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**JUGGER**

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# GERMAN RULEBOOK



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## **COMMENT**

This rulebook, as voted for by the Jugger community, is the nation-wide basis for Jugger in Germany and regulates the gameplay, the playing field, the game equipment and the referee's behaviour. It only includes the contents approved by the Jugger community in Germany. The work of the Rule Keepers is confirmed by the German Jugger-Community by vote.

Main information websites for the sport of Jugger in Germany:

[jugger.org](http://jugger.org)

[jugger.de](http://jugger.de)

The current version of the German rules can be found at:

[jugger.org/downloads](http://jugger.org/downloads)

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## **BRIEF EXPLANATION: WHAT IS JUGGER?**

Jugger is a sport for two teams. The aim is to place a ball (skull) as often as possible in the opposite goal. A team consists of five field players and up to three substitute players. Only one of the five field players, the runner, may hold the Skull and place it in the goal. The other four field players (pompfen players) are equipped with padded sports equipment (pompfen), with which they can tag opposing players. Players, after they have been tagged with the Pompfen, may not participate in the game for a specified duration. Thus the four pompfen players are able to support their runner to score points.

## **RULE STRUCTURE**

The rules control the conduct of the players by stating requirements, what is forbidden, and permissions. Requirements demands a certain behaviour. Forbidding prohibits certain behaviour. Permissions explicitly allow a certain behaviour, as long as the conditions are fulfilled.

All in-game actions which are not covered by the rules will be considered non-regulated actions and may be provisionally regulated by the players, referees or the organisers. The evaluation of the provisional regulation is to be done fairly and with consideration by all.

Jugger is reliant on fairness between players. The players of the competing teams generally solve controversial situations together and are responsible for themselves. It is their prerogative to make the preliminary decision together and to define the handling of a non-regulated action during the game. In the case of a disagreement, the head referee makes the decision in order to ensure the game continues smoothly. At the end of the game, the organiser should set a temporary regulation for the contentious situation for the entirety of the jugger event.

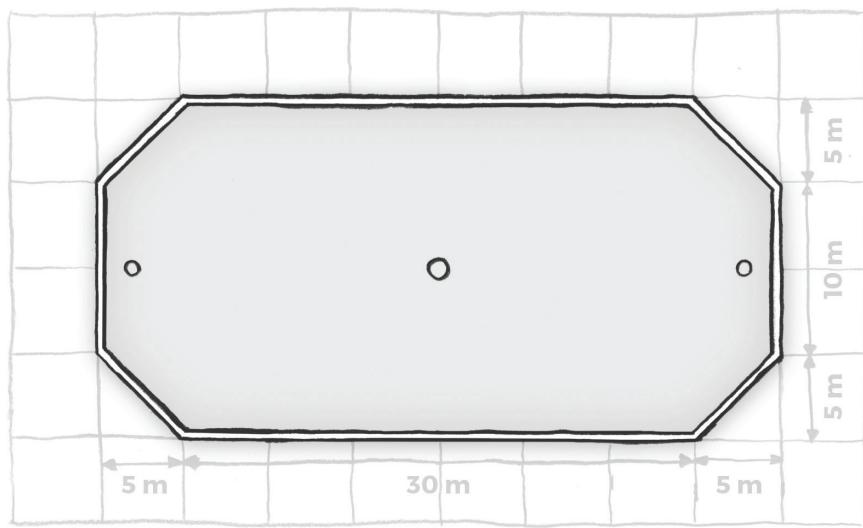
# 1

# PLAYING FIELD AND GAME MATERIAL



## 1.1 THE PLAYING FIELD

The playing field is an elongated octagon. The total length is **40 m**. The total width is **20 m**. Everything outside the playing field is out of bounds. The playing field is marked with lines. The short, facing **10 m** lines are the *baselines*. All other lines are *sidelines*. All lines, both the base and the side lines are out of bounds. The center of the field is marked. On this mark the *skull* is placed when the game starts and after every game interruption. The *goals* are located on either side of the field, starting from the center of the respective baseline **2 m** towards the center.



