechanism) should be located in such a manner that it can be heard by all players. The head referee runs games from wherever they see fit. Before any matches begin, carefully survey the entirety of the field for dangerous debris or obstacles. Remove anything dangerous that would otherwise obstruct play.



Linesmen

A linesman's main duty is to determine whether a player has run out of bounds. Second to this they should watch for general breaches in the rules. If there have been complaints about a particular player they should pay particular attention to watching for that player's rules violations. They should primarily be following the ball up and down the field to stay close to the action, and they should be prepared to immediately return the ball to play from out of bounds should the need arise.

4-4 Goal referees

The primary duty of a goal referee is to determine whether or not a point has been scored. They must be able to immediately signal to the players, head referee and the drummer if a goal has been scored or not. This is critical as the delicate flow of play can be interrupted due to an improperly called goal. Of secondary importance they should try to keep track of whether players have run out over the goal line and, lastly, generally watch for breaches of the rules.

The goal should remain centered about the end line and 2 meters away from it. If it moves during play, the goal referee should replace it to its original location between plays.

4-5 Disputes

If a team is having trouble with a particular player breaking the rules they should discuss it with their captain. The captain will bring it to the head referee to address. The Head Referee should be proactive in watching for the offending behavior. If referees see an obvious and clear breach of the rules they may throw a flag. Otherwise, discussions about rules violations should be left to individual players as much as possible. The ruling of the head referee is final.

4-6 Yellow Flags and Fouls

During a run, any referee may throw a yellow flag indicating a breach of the rules. If the flag is thrown prior to contact with the skull, the run is to be stopped and restarted. If the flag is thrown after contact with the skull, the play is allowed to continue with the fouled team given the option of a replay of the run if the referees deem the foul to have influenced the course of game play. If both teams foul within the same point, and both fouls influenced the regular course of game play, no point is scored, and the play is reset unless the team that was scored on waives their right to restart the run.

4-7 Red Flags and Stopping Play

The Head referee may blow a whistle, and throw a red flag, to stop play in the following circumstances. Player Injury, Unsportsmanlike conduct, False start, Multiple fouls, or other hazard to play.

The referee whistle is also blown to signal a goal. At this time, the play is completely reset and players return to their starting positions.

4-8 Penalties

If a PENALTY is incurred and affected the score a replay option will be given to the opposing team. They can accept or decline the replay. Head ref's always decide if a replay is warranted.

Every penalty starts with a warning, if the player or team repeats the penalty it is a caution. A cautioned player is required to sit out for the next run. A cautioned team loses skull possession (the opposing team starts with the skull on their side)

Multiple cautions or dangerous unsportsmanlike play can warrant an ejection. An ejection means the player may not play for the rest of the match. This could escalate to the full tournament or game day depending on severity and ref discretion. If a player must be ejected from two matches they are not allowed to play for the remainder of the day.

Here is a current list of penalties and what they encompass.

“I” denotes an individual penalty and “T” denotes a team penalty.

(I) Slough - To not take a legitimate strike either on purpose or accidentally. This would also cover someone getting struck in the shoulder and then the head,

by calling head and not taking the hit it is technically a slough. In this situation you would PENALIZE the slough and the head shot. Giving warnings for each or cautions depending on current penalty count.

Example: Jake is struck in the head after a clean shoulder shot by Kaelec. Kaelec has already been warned about head shots once earlier in the match. Jake has not had any penalty warnings. Jake would be issued a warning for the slough, and Kaelec would catch a CAUTION requiring he sit out the next run.

(I) Early rise - To rise before your stone count has finished. The player must restart their stone count entirely. Happens most often with chain downed players only counting five stones. Another thing to watch for is that players KNEE is on the ground and their HAND on their back before they count one. Some players have a habit of starting their count with one finger extended as they hit the ground. Its after the knee is down, and hand is placed, AND the first stone is heard.

(I/T) False start - A player is to enter the pitch after 3-2-1 J... The "J" of jugger is the start. If a player makes contact with the field before the "J" it is considered a false start. Or if the team enters the field with more than 5 players.

False starts are both individual and team penalties. A warning is issued to the player and team. A second false start by the same player will issue a caution and skull possession to the opposing squad, A false start by another player but still a second for the squad will result in warning or caution to that player and skull possession to the opposing squad.

(I) Delay of game - Throwing the skull out of bounds of the pitch, Throwing the skull after clearly down, Affecting game play after clearly down (Not pulling your shot and someone goes down even though you were already down), perpetuating a action that delays game play

(I) Charging - Only the quicks are allowed to make contact with each other. Any other form of contact is charging. Quick on enforcer contact is charging. Player contact with a board is charging. Sliding into someone is charging. Running and tripping over someone is charging. The stationary player is in the right. The moving player is penalized for charging. If both players are moving towards each other and collide they both have CHARGED.

(I) illegal strike - any strike with a pompfen that is illegal or unsafe, example head shots or attacking a secondary opponent while you have a chain wrapped on your pompfen

(I) Illegal quick contact - Any quick contact that falls outside of the allowed parameters, example tripping or over the shoulder tackles ect. Note this is for minor infractions. If a gross misplay or injury occurred you may be looking at an unsportsmanlike play.

(I/T) Unsportsmanlike play - This is the catch all for inappropriate behavior, attacking, or language on field towards players or staff. This could be used were

someone to throw a pomphen in frustration, or if say someone grossly violated the quick contact rules and physically struck or hurt someone.

This penalty is the only penalty that can move to ejection without going first through the warning and caution process. This should only happen if someone has physically attacked someone or put other players in a dangerous situation.

This is a team and individual Penalty meaning once again that A warning is issued to the player and team. A second unsportsman like play by the same player will issue a caution and skull possession to the opposing squad, A Unsportsmanlike play by another player but still a second for the squad will result in warning or caution to that player and skull possession to the opposing squad.

Works Cited

- 1. Setanta Jugger Rulebook Provisional
(http://juggerireland.wix.com/jugger-ireland#!__media)**
- 2. Colorado Jugger League Rulebook 2015
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