



Jugger: Spanish rulebook

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I ESPAÑOLA DE
I JUGGER**

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COVER DESIGN AND LAYOUT: LUCÍA A. CARRASCO RIBELLES

ILLUSTRATIONS: PAU LLUCIÀ

INTERIOR PICTURES: MIKI CAVIEDES, CRISTIAN MILÀ

TRANSLATION TO ENGLISH: ARTURO PÉREZ

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Translator's Note

The translation team assumes the responsibility for all errors and/or omissions contained in this book, and hopes for the reader's generous collaboration in correcting them.

In case of conflict, the original Spanish version of the rules will prevail.



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Introduction

Jugger

Jugger is a team sport that combines features of ball games with those of combat sports, in which two teams of five players try to score points and prevent the opposing team from doing so. Jugger is played with a ball (called *jugg*) and weapons or spars covered in soft padding.

Unlike other similar sports, only one player from each team (known as the *qwicker* or runner) is allowed to physically touch the *jugg* with their hands. To score a point, the *jugg* must be placed inside either of the scoring areas (hereafter referred to as “the goals”) which will be located on both ends of the field. The rest of the players (also known as *pompfers* or enforcers) wield weapons and use them to engage the opposing players and defend their own *qwicker*. At the end of the match, the team with the highest number of scored points is the winner.

Safety above all

Jugger is a sport based not on brute force, but on skill and strategy. In this regard, the Rulebook forbids strong impacts with weapons, as well as any physical contact between players, with the exception of the *qwickers* (as detailed below).

In addition to this, all weapons must pass an exhaustive safety check before being used. Every one of them must be padded enough to ensure that their impacts cause no damage to the players.

All in all, jugger is a very complete contact sport that helps players exercise their body, mind, and teamplay with a minimum risk of injury.

Rulebook

This document aims to bring together the basic concepts of jugger and serve as a base and meeting point to ensure different communities of players can all play this sport under the same rules. In case of conflict between rules, the stricter or more detailed rule will prevail.



1. Game field

1.1 Size and boundaries

The jugger game field has a rectangular shape, the corners of which have been cut.

- The shortest perpendicular sides are called *baselines*. Teams must stay behind their baseline at the start of every point.
- The longest perpendicular sides are called *sidelines*.
- The baselines and sidelines are connected with *diagonals*.
- These lines delimit the field and are not considered part of the field itself.

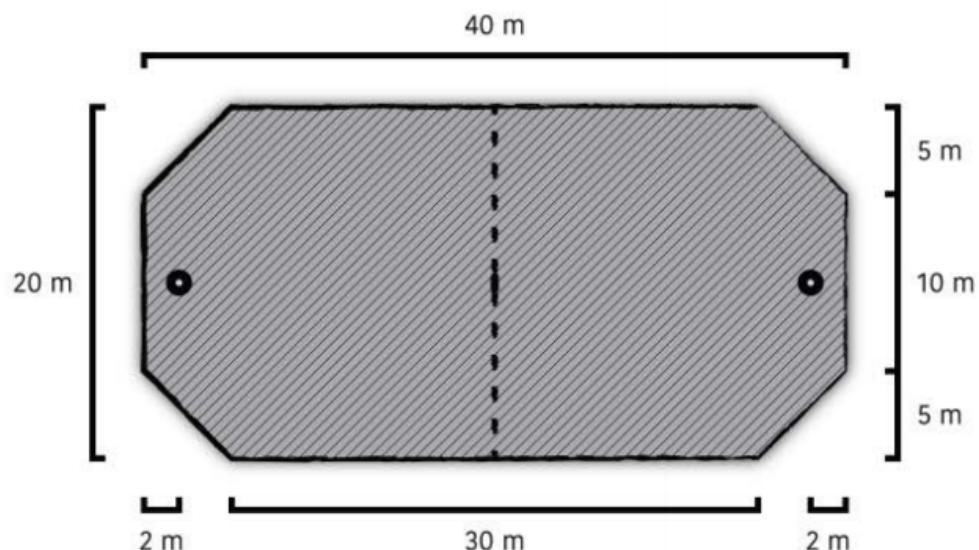


Figure 1.1: Jugger field

1.2 Center

There must be a clearly visible mark in the center of the field where the *jugg* is to be placed at the beginning of every point.

1.3 Goals

The goal mound (or simply goal) is an object with a hole in its center where the *jugg* is introduced in order to score. Each goal is placed on one end of the field. They're placed at the center of the baseline and 2 meters away from it, as the previous image shows.

Goal mounds measure approximately 50 cm in diameter with a hole of around 12 cm in diameter. This hole must be deep enough for the *jugg* to fit in it. Goal mounds must be made of soft materials to prevent any damage to players. These can be partially anchored to the ground to prevent any accidental displacements.

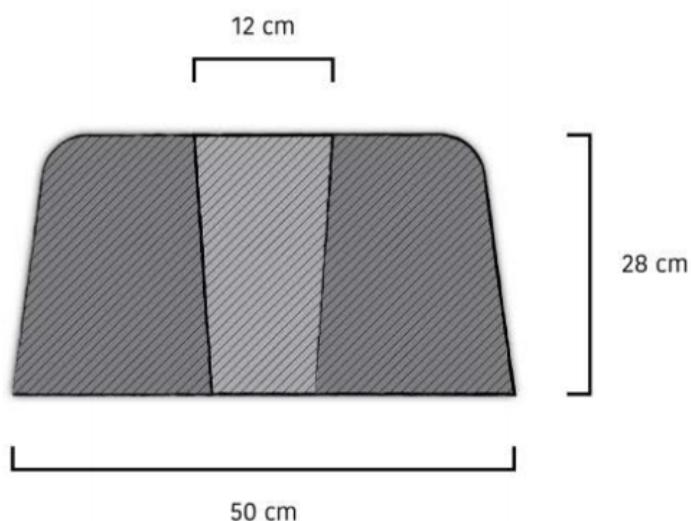


Figure 1.2: Goal



2. The players

2.1 Team

During a match, a team must have a maximum of 10 players - 5 in the field and up to 5 reserves.

2.2 Qwicker

Qwickers may not carry any weapons, and are the only ones allowed to pick up the *jugg*.

There must be a *qwicker* in each team in play.

Qwickers are responsible of signalling their teams are ready to play at the start of each point.

2.3 Kette

There can only be one chain per team in play.

2.4 Pompfers

The remaining players are called *pompfers*. *Pompfers* can equip themselves with one of the following weapon sets:

- *Q-tip*.
- Longsword.
- Staff.
- Short sword and shield.
- Dual short swords.

Any other combination will not be considered valid, and any action carried out while wielding any invalid combination will not be taken into account.

2.5 Captain

The captain is their team's representative before the refereeing team. Therefore, it's the captain who must address the referees to discuss any doubt or issue that arose during the game, during the match's pauses. The referees' decisions will be notified to the captain.

Before the start of the game, the captains must be identified as such in the proper spaces of the match's minute.

2.6 Team zone

The team zone (highlighted in green in the picture) comprises the area outside the field bounds, from the middle line to behind the baseline. During the course of a point, those players not included in the starting line-up can only stay within their team zone. They cannot interfere in the match nor address the opposing team or the referees.

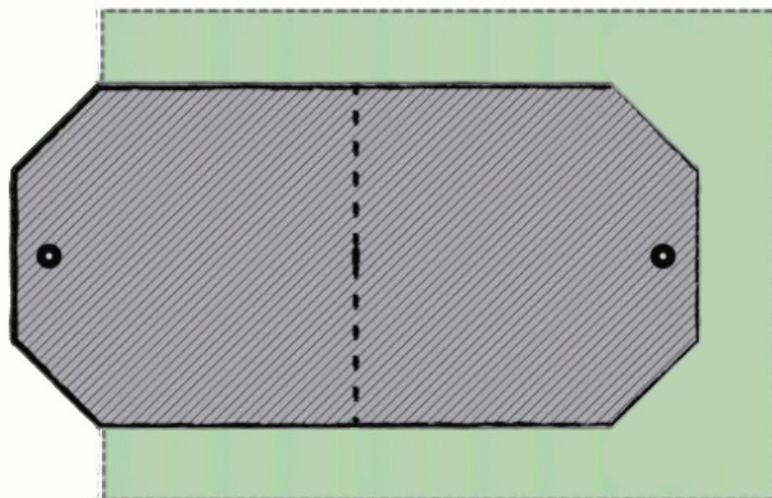


Figure 2.1: Team zone

3. Equipment

3.1 Jugg

The *jugg* is the item the *qwicker* has to put inside the goal mound in order to score. It has a length between 28 and 30 cm and one end must be clearly thinner than the other. Its diameter must range from 12 to 15 cm on the thicker side to between 8 and 10 cm on the thinner side. *Juggs* must be soft, safe and are not allowed to have a rigid core inside.