## 1.2 THE SKULL

The skull is a molded foam dog skull. It's about **30 cm** long and has a diameter of about **12 cm**. The appearance of the skull is not relevant as long as it conforms to the specified dimensions.

### **1.3 THE GOAL**

The goal is a foam funnel in the form of a truncated cone whose base has a diameter of about **50 cm**. The truncated cone is made of foam and has a hole in the center of about **12 cm** in diameter, in which the skull is placed. The goal must be completely padded.



### **1.4 POMPFEN**

Pompfen are the sports equipment used in Jugger, with which you can tag other players. The pompfen are divided into *shields*, *chains* and *spars*.

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. All pompfen must be padded and round. Edges are to be avoided or smoothed over. Stylized sword blades or similar are not allowed. Spars consist of a core rod/tube and adequate padding. To avoid injuries, cores that splinter easily must be sheathed with a non-splintering, puncture-resistant, flexible material. Piercing of the core through the end of the striking surface must be made impossible from any conceivable, frontal force.

Spars have a *grip* and a padded *striking surface*. The length of the striking surface combined with the length of the adjacent grip is the *maximum range* of the pompfen.

### **1.4.1 GRIP**

The grip is the area of the pompfen where a player must place their hands in order for it to be held correctly. The terminal end of the grips of short pompfen, long pompfen and staffs - the *pommel*, must be sufficiently padded.

### **1.4.2 STRIKING SURFACE**

The striking surface is the padded area of a pompfen, which is used for *legal tagging* and *pinning*. The core must not be able to be felt through the padding of the striking surface from moderate thumb pressure at any point. The striking surface has a minimum diameter of **6 cm** along its entire length. The end of the striking surface must be sufficiently padded and must have a minimum diameter of **7 cm**.

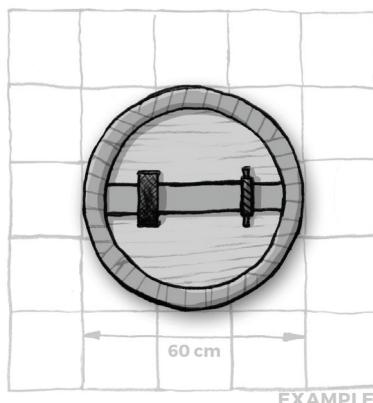
### **1.4.3 STRIKING TIP**

All pompfen which are allowed to stab (long pompfen, short pompfen, Q-Tips) must have a 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 solid enough to prevent buckling from sideways force, but still be as soft as possible. Even upon fully compressing the tip, the end of the core must not be felt.

## 1.4.4 POMPFEN TYPES

### 1.4.4.1 SHIELD

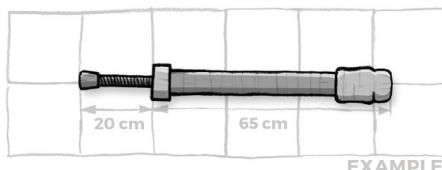
The shield is round and has a maximum diameter of **60 cm**. The front and rim of the shield must be padded. A shield is to be held with one hand and played in combination with a short pompfen. Shields cannot be used for tagging and pinning.



### 1.4.4.2 SHORT POMPFEN

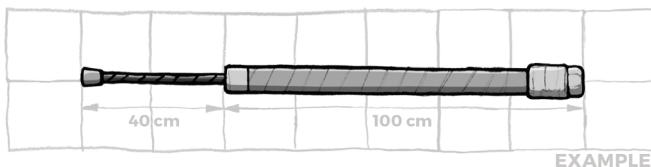
A short pompfen is a maximum of **85 cm** long. The maximum length of the striking surface including the striking tip is **65 cm**. The grip is at the back end of the pompfen. The striking surface is the front, padded end. The striking surface of a short pompfen must be equipped with a striking tip.

The short pompfen may be played in combination with a shield or with a second short pompfen. To hold a short pompfen correctly, one hand must be on the grip. It is allowed to stab with a short pompfen.



