

# Jugger

## German Rulebook



# Preface

*This is the translation of the rulebook used by the German Jugger sport community, meant for inspiration and to inform teams in other countries about German style Jugger; it does in no way claim to define how Jugger "has to be played".*


## Original comments of the German rulebook, version 3.0 (2012)

This rulebook may not necessarily have the form of a common rulebook of any other sport. It is the only fundamental basics for Jugger that the active German Jugger Community has voted on, so it includes unusual parts for a rulebook such as the vote for the German Championship and even this comment. Teams have the opportunity to rehash parts of the separate RTF-document and replace them with a cleaner version to meet their needs.

In the Drachenblut-Forum, which has been the official Germany-wide Jugger Forum until the end of 2008, this was a rulebook built in communication with the other German teams, so as to have a common basis. At the beginning of 2010 and 2012 two big rule votes happened with the participation of all active teams. Used as a base for games in the German Jugger League, it is appended with local variations. For teams playing in NRW the local rulebook applies. The German Jugger League defines its' structure in a separate document.

The administration of this rulebook as given by the voted-in keepers of the rules have been by 2010 -- [Uhu](#), and by 2012 -- [Hahn](#) (acting commissioner due to insufficient candidates).

The use of the male gender (he, his, etc.) has been chosen just for readability and of course also includes women.

The symbol  means that there is a regional option for this rule. See chapter 9.

The main information sites for Jugger in Germany are [jugger.org](#) and [jugger.de](#).

The original version of this rulebook can be found under this link: [jugger.org/de-regeln-download/](#)

The table of changes lists all changes since the first version in 2007.



This translation is based on:

German rulebook ver. 3.0

2012-05-25

Basis: Version [jugger.de](#) 2007  
Initiator first revision 2007: Askan-HH  
First revision: Jakob Senst  
Keeper 2007-2012: [Ein Uhu](#)  
Keeper: 2012: Hahn

**Germany-wide discussion on rules:**

[forum.jugger.org](#)

Direct: <http://jugger.zifnab.de/viewforum.php?f=5>

Layout Ver.1 - 3.0, Photos: [Ein Uhu](#)

Graphics Jugger-icons:cc nc by sa 3.0 [Uhu](#)



CC-Lizenz für Gebrauch außerhalb der Jugger-"Gemeinde", welche durch die Titelseite ersichtlich ist, zusätzlich weiterer Teams ohne eigene Embleme.

## Comments related to this translation

This translation is the first translation of the German Jigger Rulebook. As always, a translation can't be perfect and can't be exactly the same as the original. We tried to stay as close with the original as possible.

You may have noticed that we changed a sentence in the comment to the rulebook. It's about the used gender form. In the original this applies for the male/female versions of positions but that wouldn't make sense in English. So we changed that sentence so that it refers to the used words: he, his, etc. and that we of course also mean women.

We used British Spelling because we had to define the spelling to use and British Spelling makes the most sense as it is used in Europe too.

Also we changed the words called out by the referee if a point isn't valid (5.1.3).

When someone calls out "no point" in any language, on a playing field, some people will only hear "point". Particularly if there is any wind. This is a common rule for referees of many sports.

**Of course in every case the German original is formally valid in Germany.**

This translation was done in an etherpad and is written by a couple of people.

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# Summary

## Teams, Positions, Pompfen, Skull:

- Number of people per team: A maximum of 8 people, of which 5 are in play: 1 qwik and 4 enforcers. Note this means a maximum of 3 substitutes.
- There are 6 different types of enforcer: longsword, q-tip, staff, chain, shortsword & shield, or two shortswords. Teams are allowed any combination of these, provided they have no more than one chain. The chain can be omitted.
- Jabbing is not permitted for the staff. The chain's ball must be swung, not thrown. Strikes with two-handed pompfen have to be made with both hands on the pompfe.
- Only the qwik is permitted to carry the skull, place it in the goal and score points.
- Enforcers may only move the skull with their pompfe, not kick, carry or throw it.