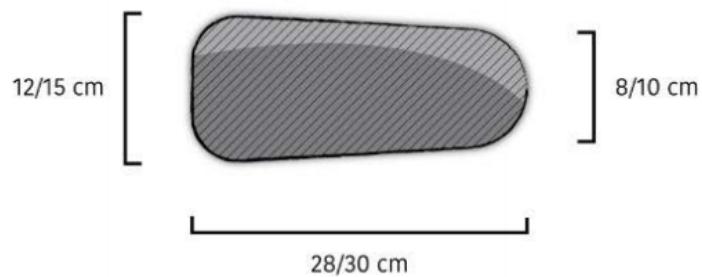


Figure 3.1: Jugg

The *qwicker* is the only player who can grab, touch and throw the *jugg* in order to score points for their team. *qwickers* are not allowed to throw the *jugg* against their opponents, or to kick the *jugg*. They are, however, allowed to stop the *jugg* using their body.

The other players are not allowed to deliberately interact with the *jugg* using their bodies. They can move the *jugg* by hitting it with their weapons, although it is forbidden to transport it using, for instance, two swords like a pair of tongs, or a shield as a tray.

3.2 Weapons

Weapons must be safe. The following rules apply to all weapons:

- Rigid weapons must have a circular cross-section and a diameter of over 6 cm but less than 15 cm in their hitting zones. These measures do not apply to the grip zones.
- Rigid weapons must have a straight core, and no flex or wobbliness is allowed.
- Rigid weapons cannot have **rings** on their hitting zones, except for the special reinforcement bands that keep the gap in diameter between grip and padding in *Q-tips* and staffs.
- All lengths stated for the weapons are maximal. Shorter weapons are allowed.
- Weapons must not expose their internal components and must be covered in some non-abrasive material.
- The pommels are considered valid grip zones and must be **minimally padded**, their base being the only mandatorily covered area.
- All weapons must be safe enough to not cause any damage upon impacting players.

A **ring** is considered to be a widening in the padding of any part of a weapon's hitting zone. Nonetheless, any reinforcements necessary to make the tip safe will not be considered rings.

A surface is considered to be **minimally padded** when the padding material partially yields by applying a slight pressure. Moreover, this material must have an outer, non-abrasive covering layer. The padding must be fixed and not move.

The weapons' **hitting zones** must comply with the following rules:

- The weapon's core must not be felt by pushing with a finger into any part of the hitting zone. It is **NOT** necessary to pad grip zones except on the *Q-tip*.
- Hitting zones must be adequately padded.
- All edges should be rounded and must not have hard edges.
- Hitting zones must not cause scratches to other players.
- Hitting zones must measure **at least 40 cm long**.
- In some weapons, a difference of at least 2 cm in diameter must exist at the joint between the padded and gripping zones. This difference can be created either with the padding itself or a reinforcement band at least 4 cm long, provided that the minimum 6 cm thickness of the padding is maintained. The areas of each weapon that require this difference will be tagged in their drawings.

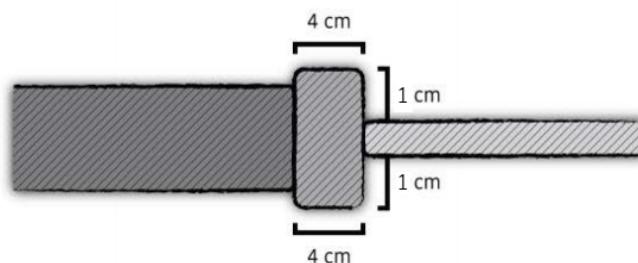


Figure 3.2: Reinforcement band

The weapons' **tips** must comply with the following rules:

- They cannot have any core inside and must be made only out of padded or soft materials.
- They must be resistant enough not to break when performing stabbing or jabbing motions.
- The tip's padding can be reinforced to make it safer, so long as this does not create a difference in the cross-section radius of more than 2 cm nor makes the total diameter wider than the maximum 15 cm. This reinforced area cannot be shorter than 5 cm nor longer than 10 cm.

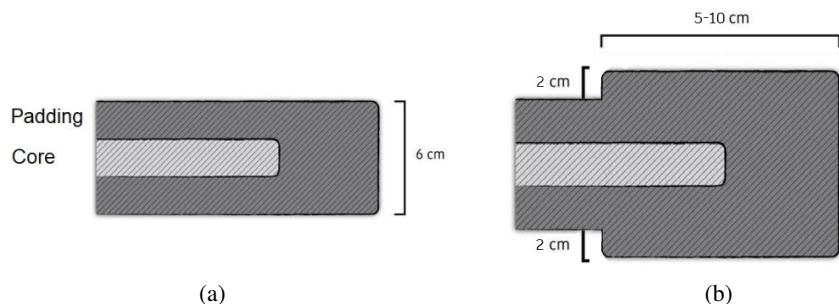


Figure 3.3: (a) Non-reinforced tip, (b) Reinforced tip

3.2.1 Q-tip

The *Q-tip*'s maximum length is 200 cm. The *Q-tip* has a central grip zone which must be **minimally padded** and two hitting zones located at both ends and measuring up to 60 cm each. The *Q-tip* is a two-handed weapon, but hands can be placed anywhere along the grip zone.

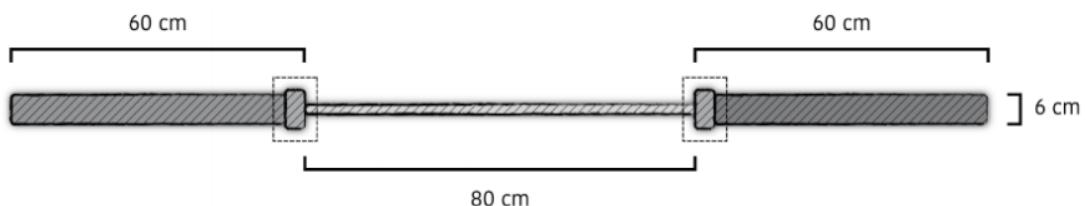


Figure 3.4: Q-tip

3.2.2 Staff

The staff's maximum length is 180 cm. The hitting zone is placed in one end and measures 90 cm. The part between both grip zones is not a valid hitting zone but it must be padded with a diameter of, at least, 4 cm.

The staff is a two-handed weapon with two separate grip zones. It only produces valid hits when both are gripped. It is forbidden to stab or jab with its tip.

3.2.3 Longsword

The longsword's maximum length is 140 cm. The hitting zone is 100 cm long and the grip zone is 40 cm long.

It is a two-handed weapon.

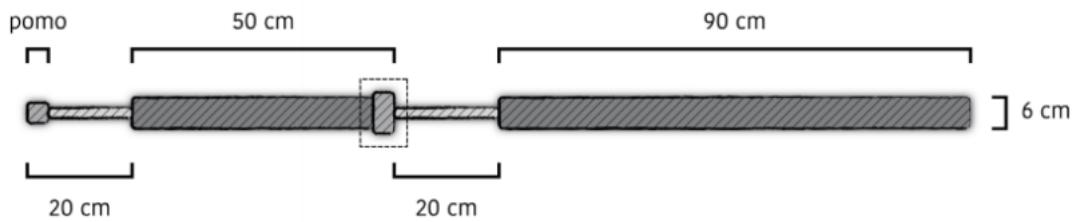


Figure 3.5: Staff

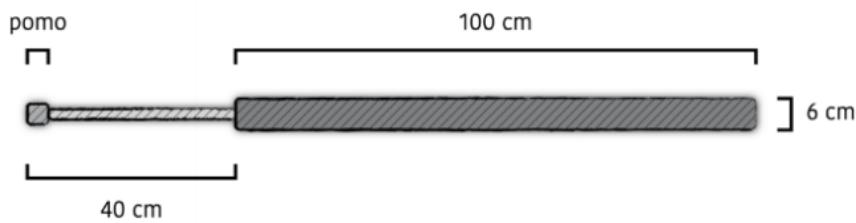


Figure 3.6: Longsword

3.2.4 Short sword

The short sword's maximum length is 85 cm. Its hitting zone can measure up to 65 cm, and the grip zone up to 25 cm. Under no circumstances can the total length go over the stated maximum length..