#### **1.4.4.3 LONG POMPFEN**

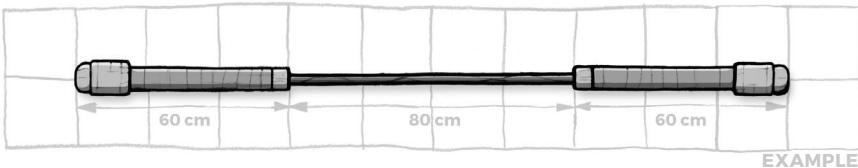
The long pompfen is a maximum of **140 cm** long. The maximum length of the striking surface including the striking tip is **100 cm**. The grip is located at the back end of the pompfen. The striking surface is the front, padded end. The striking surface of a long pompfen must be equipped with a striking tip. To hold the long pompfen correctly both hands must be on the grip. It is allowed to stab with the long pompfen.



#### **1.4.4.4 Q-TIP**

The Q-Tip is a maximum of **200 cm** long. The maximum range is **140 cm**. The grip is located in the middle of the pompfen. The striking surfaces are the two padded ends. The striking surfaces of the Q-Tip must each be equipped with a striking tip.

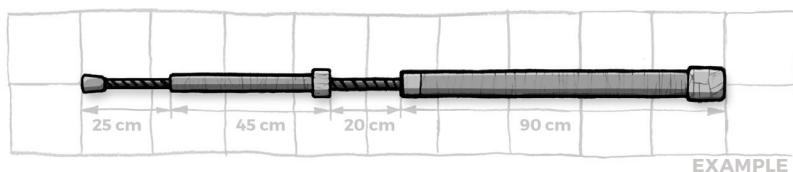
To hold the q-tip correctly both hands must be on the grip. It is allowed to stab with the Q-Tip.



#### 1.4.4.5 STAFF

The staff is a maximum of **180 cm** long. The maximum range is **110 cm**. The staff has two grips at the back end of the pompfen which are separated by a foam sleeve. The back grip goes from the pommel to the sleeve. The front grip extends from the sleeve to the striking surface. The sleeve is a clearly visible border for the maximum range and is at least **1 cm** thicker all around than the front grip. The striking surface is the front, padded end.

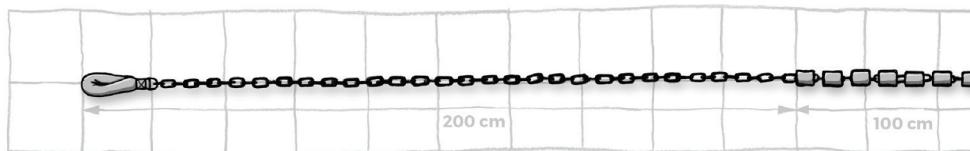
To hold the staff correctly it must be held with one hand on each grip. It is not allowed to stab with the staff.



#### 1.4.4.6 CHAIN

The chain (Handle + chain + chain ball) is a maximum of **320 cm** long. At the back end is the handle. At the front end is the chain ball. The chain ball must be padded and have a minimum diameter of **20 cm**. Starting from the chain ball and heading in the direction of the handle there must be a minimum of **100 cm** of padding along the chain. The padding is to be prevented from slipping out of position.

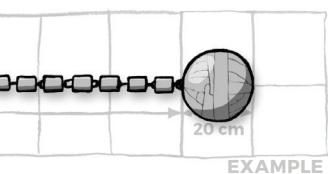
To hold the chain correctly the handle has to be on a hand or arm of the chain player. It is not permitted to pin with the chain.

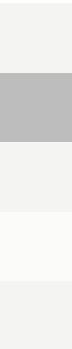


## **1.5 PROTECTIVE EQUIPMENT AND CLOTHING**

For everyone's safety all players should remove jewellery or tape them up and wear adequate sports clothing or protective clothing to prevent injuries. It is up to each player to decide how much protective clothing they need.

In order not to pose a risk of injury, all protective equipment and clothing must be padded. Hard protective equipment or gloves are forbidden.





# **2**

# **TEAM**

## **2.1 PLAYERS**

In Jugger there are *runners* (Qwiks) and *pompfen players*.

The runners are the only players who can pick up the skull and score points.

The runners don't use pompfen. The players that are using pompfen are called pompfen players. A pompfen player can have either:

- a chain or
- a staff or
- a long pompfen or
- a q-tip or
- two short pompfen or
- one short pompfen and a shield.