## Game duration and procedure:

- A game is usually played for 2x80, 2x100 or 3x100 (in the case of finals) stones, but other arrangements may be made.
- Stones are indicated by a drum beat every one and a half seconds.
- The skull is placed in the centre of the field. At the starting signal (usually the call of „3, 2, 1, Juggler!“), the teams enter the field from the starting line behind their own goal. When a point is scored, the skull is placed in the centre again, and teams return to their starting line.

## Hitzones, pins, and their effects:

- *Hitzone*: A light touch is enough to count as a hit. Except for the the head and hands (non-hitzones) the whole body and clothing count as hitzones. The only exception to this rule is that for the qwik and the chain-player, the hands count. Crotch and breasts count, hits on teammates count (except for hits to non-hitzones). If the head is hit first, the hit doesn't count, if the head is hit after being hit on a hitzone the hit counts. Incorrectly hit players must exclaim „Hand!“ or „Head!“ to show the hit does not count.
- *Chain*: You have to go down after being hit by a chain when:
  - The ball touches a hitzone. The only exception to this is if the chain has wrapped completely around your pompfe and then hits you.
  - A hit by chain counts also if the chain wraps around a hitzone in a closed form. Being touched by only the chain is not a hit, neither does an incomplete wrap. However, if you are touched by the ball in the process the hit counts.
- *Effects*: If you have been hit by a non-chain pompfe or stepped out of the field, you must kneel for the duration of 5 stones. Upon being hit by the chain, players must kneel for the duration of 8 stones. Players must count their stones with a hand behind their back. While standing up, players may be hit.
- *Pin*: If a player places his pompfe on a kneeling opponent, the opponent has to keep kneeling until a) the player stops pinning them and b) they have counted their 5 or 8 stones. After a pin has been released, the pinned player has to wait for the next stone before standing up.

## Point:

- A point is scored when the qwik places the skull in the goal and it remains there unassisted.

## Safety:

- Pompfen have to be built in a way that prevents injuries, even if the pompfe breaks. The core must not be felt through the padding. „Safety first“ applies.

*The rules below explain details. This summary serves only as an overview. Local variations apply.*

# 1. Word explanations

## 1.1 Skull

The ball used in Juggo is called a skull and can be in form of a dogskull made from foam and latex. Also a scored point is called "Point" or "Skull".

→ see also 4.2 Skull

→ see also 7.4 Points

## 1.2 Pompfen

Pompfe is the name used for the equipment used during play in Juggo.

Although the chain isn't an actual pompfe, the chain is called pompfe in this rulebook.

All players with pompfen are called Enforcers.

→ see also 4. Equipment handling

## 1.3 Qwik

The player without a pompfe is the qwik, the only player who may carry and touch the Skull and score points with it.

## 1.4 Goal

The goal is a slab of foam with a depression in the center. The qwik attempts to place the skull in the depression in order to score.

→ see also 2.5 Goal

## 1.5 Placing

To put the skull in the goal is called placing. In order for the point to count, the skull must remain in the goal after the qwik has removed their hands.

→ see also 7.4 Points

## 1.6 Starting Formation

The starting formation of a team.

## 1.7 Stone

A stone is a time unit and equals one and a half seconds.

→ see also 7.1.1 Stone

## 1.8 Difference between hit and strike

A strike has occurred when a player comes into contact with a pompfe.

A strike counts as a hit when the contact is made with a legal hitzone in accordance with the rules.

→ see also 6.1.3 Hit

## 1.9 Pinning

When a player is kneeling, and is in contact with the pompfe of an active player, they may not rise until the pompfe has been lifted.

## 2. The field

### 2.1 Boundaries

The field is marked by lines. The tournament organiser may decide if the boundaries are part of the field or not.

### 2.2 Shape of the field

The shape is a rectangle with truncated corners.

The short lines facing each other are the baselines.

The long lines facing each other are the sidelines.