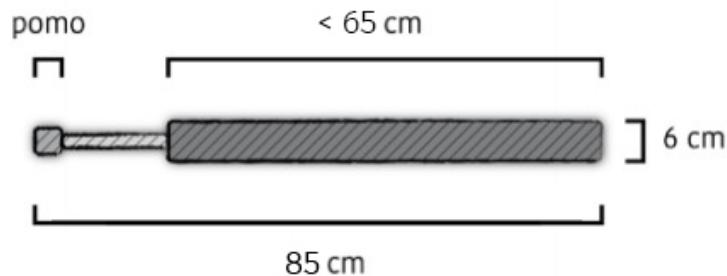


Figure 3.7: Short sword

It is a one-handed weapon and can be grabbed from anywhere along the grip zone. It can be used alongside another short sword or with a shield on the other hand.

3.2.5 Shield

Shields must be round, up to 60 cm wide, and up to 25 cm thick (grip not included). Both sides of the shield must be solid, flat and straight (minus the grip, handles, or their fastening pieces). The center of the shield can include an umbo with a maximum width of 25 cm for the grip. The total thickness of the umbo and the shield cannot exceed the stated maximum thickness. The shield must be held from the grip, and can be fastened to the arm with straps.

The shield is wielded in one hand and is considered a non-offensive weapon - as such, attacking or striking with the shield is **NOT** allowed. Its sides and front surface must always be padded.

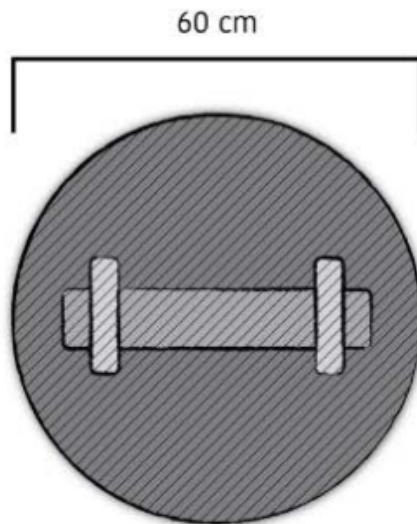


Figure 3.8: Shield

3.2.6 Chain

The chain has a maximum length of 320 cm. It is composed by a ball of 55-77 cm in perimeter (18-22 cm in diameter) and a tether with a grip of variable length. Under no circumstances can the total length go over the stated maximum length.

The ball must be a sphere made of soft material which **cannot** be completely covered in duct tape. The ball's measurements cannot fall outside the stated range of perimeter and diameter. Therefore, the rule on smaller-than-maximum measurements does not apply to the ball.

The ball cannot be connected to the tether with any rigid or metallic materials. The tether and grip cannot contain any metallic, rigid, or hard materials whatsoever.

The tether must be at least 2 cm wide or thick, and cannot have a circular cross-section nor an abrasive surface.

It must be possible to release the chain's grip easily from the player's hand in order to avoid dangerous pulling and yanking which might put players in danger. The whole combination of tether and ball is considered a single valid grip zone. The chain can cause valid hits as long as it is held with at least one hand.

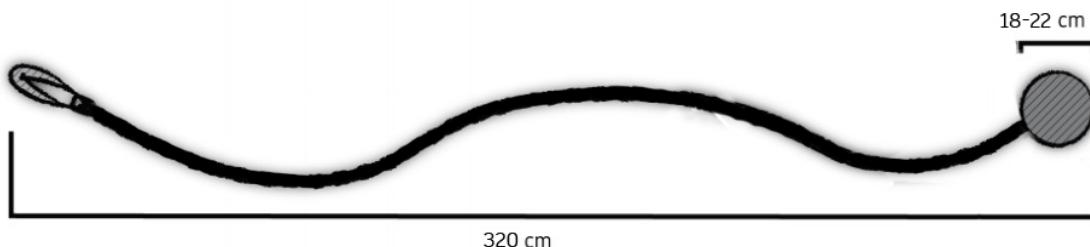


Figure 3.9: Chain

3.3 Broken weapons

If a player's weapon is damaged in a way that it cannot be used while ensuring safety measures are kept in order to protect themselves and/or other players, the player wielding it will be considered inactive. This player must raise their hand while clearly shouting "Broken weapon!", and abandon the playing field through the shortest route, carrying all the fragments of their weapon that might be dangerous. After this, they will be able to head to their baseline to fetch another weapon.

The player must re-enter the playing field through their team's baseline once they are equipped with a new weapon, and take a penalty of 5 intervals when they do so. If they're hit before declaring the breaking of the weapon or they commit any fouls, they must add as many intervals as required to their penalty time.

3.4 Other equipment

A player's basic attire will be composed of:

- A T-shirt or tank top that covers the torso.
- A piece of clothing that covers the thighs at least partially (trousers, tights, skirt, etc.).
- Appropriate footwear for the conditions of the field in question.

T-shirts must visibly and clearly show the name and/or number by which the player will be identified, in order to allow the refereeing team to identify the players. The colour of the numbers must stand out against the T-shirts'.

Any player can choose to wear protections, knee pads and gloves, as long as their use does not put other players at risk.

Players can wear glasses, contact lenses and other items or pieces of clothing under their own responsibility, as long as these don't put other players at risk.

Players are not allowed the use of any items that may provide any kind of artificial advantage.



4. The match

4.1 Match's length

4.1.1 Intervals

Intervals or stones are the continuous acoustic signals used in jugger. They are repeated with a frequency of 1.5 seconds. Intervals are marked by acoustic signals.

4.1.2 Points

A point refers to the period of game time elapsed between the moment when the referee asks the *qwicker* if their team is ready and the moment a point is scored, the intervals end, or a referee so decides.

4.1.3 Scoring

In order to score, the *qwicker* must place the *jugg* inside the rival goal mound. A point will be validly scored if no *qwicker* is touching it and it remains inside the goal. If the *jugg* comes out or it has been thrown or dropped inside the goal, the score will **NOT** be valid.

A *jugg* will be considered to be inside the goal mound if at least half of it is inside the central hole.

If a scored point is **not** valid, the point will continue, and a referee or a player must take the *jugg* off the goal.

It is not allowed to block the goal's hole with the body, the hands, or a shield.

4.1.4 Starting a point

Once the captains are back to their team zones, after either playing during a point or presenting a claim, they won't be allowed to present any further claims to the main referee. The main referee may then announce the current interval and score before starting the next point. Both the main and

support referees will start the preparation lapse of the point by shouting “Qwiker ready?” and raising their right arms towards the team zone to their right.

In order to keep the players from wasting time, the main referee can start this lapse whenever they deem fit - even if the players have not yet reached their team zones.

This preparation will be done under the intervals count by the main referee and must be followed by the support referee. Both of them must warn the teams when they reach intervals 5 and 10. The preparation lapse ends in the following cases:

- Both *qwickers* indicate their team is ready.
- The interval count reaches 10, whether the *qwickers* indicated or not that their teams are ready.

To indicate a team is **ready**, the *qwicker* must show it to the refereeing team by clearly raising the arm up and forward. Optionally, they can indicate they are **NOT** ready by crossing their arms. The signals will be valid the moment the referee notices them.

Once the *qwickers* are ready, or the count is over, the referee must raise their arm horizontally towards the center of the field to show they are also ready. When both referees are ready the main referee will shout “3, 2, 1, jugger!”. The moment they finish shouting the word “jugger”, the referees must lower their arms to their natural position and the point will begin, allowing the players to enter the field.

4.1.5 Line formation

At the start of each point, each team must choose up to 5 players which will enter the playing field for the duration of the point.

Players must enter the field when the main referee calls the start of the point. They must enter only through their team zone’s baseline.

During the match, each team will be able to make as many changes to this formation as they wish, so long as the changes are made before the start of each point.

A player entering the field with a weapon cannot change it during the course of a point, unless said weapon breaks.

4.2 Interruptions

Interruptions Interruptions are breaks in the game made **during** a point. When the main referee interrupts a point, the players must stay in the same spot, and stop counting intervals.

Play will resume after the main referee shouts “3, 2, 1, jugger!”. Following that call, players will resume playing and continue their interval count normally.

Valid reasons why a point may be interrupted are as follows:

- Player injury
- the player can be replaced.

- Significant displacement of a team's goal mound, which will then have to be placed in its intended position before the point is continued.
- Penalising a player with a technical foul.
- Whenever a referee indicates an interruption due to any other justified reason.

If, at the time of the interruption, any player has been penalised with a technical foul, the team of referees will then proceed to apply the sanction, and the sanctioned player must abandon the vicinity of the game field. The team will have the option of replacing them with another player who had not yet participated in that point. The new player must start playing on the same spot where the replaced or penalised player stood.