A pompfen player with a chain is called the chain player. All other pompfen players are called enforcers.

## **2.2 TEAM COMPOSITION**

A team consists of a maximum of 8 players per game: exactly 5 *field players* and up to 3 *substitute players*. Substitute players are not allowed to enter the field during a round.

Each team must have exactly 1 runner amongst their field players. The other field players have to carry pompfen. Of the field players who carry a pompfen a maximum of 1 chain player is allowed.



**3**

# **GAMEPLAY**

### **3.1 AIM OF THE GAME**

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

### **3.2 SCORING A POINT**

To score a point, the runner must place the skull in the goal.

The skull is considered placed correctly when it remains in the goal and neither of the two runners are touching it. This counts even if:

- the runner places the skull and gets tagged at the same time.
- the runner placed the skull, gets tagged, but lets the skull go after he was tagged and the skull remains in the goal.

The skull is placed incorrectly, if it falls out of the goal on its own, or one of the two runners is still touching it after the skull was placed in the goal. The skull is also placed incorrectly if the runner is tagged before they place the skull. If the skull is placed incorrectly, the game continues and the skull is taken out of the goal by a referee or a player and placed next to it.

If the skull is placed in the goal on the side of the field the team starts a round, then it counts as the opponent's point and vice versa.

### **3.3 GAME DURATION**

A Jugger game has two *halves* and generally lasts 2 x 80 or 2 x 100 stones. One beat is called a *stone*. The period between two consecutive stones is 1,5 seconds.

Between the halves is a intermission in which the teams switch ends. The intermission duration should not exceed 5 minutes.

Once the game is over, the points are tallied to decide the winner. If both teams have the same number of points at the end of the game, the rule of the *Golden skull* applies.

### **3.4 GOLDEN SKULL**

For a Golden skull a new round is initiated. The team that scores in this *round*, is the winner of the match.

### **3.5 ROUNDS**

The halves are completed in rounds, during which the stones are counted. A Round is the period from the start signal to a game *interruption*.

#### **3.5.1 SET UP**

Before the game begins, and during a break, the field players of both teams line up on the outside of the field at their baseline. During the set up, the teams have limited time for rest and for tactical discussions or substitutions. Pompfen players and runners, can be substituted unlimited times. The runners signals the head referee by lifting their arm in the air to signal that their team is ready. In the case of a delay, the head referee should insist on initiating the round.

### **3.5.2 INITIATING A ROUND**

To initiate a round, the head referee asks both teams if they are ready. If both teams are ready the head referee makes sure that the skull is on the centre mark. They start the round with the signal „3-2-1 Jugger“. As soon as „Jugger“ is called out by the head referee, the field players are allowed to enter the field.

### **3.5.3 INTERRUPTION**

At each interruption counting the stones is suspended and resumed only at the beginning of a new round.

Head referees interrupt a game every time a point is scored. They do not interrupt a game because the skull leaves the playing field.

Other reasons for a interruption are at the discretion of the head referee. The head referee can interrupt the game if the safety of, or fair play by, the players is not guaranteed (e.g. if a player is injured, a pompfen is damaged, too many players on the field, outsiders on the field, animals or foreign / hazardous objects on the playing field or in the case of unsporting conduct).

# 4

## RULES ON THE PLAYING FIELD

## **4.1 SAFETY AND FAIR PLAY**

The most important rule is: “Safety first!” All players have to play in a controlled manner and keep their emotions in check.

It is forbidden to behave unfairly, to attack other players physically or verbally, to play unnecessarily rough, or to put other players in danger due to one’s behaviour.

If a player notices injuries or unnecessarily rough play they have to notify the game personnel or other players immediately.

## **4.2 ACTIVE FIELD PLAYERS**

The state of a field player can either be *active* or *inactive*. At the beginning of a round, all field players are active. They become inactive when they are tagged legally or go out of bounds.