4.2.1 Player out of the game

If, due to any circumstance, a player must abandon the game field, they will be considered inactive, and they must raise their arm while opening their palm to indicate their status to the rest of the players.

4.2.2 Restarting or repeating points

A point may be repeated in the following cases:

- Invalid composition in the formations of one or both teams (more than 5 players, 2 chains, etc.). Reiteration of this kind of behaviour may be penalised with a serious foul to those players who are considered to not be in formation.
- Scoring as a direct consequence of committing a foul which has granted an advantage (and always so long as it's impossible to revert the situation of the playing field to a point before the foul was committed). In case of doubt whether or not the point could have been scored if the foul hadn't been committed, the referees must always opt to restart the point.
- Whenever the main referee considers it convenient
- for example, if the players move during an interruption.

The scoring of a point is considered a "direct consequence" of any action that, when resolved, immediately entailed the scoring. If the illegal action takes place before another completely legal action that entails the scoring of a point, it will not be considered a direct consequence, and the point will not be reset, although the pertinent players must be penalised accordingly with serious fouls. If the referee clearly spots the foul, they must sanction the player or players at that very moment, stopping them from continuing to play and negatively influencing the course of the point.

Passive game

If, due to the circumstances of the match, it was not set to end autonomously (due to the end of the tournament round's time, the intervals, etc.), and one point were stuck in a situation where neither team is interested in moving to unblock it, the main referee must call a *passive game* and start a new point.

In order to call a *passive game*, the main referee must ascertain that the situation is blocked. At that moment, they will inform the *qwickers* of both teams that a *passive game* might be going on. If both teams still refuse to unblock the situation, the main referee will stop the game and start a new point.

It is important to note that a *passive game* creates a new point, and therefore it is not a repetition of the previous point. As a consequence, penalties fulfilled at the start of the blocked point must

not be applied now. Any penalties incurred during the blocked point must be applied at the start of the next one.

Typically, *passive games* can happen in a sets match or in a *Golden Jugg* point.

4.2.3 Substitutions

A substitution is the justified replacement of a player that was in the field by another one of the same team that was not. Substitutions may only be performed during game interruptions. Players can be changed any number of times during a match as long as the new player entering the game belongs to the 10 pre-defined players of the team, and the same player is only changed once per interruption.

4.2.4 Pauses

Pauses are time-out moments between points. The pause between each part is called half-time and will last 3 minutes. Half-time breaks can be shortened only if both teams, the main referee, or the tournament's organisation agree on it.

4.3 Match winner

The winner of the match is the first team that fulfils the victory conditions of the modality of game that is being used. These modalities can be:

4.3.1 Interval modality

Two parts of an equal number of intervals will be played. The team that scores the most points at the end of the last part is the winner. Between each part there is a half-time break, and both teams must switch sides. During the last 10 intervals of each part, a member of the refereeing team must make a countdown, shouting out loud the number of intervals left.

The number of intervals per part may vary, from less demanding matches of 80 intervals per part to longer matches of 200 intervals per part - although any other number would be just as valid.

In order to be able to play a point in this model, there must be at least 4 intervals left before the end of the part. Otherwise, the point will not be played, and any sanctions that should be applied will come into effect in the next point.

Golden Jugg

If a match finishes with a tie as a result, but a tie-breaker is required, a “Golden Jugg” is called for. This will give victory to the first team that manages to score a goal. During a *Golden Jugg*, the point will not be stopped at the end of the countdown, but rather continue until one of the teams scores.

4.3.2 Sets modality

Victory is awarded to the first team that manages to win a defined number of sets. A team wins a set if they score a specific number of points. Between each set there is a half-time break, and both teams must switch sides.

Some of the most common combinations of sets are: 1 set of 10 points, 3 sets of 5 points, or 5 sets of 5 points - although any other combination would be just as valid.

4.3.3 Victory due to fouls

A match is won if the opposing team reaches the maximum number of fouls and is therefore disqualified from the match.



5. Game system

5.1 Strikes and hits

A strike is considered to be any contact between a weapon and a player different to the one who wields it (indistinctly of which team the player belongs to). In order for a strike to be considered a valid hit, a set of conditions must be met:

- It must land on a valid hit zone.
- It must be performed by an active player.
- It must be performed with the weapons hitting zone.
- It must be performed while the weapon is correctly gripped.
- It must not be performed with overwhelming force.
- The weapon must not be broken.
- In case the impact is performed with the staff, it must not be a stab or jab.

A valid hit will make the impacted player kneel and count a penalty of 5 intervals (8 if it was a chain's hit).

It is not allowed to attack with an incorrectly gripped weapon. A weapon is not correctly gripped if:

- A two-handed weapon is not gripped with both hands.
- When wielding a combination of short sword and shield, the shield isn't correctly gripped from its grip.

Any hits performed under these conditions shall be considered a foul and will not be counted as valid.

Stabs and jabs with the staff will also be considered a foul.

However, defending oneself with just one hand on the weapon is permitted.

5.1.1 Chain hits

Any valid hit by a chain will make the impacted player kneel and count a penalty of 8 intervals. A chain hit is considered valid when it is moving in any direction and:

- The ball strikes a player under the general conditions mentioned above, or
- The chain fully spins around and wraps at least one valid hit zone of a player (thus making an O shape or 360° turn).

Any hit taking place while the chain is wrapped around a weapon or another player (i.e. full wrap, O shape) or when the ball is completely motionless will not be considered valid. Hits made with a ball moving because of a lower body move (i.e., a kick, a hit with either the foot, knee, or leg, etc.) will not be considered valid either.

All the multiple hits of a chain will be valid as long as it keeps moving, regardless of if it has struck another player, a weapon, or the ground.

An active player can tangle and hold the chain with its weapons without consequences.

In any case, if a *pompfer* gets hit, the chain must be untangled. The *pompfer* must facilitate the untangling for the chain player, and must not start his penalty count until the untangling is done. If the chain is tangled around the weapon, the *pompfer* isn't allowed to let go of it.

A *pompfer* will be considered to facilitate the untangling when they offer the tangled weapon or limb to the chain player so the wrapped area is as close and clear as possible to them without touching the ground - the *pompfer* may even give up his weapon for easier handling. The chain player must give the weapon back as soon as it's untangled.

The same applies if the chain player gets hit and the *pompfer* stays active. The chain player must offer their weapon so that the *pompfer* can untangle it as easily as possible, and may even give up the chain, which must be given back as soon as it's untangled. Likewise, the chain player may not start their penalty count until the untangling is done.

The chain cannot spin if it has a weapon tangled in its tether, and no player will be allowed to untangle a weapon by pulling, especially if the chain is wrapped in the body of another person.

5.1.2 Shield

The shield is considered a defensive weapon, and as such, no strike performed with it will be considered a valid hit.

5.1.3 Overwhelming force and stunning

A strike performed with excessive force in a determined situation will be considered as having been performed with **overwhelming force**. Any player can claim that a strike was delivered with overwhelming force. In that case, it will be at the discretion of the player that delivered the strike to kneel down for a minor foul penalty. If they decide to continue (because they think the impact wasn't delivered with overwhelming force), a referee can still penalise them with a serious foul, if they deem it necessary. The clearest example of this situation taking place is when a *qwicker* or

defenceless chain player is hit.

A strike on the head is considered to be **stunning** and thus renders the player inactive when they cannot continue playing. In this case, they may perform the “player out of the game” signal. If the player gets hit on the head, and continues the game normally (attacking), the strike will not be considered to have been stunning.

5.2 Hit zones

The valid hit zones on a player’s body cover their whole body, including clothing, with the following exceptions:

5.2.1 Neck and head

The neck and head aren’t considered to be valid hit zones. The neck does **NOT** include the collarbones or the trapezius muscle area. If a player is struck in the neck or head, they must shout “Head!” to indicate to other players and referees that the hit was not valid.

If a strike connects with the head or neck first and then on a valid hit zone, it won’t be considered valid. If, on the other hand, the strike lands on a valid hit zone, and moves towards the head or neck, it will be considered valid. If these strikes land in two different hits, they will be considered valid so long as the strike that lands on the head doesn’t hurt or evidently stun the player.

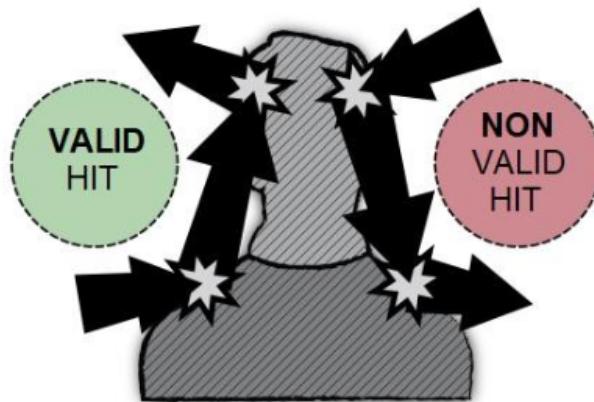


Figure 5.1: Examples of hits on the head

If a strike lands on an invalid zone (e.g., the neck or head) at the same time that it lands on a valid zone, it will be considered a valid hit. In case of doubt, it must be the referee that makes the decision.

If a player deliberately or repeatedly tries to use their head to stop or deflect hits, the main referee may declare that hit, and future ones, as valid, and that player’s head will from now on be a valid hit zone.

5.2.2 Hand

The hands that hold a weapon aren’t valid hit zones. The hands do **NOT** include the wrists. If a player is struck on the hand, they must shout “Hand!” to indicate other players and referees that the hit was not valid. If a strike lands first on the hand and then on a valid hit zone, it will be counted

as a valid hit.

The hand will be considered a valid hit zone when:

- It is the hand that carries a shield.
- It is not holding a weapon.
- It is holding a weapon, but is not placed on its specific grip zone.
- The struck player is a qwicker or chain player.

Also, if the *qwicker* is carrying the *jugg*, the *jugg* will also count as a valid hit zone.

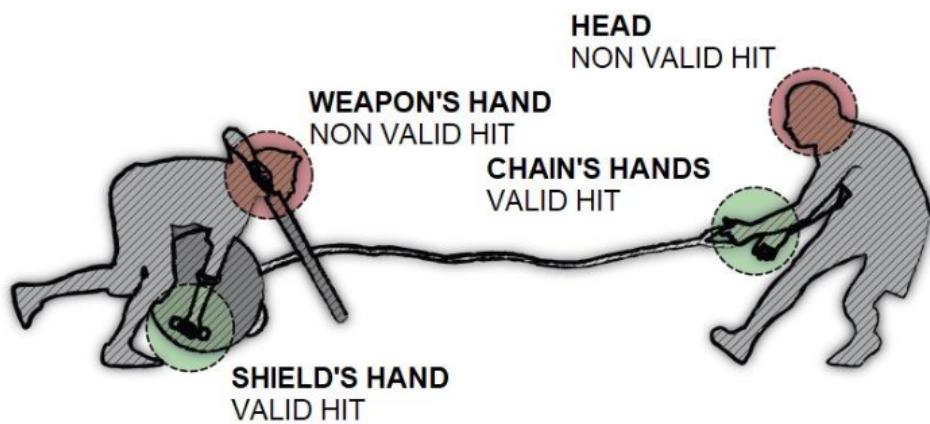


Figure 5.2: Valid and invalid hit zones

5.3 Double hits

If a player makes a hit **at the same time** they are being hit it is considered a double hit and both players must do their penalty count.

If a player believes this situation took place, they must indicate it by shouting “Double!” to show the other player and the referee their perception about the combat.

5.3.1 At the same time

For the game purposes, “at the same time” refers to simultaneous hits. If a referee is able to distinguish the hits, it will not be considered double and the player who hit first won’t have to kneel down. In case the player that was hit first notices the difference, they must indicate the other player to continue.

5.4 Kneeling down

Kneeling down is the action which must be done by a player who received a valid hit and/or fault. It means to put down at least one knee on the ground till the penalty time is over. During this time, a player must follow these rules:

- In order to start the count, their weapon must not be tangled with another.
- They must kneel on the spot where they were hit. In case they have to move away, they must return to the spot and start their count there.
- Their weapon must be horizontally placed on the ground.
- A shield player must not count their intervals with the hand that grips the shield. Moreover, the shield must remain gripped at all times, and cannot be used to cover the player.
- They may never hold a weapon with their counting hand, even if the count is already over.
- Chains are allowed to do the penalty count with the grip in their wrist.
- The penalty count must be done with a hand on the back of the player.
- The player is not allowed to negatively affect the match while kneeling down.

Negatively affecting the match can mean:

- Lying on the ground
- that is, to lower the chest or head below the hip line, or resting the arm(s), torso or head on the ground.
- Not placing the *jugg* in a spot clearly accessible to other players.
- Displacing, grabbing or blocking another player's weapon.
- Not leaving one's weapon on the ground.
- Moving in order to break a pin.

If an inactive player is kneeling down and strikes at another player, it will be considered a breach of the rules and that the player is negatively affecting the match. As such, this behaviour must be punished with the corresponding foul.

However, there are some actions that kneeling down players can perform, since they will **NOT** affect the match negatively:

- Leading or giving orders to the team.
- Taking the *jugg* out of a goal mound after an invalid score.
- Untangling a chain or helping to do so.
- Rotating over their knee in the ground as long as this movement does not break the pin.
- Warding off a hit.
- Stretching or contracting the torso.

A kneeling down player is allowed to get up when:

- Their penalty time is over and there is not a pin over them.
- They are told so by a referee.
- They are told so by an adversary
- this must be indicated clearly for the refereeing team to see.

If a player puts down their knee on the ground, they will have to complete the penalty time. If a player touches ground with a knee in the course of a movement, or it is clear that their action cannot be confused with a penalty, it will not be considered kneeling down.

5.4.1 Penalty time

Penalty time is the minimum period of time that a player who has received a valid hit and/or a sanction must be kneeling down. This time does not start counting until the player rests at least one

knee on the ground and puts their hand on the back. Right at that moment, they will start counting with the fingers of the hand in the back, starting with the hand closed and raising one finger for every interval until their count is finished.

If a player must count more than 5 intervals, they must close the fist as they reach each multiple of 5, and restart counting one by one until they reach the given penalty time.

The player must maintain the kneeling position as much as possible, and may rotate freely as long as they maintain the axis of rotation on the same knee on which they rest. Once the penalty time is over the player may maintain their kneeling position for as long as they wish.

All weapon hits and penalties cause penalties of 5 intervals, except for the chain, which causes penalties of 8 intervals.

5.5 Returning to the game

Attacking as you stand up

A player may attack at any moment once they have finished their count. A player will be considered active again immediately after they detach the counting hand from their back or lift the knee from the ground, and they may be hit again at that moment.

5.6 Pinning

Any kneeling player may be pinned. In order to achieve this, another player must rest their weapon on them. A pin is a type of hit that prevents a player from standing up, and therefore it is governed by the same rules as hitting with the following exceptions:

- The chain cannot pin or repeatedly hit an inactive player.
- It is forbidden to pin with a weapon that is tangled by a chain.
- Instead of generating a penalty time, a pin blocks one player in the ground for as long as the pin lasts.
- It is not allowed to pin two players at the same time, except for dual short swords players.
- A player may lift the pin at any moment, even to hit another player.
- A pinning player may hit another with the same weapon they are using to pin.
- You cannot constantly alternate the pin between two players if they are prevented from trying to stand up (i.e., if you do not allow them at least the pin interval).
- A direct hit is not considered a pin. For a pin to be considered valid the weapon must stay on the player.
- A player will be considered to pin another if they prevent them from standing up by repeatedly hitting them with continuous, almost immediate strikes.

When a pin is lifted it is possible that the kneeling player:

- **HAD NOT** finished the previous penalty count. The player must finish counting before they can stand up.
- **HAD** finished the count. The player must wait until the next interval to stand up.

In either case, if the interval sounds just as the pin is lifted, it will not be taken into account and the kneeling player will have to wait for the next one.

5.7 Charging

A charge is a strike performed by a player with a part of their body or a non-valid part of their weapon against an opponent.

If there is a possibility that players' trajectories will cause them to collide, they must stop themselves before the impact.

The following considerations shall be taken:

- Any body contact with the opponent's body or a part of their weapon that cannot produce valid hits must be considered a charge, regardless of the intensity of the same.
- Any contact between weapons, whether among valid hit zones or non-valid zones, will not be considered a charge.

Physical contact between the players of the same team is not considered a charge, so it is allowed as long as it doesn't endanger their physical integrity.

Whenever a player **RECEIVES** a charge and considers that the force of the strike has not been significant, they are free to indicate to the player who performed the charge (in a way that's visible to the referees) that they should continue playing and do not consider it to be a foul. At all times it is the player who receives the strike the only one with the power to decide this - the charging player may never do so.

Charges are considered to be fouls and do not produce valid impacts. Therefore, if a charge is made in order to obtain any type of advantage in scoring a hit, this strike will not be considered valid.