Only active players are allowed to participate in the game. They are allowed to move on the playing field and to interact with the skull. It is forbidden for active field players to:

- go out of bounds. A field player is out of bounds if any part of their body touches the boundary or ground outside of the field, or moves the skull out of the field, either by throwing it or moving it with a pompfen.
- to play unnecessarily rough.
- to run or jump into another field player i.e. they have to stop in order to prevent a possible collision.
- to block the opening of the goal, either with their body or with a pompfen.
- to move the goal from its set location.
- to kick the skull.
- to jerk or yank on a wrapped chain under tension.

## **4.3 ACTIVE POMPFEN PLAYERS**

Active pompfen players can, with their pompfen, tag other active field players to make them inactive. An active enforcer can pin one inactive field player, to prevent them from becoming active again. Active pompfen players can also strike the skull.

### **4.3.1 THE SAFE USE OF POMPFEN**

The players themselves are responsible for the safety and safe use of their pompfen.

If pompfen are damaged, and are therefore no longer safe or conform to the rules, the pompfen player has to remove their pompfen from the playing field via the shortest route. Once a pompfen player has removed their damaged pompfen from the playing field, they are allowed to leave the playing field at any place in order to get a new pompfen. This does not count as going out of bounds. The pompfen player has to re-enter the playing field as soon as possible at the point where they left it. While the pompfen player is removing their pompfen from the playing field and is getting a new one, it is forbidden for them to interact with the Jugg, to tag, pin or to hinder the running paths of other field players. The pompfen player can be tagged and pinned and has to count their penalty immediately.

Pompfen players are allowed to pass other field players without slowing down, if there is enough space. They are also allowed to jump into range of another field player if they pay special attention to controlling their pompfen and so long as no body contact is made. It is forbidden for pompfen players to throw their pompfen.

It is forbidden for enforcers to stab other players at full speed or while jumping forward. Active chain players are forbidden to pull their chain if it is wrapped around another field player and it is forbidden to swing the chain if a pompfen is tangled in it. Active chain players must carefully unwrap their chain if it is wrapped around an inactive field player.

### **4.3.2 HOW TO HOLD THE POMPFEN CORRECTLY**

A player can only tag or pin another player while holding the pompfen correctly. To hold a spar correctly, both hands must be on the designated grips. It is sufficient if any part of the hand is touching the grip.

To hold a chain correctly, the handle has to be on a hand or arm of the chain player while swinging the chain. The chain is not held correctly if the chain player is throwing the ball or trails the chain on the ground.

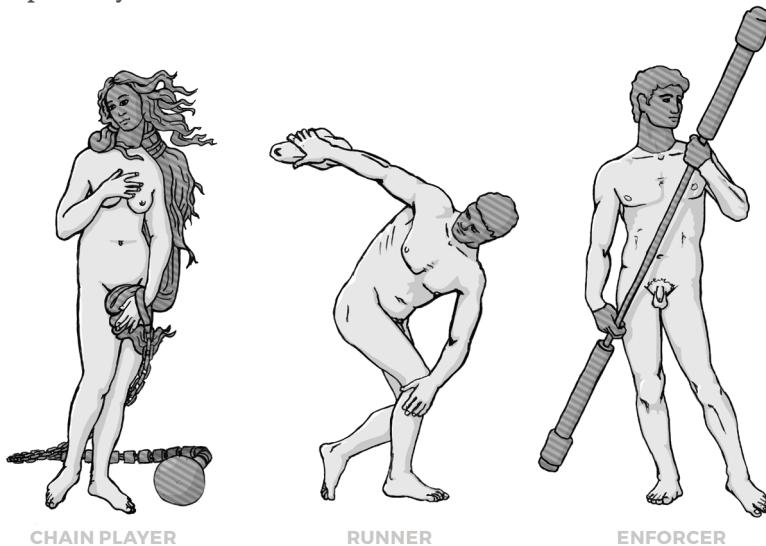
### **4.3.3 TAG ZONE**

The tag zone is the part of the body of the field player where a legal tag can be made. For all field players that is the whole body including clothes, with the exception of the neck, head and hands. The wrist is part of the tag zone.

For chain players the hands are also part of the tag zone.

For runners, the hands, and (if they are holding it) the skull are also part of the tag zone.