5.8 Qwicker wrestling

Qwickers may wrestle with one another. Allowed techniques are:

- Gripping over a valid zone.
- Lifting.
- Tackles with the shoulder, torso or arms, and handoffs, that accompany the movement with the body itself and never in the racing direction of the rival *qwicker*.
- The aforementioned actions can be performed in motion as long as they do not endanger the physical integrity of the rival *qwicker*.

Forbidden techniques are:

- Gripping over an invalid zone.
- Throwing.
- Projections -i.e., dropping the opponent from a height or position that endangers their physical integrity.
- Punching or kicking.
- Locks or dislocations.
- Tripping.
- Hair pulls.
- Clothes gripping.

- Any other grip that the referee considers undue.

Valid zones are:

- If the rival *qwicker* is standing up, the whole torso and buttocks are considered as a valid zone. Grips that encompass the arms and the torso are allowed.
- If the opposing *qwicker* is not standing up (i.e., they are on the ground) the other runner is allowed to grab them and drag them from the legs and arms.
- One cannot, under any circumstances, interact with the head, neck or genitals.

A *qwiker* is considered to be standing up when they are in the air or on one or two feet.

Handoff

A handoff is a displacement using the arm or the hand to avoid a grip from the rival, to divert them from their trajectory or to move them from a static position. Handoffs must be performed like this:

- The movement must be accompanied by the limb movement.
- You can't start the handoff with a sudden strike.
- Only one limb can be used to perform a handoff. It will only be performed with one arm, never both.

5.9 In and out of the field

A player is considered to be out of the field if any part of their body touches the line that delimits the field or the ground beyond. Leaving the field is considered a refereeing assistance that the player must fulfill as soon as they return to the field, with the following considerations:

- If a player leaves the field due to the actions of another player who is already outside or inactive, they will not be considered to have left.
- A player that has been hit cannot leave the field, and a player off the field cannot be hit either. Therefore, these actions will not accumulate penalty time.
- The field lines are not considered part of the field, so touching them means being outside. A part of the body may stick out of the field as long as it isn't in contact with the line or the ground.
- It is allowed to touch the ground beyond the field with a weapon.

It will also be considered that the *jugg* is outside if it touches the line that delimits the field or beyond. A player will be considered to have thrown the *jugg* out if that player is the last player who touched it with either their body or their weapon, whether they did it intentionally or not.

This rule does not apply if a rival deliberately throws the *jugg* against the player and, by bouncing, the *jugg* ends outside. In this case, the player who threw it will receive a serious foul and the player who received the impact won't be sanctioned due to the *jugg* going out.

When the *jugg* is thrown out of the field, the point does not stop and the *jugg* must be returned immediately inside the field. If this does not happen, the *qwicker* may leave the field to pick it up from the nearest place and return as quickly as possible through the same point of the field from which they left. To do this, the *qwicker* must raise the arm indicating the purpose of their exit and during the time that they are outside the field they CAN be hit.

5.10 Telling an opponent to continue

It is obligatory to tell an opponent to continue playing when they have hit first, they have been hit in the head, or they have mistaken an invalid hit as valid. This indication must be made whether or not they have already knelt down and should be made clearly and visibly for both the player and refereeing team.

5.11 Improper weapon grip

A strike done with an improperly gripped weapon not only does not produce a valid hit, but is also considered a foul. As such, the striking player should warn the opposing player and self-referee the minor foul at that same moment.

This rule also applies to shield players. If they don't grip their shield correctly, their strikes will not count as valid hits.

5.12 Jabbing with a staff

Jabbing with the staff means stabbing with the tip and moving the staff from back to front.

Any hits made in this way with the staff will not be considered valid hits. Hits that happen after a jab with the staff are also not considered valid. Moreover, this kind of strikes will be considered a foul. As such, the striking player should warn the opposing player and self-referee the minor foul at that same moment.

Any other staff tip hits will be considered valid as long as the blow does not constitute a stabbing motion -i.e., it is produced by a sideways motion. If an opponent hits themselves against the staff tip as a result of their own direct actions, without being attacked by the staff user, it will count as a valid hit.

5.13 Interacting with the goal mounds

A *qwicker* can defend the goal mound as long as they do not obstruct the hole in it and they do not deliberately displace it. It will be considered that a *qwicker* is blocking this hole if they are not allowing the *jugg* to be introduced in it by placing any part of their body between the *jugg* and the hole.

If during a struggle the mound is moved, it will be attempted to place it back in place in a way that does not influence the dispute or the result of the point.

If this proves impossible, the main referee will proceed to sort out the situation in the best way possible:

- If the attacking *qwicker* could clearly score a point (i.e., without a chance for another player to avoid it) but this is impossible because the goal mound has been displaced, the main referee will grant the point without replacing it.
- Otherwise, the main referee will interrupt the point to replace the goal mound and restart it as they deem fit.

If the bases are anchored to the ground and they are displaced, the responsible player will be considered to have committed a foul.

5.14 Abandoning weapons

A player cannot abandon their weapon voluntarily on the field to intervene in any situation of the game.

It is not considered that a weapon has been abandoned in the following cases:

- Dropping the weapon on the ground in order to make a penalty count.
- Handing over the weapon to another player for them to untangle it while being inactive.
- Releasing the chain to avoid a dangerous pull on a player.

In case the player unintentionally drops their weapon, they will still be considered an active player, but the only actions they will be allowed to perform are defending against attacks (blocking or fleeing) and moving around the field to recover the weapon. Any other action will be considered abandoning the weapon and, therefore, will result in a foul.

If a player is impacted while in this situation, they may choose to pick up the weapon before taking the penalty time or immediately after:

- If the player picks up the weapon before starting the penalty time, the player will not accumulate more hits, but they must start counting when they return to the position where they were impacted.
- If they decide to pick up the weapon afterwards, then they can start counting immediately.

Referees **cannot** intervene to give a weapon back to any inactive player.

5.15 Active players

An **ACTIVE** player is one who is playing. The actions of an active player ARE valid.

Most common situations in which a player is considered active are:

- Upon entering the field at the beginning of a point.
- Upon detaching the counting hand from the back or lifting a knee after a penalty time.
- Upon recovering from the shock of a stunning blow to the head.
- Upon resuming the match after an interruption.

On the contrary, a **NON-ACTIVE** player is one who is not considered to be playing. The actions of a non-active player are **NOT** valid in the game, but they can be sanctioned.

Most common situations in which a player is considered non-active are:

- Upon leaving the field.
- Upon breaking their weapon and announcing this.
- When stunned after being hit in the head.
- Upon being hit.
- When they have committed a foul and must perform a penalty time.
- When the main referee stops the match.

A non-active player does **NOT** accumulate penalty times due to hits except in the following cases:

newline

- They haven't been impacted yet.
- They have committed a foul and have not knelt yet.
- The refereeing assistances *Throwing the jugg outside* and *Throwing the jugg late*.

In all these cases they will accumulate the penalty time of the first hit they receive.

A non-active player **DOES** accumulate penalty times for fouls (except for *Stepping outside of the field*).

5.16 Dual short swords

The combination of two short swords is considered a specific weapon set with the following special rules:

- Players using this weapon set can attack as they stand up while gripping just one of their short swords without taking any penalty for improper weapon grip.
- Players using this weapon set can attack with one of their short swords after abandoning the other for whatever reason. They can recover the dropped weapon at any moment during the point or after it concludes.
- Players using this weapon set can pin one player with each short sword.



6. Penalties

FOR THE RIGHT DEVELOPMENT OF THE GAME AND TO MINIMISE THE INTERVENTIONS OF THE REFEREEING TEAM, IT IS NECESSARY TO RESPECT THE RULES AND TO FOLLOW THE SPIRIT OF JUGGER.

For this, you have to be **honest, fair, objective, and know the rules**. The following is a list of obligations to ensure a fair, sporty and fun game:

- Respect refereeing decisions above all else.
- Discrepancies with the refereeing team must be transmitted only by the team captain in a clear and brief manner during game breaks, unless the refereeing team requires the presence of other players.
- If there is any doubt about a rule, it is advisable to ask the referees.
- In case of doubt as to whether they have received an impact or committed a foul or not, the player must fulfil the corresponding penalty.
- Players must clearly indicate to their opponents that their hits are not valid so that they can continue playing.
- Any argument that arises in the middle of the game should be settled as soon as possible. If there is any doubt, it is preferable to apply the corresponding penalty (to all players involved if necessary).

6.1 Warnings

Warnings inform a player that they had been about to commit some illegal action out of carelessness or clumsiness and that, had it been carried out, it would have been sanctioned. Warnings may be given by any member of the refereeing team as long as the main referee is informed of them.

Situations in which a warning may be given are:

- To a player who does not perform their count correctly (this does not include failing to complete it or negatively influencing the development of the game).
- To a player who is excessively close to entering the field before the start of the point.
- To a player who almost committed a fault (e.g., they took a little too long to kneel down, they almost made a charge, they almost pulled their weapon when it was entangled with the chain, etc.).

Repetition of any of these actions may lead to a serious foul.

6.2 Refereeing assistance

A refereeing assistance is a referee's intervention upon an action that may require their clarification and may make the player kneel down and take a penalty, but which does not count as a foul.

Normally this kind of actions cause confusion in the game, and so a referee must intervene and assist the player as much as possible. If the player is aware of having committed any of these actions, they may act accordingly without a referee's intervention.

Actions defined as refereeing assistances aren't considered fouls per se. However, disobeying a refereeing assistance will be considered a direct serious foul (and as such, will cause an immediate 5 stone penalty).

The possible refereeing assistances are:

- Stepping outside of the field.
- Entering the field too soon.
- Throwing the *jugg* outside.
- Throwing the *jugg* late.
- Receiving a hit on the clothes.

Stepping outside of the field

Due to the game's circumstances, sometimes players touch the lines that delimit the field. If a player steps outside of the field, they must take a 5 interval penalty, kneeling on the spot they stepped out from. Players can exit the field whenever they want.

Not taking this penalty will result in an indirect serious foul (*Fails to complete their penalty time*).

See more details in 5.9.

Entering the field too soon

A player is considered to enter the field too soon if he steps into the field before the main referee shouts "Jugger!" at the start of a point.

If this happens, the player must slow down enough to not take advantage of this action, but will not have to take any penalty.

If, despite receiving the refereeing assistance, the player keeps running and gets an advantage, they will be penalised with a direct serious foul.

Throwing the *jugg* outside

If a player throws the *jugg* outside of the field, they must take a penalty of 5 intervals.

Not taking this penalty will result in an indirect serious foul (*Fails to complete their penalty time*).

See more details in 5.9.

Throwing the *jugg* late

If a player throws the *jugg* after being hit, they must take a penalty of 5 intervals.

Not taking this penalty will result in an indirect serious foul (*Fails to complete their penalty time*).

Receiving a hit on the clothes

If a player takes a hit (generally on the clothes) that the referee is sure that, due to the game's circumstances, the player could not notice, they must take a penalty of 5 intervals (8 if it was a chain hit).

Not taking this penalty will result in an indirect serious foul (*Fails to complete their penalty time*).

6.2.1 Penalty times

The penalties from all refereeing assistances are cumulative with other fouls, refereeing assistances, or hit penalties.

If a player has already knelt (i.e., they already have at least one knee on the ground), or if they have stepped out of the field and then been hit, the hit penalty will not be added.

6.3 Fouls

Fouls are illegal actions that go against the rules and the spirit of jugger. They may be proposed by any member of the refereeing team, though only the main referee can penalise them.

No misconduct can be penalised **if no members of the refereeing team have seen it**, even if a captain or any other person outside the refereeing team complains about it to the referees.

6.3.1 Penalty times

The penalties from all fouls are cumulative with other fouls, refereeing assistances, or hit penalties.

If a player has already knelt (i.e., they already have at least one knee on the ground) and then been hit, the hit penalty will not be added.

6.3.2 Minor fouls

Minor fouls are those actions that do not change excessively the result of the match nor do they have an important impact on its development.

Minor fouls occur when a player:

- Charges on another player.
- Performs an illegal pin (e.g., double, with the shield or the chain, or by misusing their weapon).
- Pulls strongly with the weapon or chain when it is entangled. The penalty will be applied to the pulling player/s.
- Strikes the *jugg* with the body (e.g., by kicking it), whether or not there is a weapon between the *jugg* and the body, except for the hands of the *qwicker*.
- Improperly tackles or grips on another *qwicker*.
- Does not respect the interval after a pin ends.
- Attacks with an incorrectly gripped weapon set (single hand gripping a two-handed weapon, shield improperly gripped, some element of the set was dropped).
- Uses a weapon by holding it from an area other than the grip zone in order to obtain any type of advantage.
- Stabs or jabs with the staff.
- Breaks their own weapon.
- Uses excessive force - this applies to both *qwicker* wrestling and weapon hits.
- Blocks the hole in the goal mound.
- Blocks or moves a kneeling player's weapon in a negative way, in an action not due to normal gameplay.
- Brusquely hits another player's weapon with their own body.
- Holds another player's weapon with the hands or any other body part, unless said weapon is being untangled.
- Spins the chain with a tangled weapon.
- Moves a goal mound or base from its original position when it is anchored to the ground, even if this is due to normal gameplay.
- Fails to complete their penalty time.

A minor foul implies that the sanctioned player will kneel down for a period of 5 intervals at the time they commit the foul. If a player commits one or more minor fouls while taking a penalty time, they must add the corresponding penalty intervals to the count.

Compliance with this penalty must be applied by the player without the referee's intervention.

A referee will be considered to have intervened when the player that committed the foul intended to continue playing. If the player remained **stationary** in the spot, without interacting until the referee resolved the action, the referee will have simply clarified a game situation and this will **NOT** be considered a foul.

Failure to comply with the penalty corresponding to a minor foul will result in a serious foul.

The repetition of minor fouls does not imply any other type of penalty.

6.3.3 Serious fouls

Serious fouls are voluntary, unsportsmanlike and/or malicious actions that can affect or change the outcome of a point. Fouls must have an impact in the game (i.e., provide an advantage or influence the gameplay) and must also go against the spirit of the rules. Reckless or negligent actions, even if committed without malice, will also be penalised.

If it is detected that a player has voluntarily performed some action that would normally be

sanctioned with a minor foul or with a warning, and done so with the purpose of taking advantage of the situation, this will always be sanctioned with a serious foul.

There are two types of serious fouls:

- Indirect serious fouls.
- Direct serious fouls.

Indirect serious fouls

Those that penalise a minor foul that has not been self-refereed. The sanctioned player must take this minor foul during the point in which they have committed it, as well as a penalty time of 5 intervals at the start of the next point, kneeling down on the field at the beginning of the point.

Direct serious fouls

Those penalised directly by the referee, without possibility of self-refereeing. The penalised player must take a penalty time of 5 intervals (8 in the case of a hit by a chain they didn't self-referee) at the time the referee punishes them with the foul, as well as a penalty time of 5 intervals at the start of the next point, kneeling down on the field at the beginning of the point.

Taking penalties

Regardless of the type of foul, the penalty at the beginning of the next point will be taken by the person who committed the foul, unless they are to occupy a lower priority position in the game, as indicated in the following table:

Position that committed the foul	Position that will take the penalty
<i>Chain</i>	Chain (or a <i>pompfer</i> if a chain does not come out)
<i>Pompfer</i>	<i>Pompfer</i>
<i>Qwicker</i>	<i>Qwicker</i>

Therefore, if it is the chain who commits the serious foul, the chain player will take the penalty time. If no chain enters the game in the next point, a *pompfer* will take the penalty in their place. If the foul is committed by a *pompfer*, a *pompfer* will take the penalty.

If the player who committed the foul does not enter the game at the beginning of the next point, the penalty must be taken by the person occupying their position. Penalty times at the start of a point derived from several serious fouls committed by the same team during a single point must be taken by different players.

The main referee may interrupt the point to immediately enforce a serious foul if they deem it necessary. If a player is expelled after this, they will not be expelled until the end of the point, except in the case of a technical foul.

If a player commits a minor foul during the game and does not kneel down, the referee **must** warn them of their foul at the time. Then, the player will comply with the penalty for an indirect serious foul. If, due to any circumstances of the game the referee could not sanction the foul at the moment, they **must** do so at the end of the point. **A serious foul should never be left unpunished.**

Direct serious fouls occur in the following cases:

- Performing actions that endanger the integrity of other players.
- Dangerous play.