Field players have to announce a tag outside of the tag zone by saying "Hand!" or respectively "Head!". A Double is to be announced as "Double!".



#### **4.3.4 LEGAL AND ILLEGAL TAGS**

A enforcer tag is legal if they touch the tag zone of an active field player with the striking surface of their correctly held pompfen.

A chain player's tag is legal if they touch the tag zone of an active field player with the chain ball of their correctly held chain or the correctly held chain makes a closed shape around the tag zone of the active field player.

A tag is illegal if:

- a pompfen player is not holding their pompfen correctly.
- the tag is completely outside the tag zone.
- a field player, in a single swing of the Pompfen, is first hit in the head and then in their tag zone. If a player, in a single swing is first hit in their tag zone and then in their head, the tag is legal.
- the tag is achieved by a stab from a staff.
- the pompfen is wrapped by the chain, and tags a player who is not the chain player.
- The chain ball is swung at the tag zone of a field player, after the chain forms a closed shape around the pompfen. The chain is considered captured.

#### **4.3.5 DOUBLES**

When a player is tagged legally and simultaneously tags another field player legally, this is called a double and both tags are legal. The tag is considered simultaneous if the tagged players cannot tell who was tagged first. The responsibility for judging the double lies with both players. In disputes, the referee has the last word.

#### **4.3.6 PINNING**

Active enforcers can pin a maximum of one inactive field player by touching the tag zone of the inactive field player with the striking surface of their correctly held pompfen. This prevents the inactive field player from becoming active.

The pin endures, as long as the pompfen touches the inactive field player in this way. The pin can be released at any moment e.g. to tag another active field player, or to pin another inactive field player and then continuing the original pin. A pin is illegal, if the pompfen of the pinning pompfen player is wrapped by a chain.

#### **4.3.7 STRIKING THE SKULL**

Enforcers are allowed to strike the skull with the pompfen as long as it is not a hazard to other players. It is forbidden for the enforcers to touch the skull with their hands or to carry it with a pompfen.



## **4.4 ACTIVE RUNNERS**

Active runners are allowed to interact with the skull and to wrestle with other runners.

### **4.4.1 HANDLING THE SKULL**

Only active runners are allowed to touch, pick up, hold, carry, throw and place the skull with their hands. It is forbidden to throw the skull at other players.

In the case where the skull goes out of bounds and the referee has not yet placed the skull at the boundary of the playing field, the runner is permitted to leave the playing field to retrieve the skull. They are not going out of bounds. The runner must take the shortest path from the the playing field boundary to the skull and then as fast as possible return to the playing field from the same point where they left the field.

#### **4.4.2 RUNNER WRESTLING**

Before the game starts the runners should agree on how rough they are going to wrestle. The lowest common level of roughness is then applied.

While wrestling and standing the entire upper body (including arms) from neck to belt line is attack zone. If a runner is touching the ground with more than just their feet, the entire body from the neck down becomes attack zone. The runners are allowed full contact and are allowed to push, grab, hold, lift the other runner and pull or press them to the ground using the allowed attack zone. They have to let go as soon as their grip moves above or below the attack zone.

Runners are forbidden while wrestling to:

- gain an advantage by condoning causing injuries.
- hit or kick the opponent or to attack outside of the attack zone.
- throw the other runner in a way that both legs leave the ground or makes the other runner drop to the ground head or upper body first.
- use leverage from extremities at or past the breaking point of the joint.
- to roughly jerk or yank on extremities (e.g. by stopping the moving opponent by their forearm).
- to shove the opponent in the direction of movement.
- to run or jump into the opponent.
- to pull the jersey.

## **4.5 INACTIVE FIELD PLAYERS**

Field players become inactive if they get tagged legally or go out of bounds. Inactive field players are forbidden to take part in the game, i.e. to move around the playing field, to interact with the skull, to tag or pin other field players. If they have lost their pompfen, it is forbidden to retrieve it. Inactive field players are unable to be tagged. Inactive runners are forbidden to hold, throw or hide the skull.