- Charges.
- Very strong strikes.
- Voluntarily hitting someone with any part of their body.
- Intentionally throwing the *jugg* against a player or out of the field.
- Playing with a broken or dangerous weapon.
- Delaying scoring even if no opposing player can prevent it, in order to waste game time.
- Leaving the team zone without good reason.
- Not taking the penalty time willingly after a minor foul, refereeing assistance, or a hit.
- Interacting with the game directly (non-verbal actions) during the penalty or non-active time. Exceptions: helping to untangle the chain, and removing the *jugg* from the goal mound when the scoring was invalid.
- When a player that is not taking part in a point negatively interferes in its course.
- Voluntarily preventing the untangling of the chain once a valid hit has been taken.
- Not releasing the chain grip **immediately** after a player is wrapped and their safety may be compromised.
- Abandoning a weapon in the field.
- Treating spectators, referees or players disrespectfully.
- Disobeying the refereeing team.
- Taking refereeing decisions and communicating them to other players, causing confusion (not to be mistaken with repeating the decisions taken by the actual refereeing team).
- Arguing with any member of the refereeing team during the course of a point.
- Unnecessarily stalling the game (i.e., prolonging refereeing discussions after a decision was enforced by the referees).
- Simulating having been hit by a weapon or player.
- Simulating or exaggerating an injury.
- A player other than the designated captain addresses the refereeing team to issue a claim.
- Trying to take advantage of a game interruption.
- For any other reason that the refereeing team considers to be severely punishable.

As in the case of minor fouls, if a player commits one or more fouls while taking a penalty time, they must add the corresponding penalty intervals to the count.

If a point is restarted, the following players must start the game taking their penalty times:

- Those players penalised with a serious foul during the restarted point.
- Those players who would go down at the start of the restarted point.

6.3.4 Player agreement

In case of agreement between players, the referee can express their opinion, but the agreement between the players will prevail as long as it pertains to actions within their allowed freedom.

There can be no agreement between players in the following cases:

- Actions against the rules.
- Dangerous play.
- Use of illegal or broken weapons.
- Unsportsmanlike behaviour.
- Political apology.
- Use of elements other than the strictly necessary equipment that could endanger the physical integrity of the players.

6.3.5 Penal fouls

If a player prevents the scoring of a clear goal with a foul, they must be punished with a penal foul, thus granting the point to the other team and applying the adequate penalties to the player.

Any serious foul that directly and deliberately prevents the scoring of a goal will be registered as a direct serious foul in the match's minute.

It is not considered a penal foul when the game is stopped and a team is in a position to score (*qwicker* is alone, or *qwicker* and *pompfer* vs. opposing *qwicker*), but the point WILL be granted.

6.3.6 Expulsions

The expulsion is a sanction by which the penalised player will not be able to play any point for the remainder of the game. However, another player from the same team may take their place and enter the game.

If the captain is expelled, they will be replaced by any of the remaining members of the team. This change must be reported to the refereeing team and the new “captain” will therefore use the appropriate symbology. An expelled player remains in the referee’s record and is therefore liable to receive penalties (such as serious or technical fouls) after their expulsion.

Two types of expulsions are contemplated:

Disqualification

Accumulation of two serious fouls during the course of a match. The player will be expelled, but can remain in their team zone. The expulsion will be effective at the end of the point where the player has committed their second serious foul.

Technical foul

A technical foul is one that is committed against the spirit of the sport, that represents a flagrant risk to security, or that undermines the authority of the refereeing team. This penalty constitutes a type of penalty by which the penalised player is expelled and will not be allowed to stay in the vicinity of the field.

The following considerations must be taken into account:

- The referee may interrupt the game to expel a player with a technical foul.
- A technical foul counts as two serious fouls for that player and for their team’s total count.
- As such, a technical foul requires two serious foul penalties to be taken by two different players at the start of the next point.

A technical foul can be applied at the moment in which a player carries out an action that the referee considers deserving of a direct expulsion, such as:

- Excessively dangerous play.
- Showing disrespect to the refereeing team, public or rival team.
- Conveying an image of excessive violence in the sport.
- Intentionally injuring an opponent or partner.
- Physical or verbal aggression.
- Using obscene or rude language.
- Political apology.

- Unsportsmanlike behaviour.
- Direct intervention of an expelled player in the development of the match.
- Failure to comply with the referee's instructions during the match.

7. Refereeing

7.1 Refereeing team

Jugger is a self-refereed sport in which the players must communicate with each other to solve the possible disagreements that may arise. In the event that the players do not resolve them on their own, the refereeing team must decide a course of action according to this Rulebook in order to ensure that the rules are followed and the spirit of jugger prevails.

To be a referee, a player must fulfil the following conditions:

- Accredit an extensive knowledge about the *Rulebook* and accept it.
- Know and accept the *Refereeing Guide*.
- Pass the refereeing courses.

The components of the refereeing team have absolute power over the game and their orders must be followed. In addition, they must be correctly identified as such. The referees perform the following functions:

- Directing the game.
- Ensuring the rules and spirit of the game are respected.
- Ensuring game security.
- Interrupting the game if a player is injured or in special situations.
- Making decisions in doubtful situations.
- Returning the *jugg* to the field if it falls out.
- Informing the main referee of any relevant situation.

All the information necessary to correctly referee is detailed in the *Refereeing Guide*.

7.2 Composition

The refereeing team shall be composed of at least the following:

- Main referee.
- Support referee.
- Two goal referees.
- Timekeeper/s.

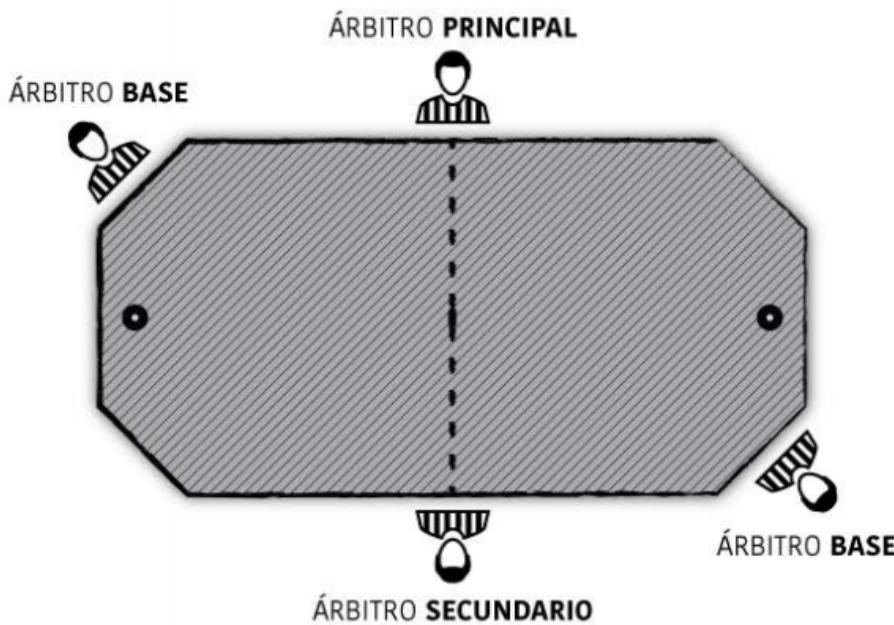


Figure 7.1: Refereeing team composition

7.2.1 Main referee

The main referee is the highest-ranking referee in charge of a match. At the beginning of the point, the main referee must stand in line with the *jugg* at the middle of one of the sidelines of the field. Moreover, in doubtful situations they have the last word. In addition, they have the following tasks:

- Starting each point.
- Stopping and resuming the game after interruptions and breaks.
- Announcing the results and the playing time whenever a captain requests it.
- Validating scored goals.
- Reporting penalised fouls.
- Ensuring that the *jugg* is in the correct position at the start of each point.
- Ensuring the game is played correctly, checking penalty times and hits.
- Calling a *passive game* whenever necessary.

7.2.2 Support referee

Their essential function is to assist the main referee at all times. Their functions are very similar to those of the main referee. However, it is the main referee who has the last word in all decisions.

Support referees should also support the main referee at the beginning of the point.

At the beginning of each point, the support referee must stand in the centre of the sideline opposite to that of the main referee.

7.2.3 Goal referees

These two referees must stand near each of the goal mounds at the beginning of each point. Their role is mainly to inform about the scores and on the entrance into play of the players at the beginning of each point.

Apart from the common ones, their tasks are:

- Announcing when a point has been scored (by raising arms and shouting “Score!” or “Jugg!”). Nevertheless, it is the main referee’s duty to definitely award the scoring of a point.
- Announcing an invalid point (by shouting “No!” and raising the arms crossed above their head). In this case, it is also the role of these referees to remove the *jugg* from the goal in case one of the *quickers* does not do so.
- Ensuring that players are correctly positioned at the baseline and their numbers are correct (no more than 5 players in play and no more than 10 in total in the match).
- Controlling that players do not start the game ahead of time, and penalising players who do so.

7.2.4 Timekeeper

Although this figure is part of the refereeing team, they do not hold any authority over the players and must not enforce the rules.

Their role is to help the main referee in managing the match. They are in charge of keeping track of the score and the sets or intervals as needed.

When appropriate, they must call out the last ten intervals of each part of the match.



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