Inactive field player have to remain in the place where they became inactive and kneel immediately. If necessary, they have to return into the playing field to kneel

If their body is wrapped by a chain, they have to help to unwrap the chain. If their pompfen is wrapped by a chain, they have to help to unwrap the pompfen or let it go in order to not hinder the other field player from unwrapping.

### **4.5.1 KNEELING**

Inactive players kneel down correctly, by touching the ground with one knee and putting one hand behind their back. Inactive pompfen players must lay their pompfen flat on the ground. As long as one knee touches the ground and one hand is behind their back, they may rotate and also communicate.

#### **4.5.2 PENALTIES**

An inactive player who is kneeling correctly, may begin their penalty count when the first stone is heard. They have to show their count visibly with the hand positioned behind their back. The time period of the penalty is dependent on the grounds for kneeling down:

- After going out of bounds is 5 stones.
- After a tag from a spar is 5 stones.
- After a tag from the chain is 8 stones.

When an inactive player is pinned, they continue their penalty uninterrupted. Inactive players must restart their count if they do not kneel correctly, take an active part in the game, or rise too early. After the penalty has been counted, the player may rise and become active again. Inactive field players may also, for tactical reasons, continue kneeling for longer than their penalty and thus remain inactive.

#### **4.5.3 RISING**

Through rising an inactive player becomes active again. All players rise by taking their hand from behind their back or lifting their knee from the ground. Runners also rise by grasping the skull.

Players who are not pinned may rise as soon as they have finished counting their penalty. Pinned players, who have finished counting their penalty, may rise on the next stone after the pin has been lifted. If the pin is lifted before the penalty count has finished, the player may rise the same way as a non pinned player i.e. as soon as they have finished counting their penalty.



# **5**

# **GAME**

# **PERSONNEL**

## **5.1 REFEREES**

At least one referee manages a jugger game to ensure a smooth game. Every official game is managed by four referees: one head referee, one assistant referee and two goal referees. All referees are tasked with enforcing the rules, to ensure safety, and if need be, to interrupt the game.

They make the decision in unclear situations (e.g. a double), monitor the penalties for inactive players, and in the case of repeated unsporting behaviour they have to draw the head referee's and the particular player's attention to it.

If the skull is out of bounds, the referees place the skull on the boundary where the skull left the field in situations where the runner is not fast enough to get the skull on their own.

### **5.1.1 HEAD REFEREE**

The head referee leads the game and in the case of disagreements between the referees, has the last word.

Before every round, the head referee announces the score and the remaining time to be played. In the case of a tie after the regular game time has ended the head referee announces "Golden skull". Every round is initiated by the head referee.

To observe the game the head referee moves along the sidelines in line with the skull. The head referee also certifies scored points announced by the goal referee. Furthermore, the head referee ensures the game continues if the skull was placed incorrectly. In unclear situations the head referee can initiate a replay. For repeated unsporting behaviour the head referee can punish players.

### **5.1.2 ASSISTANT REFEREE**

The assistant referee fulfils the general tasks of a referee and assists the head referee. To observe the game the assistant referee moves along the opposite sideline to the head referee.

### **5.1.3 GOAL REFEREE**

The goal referee pays attention to the adherence of the rules in the half of the playing field of the goal assigned to them. In particular they pay attention at the start of a round, that the composition of the field players complies with the rules, that the field players enter the playing field correctly, and of the events immediately surrounding the goal and of the scoring of Points.

If the skull is placed correctly the goal referee has to indicate that by calling out "point" and lifting both arms.

If the skull is placed incorrectly the goal referee has to indicate that by calling out "Continue, no point!" and waving both arms to ensure that the round continues. If need be, the goal referee takes the skull out of the goal and places it next to the goal.

## **5.2 STONE COUNTER AND SCORE KEEPER**

The stone counter ensures that the acoustic signals are clearly audible for players and game personnel or to make those signals themselves. The stone counter counts the stones during a round and notifies the head referee after a game interruption with the stones remaining. In the case of a replay the stone counter has to recall how many stones the round started with. The last 10 stones of a half have to be counted out loud and clearly audible for the players and game personnel.

The score keeper counts the points scored and makes note of them. After every game interruption the score keeper notifies the head referee of the current score.