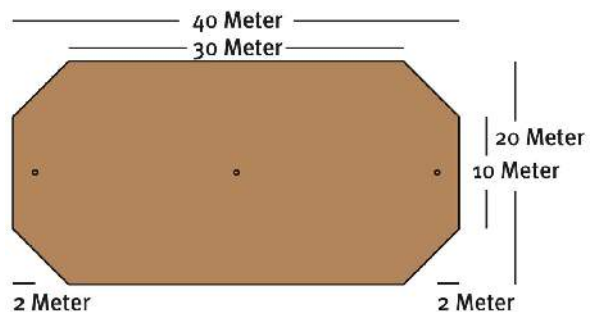
The shortest lines, resulting from the cut off edges, don't have a name.

### 2.3 Dimensions

According to the sketch.

The overall length is 40m.

The overall width is 20m.



### 2.4 Centre

The centre is marked. At this point the referee places the skull at the beginning of the game and after every game interruption/point.

### 2.5 Goal

The goal is a funnel made of foam, where the qwik has to place the skull, to score a point.

→ see also 7.4 Points

The form of the goal corresponds to a frustum with a base diameter of about 50cm. The frustum is made out of foam and has at the top a hole with a diameter of about 12cm, in which the skull must be placed. In order to prevent injuries the goal has to be fully padded.

The goal is placed 2m into the field from the middle of the baseline in line with the centre point and the other goal.



## 3. The team

### 3.1 Team

A team consists of a maximum of 8 players, 5 on the field and up to 3 substitutes.

On the field are:

- one qwik;
- a maximum of one chain-player;
- and the remaining positions occupied by enforcers.

### 3.2 Qwik

Every team must have a qwik.

The qwik is the only person who may carry or touch the skull and score points with it.

The qwik may not carry a pompfe.

The qwik's hitzone includes their hands and the skull (if they're carrying it).

→ see 6.2 Qwik interaction

→ see 4.2.1 Skull handling

### 3.3 Chain

Each team may field one chain at a time.

The chain may not pin.

The chain-player's hitzone includes their hands.

### 3.4 Enforcer

With the exception of the qwik and chain-player, the following equipment may be used:

- Q-Tip
- Staff
- Longsword
- Shortsword and Shield
- 2 Shortswords

→ see also 4. Equipment handling





# 4. Equipment handling

## 4.1 Basics

To prevent injuries, bamboo-cores have to be coated with a non-splintering, non-pierce-able and flexible material (like a rubber tube or a non-splintering plastic tube).

Staffs and q-Tips have the end of the grip start with a foamy/padded section, which limits the maximum reach. The "maximum reach" is the amount of reach of the pompfe itself: Length (first) hitarea + nearest grip.



### 4.1.1 Padding

All pompfen must be padded so that they are round (if viewed down the length), stylised equipment is not permitted (Swords, hammers etc.).

The tips and hitting areas of the pompfen as well as the ends of the grips must be padded sufficiently.

The padding must be sufficient to prevent the core from being felt through the padding with moderate pressure.

The tip of the hitzone must have a diameter of 8cm. All edges must be rounded where possible.

### 4.1.2 Thrusting tip

The thrusting tip is the tip of a pompfe and is made only of padding.

The thrusting tip has to be padded safely to ensure that the core can not be felt when striking another player. The thrusting tip must be solid enough as to not bend to the side but has to be, as a whole, as soft as possible.

Also, if the thrusting tip is completely pushed in, the core should not be felt.

It must be impossible in every situation for the core to break through the thrusting tip when frontal force is applied.

## 4.2 Skull

The ball used in Juggler is called a skull and can be in the form of a dogskull made from foam and/or latex. The sizes are: about 30cm long and with a diameter of about 12cm.

It isn't important how the skull looks, a skull of similar material and size can also be used.

### 4.2.1 Skull handling

The skull may only be carried in the hands of the qwik who can pick up, carry and throw the skull.

It is forbidden to throw the skull at another player on purpose.

The skull may not be kicked.

The skull may be moved with a pompfe if it isn't a danger to other players. It is forbidden to carry the skull with a pompfe.

→ see 7.4 Points



## 4.3 Q-Tip

The grip is in the middle of the pompfe. It must be used with both hands. It must have thrusting tips.

The hitting areas are the padded ends.

It is allowed to jab with a q-tip.

The q-tip is a maximum of 200cm long, with a maximum reach of 140cm from the end of the grip to the furthest end of the pompfe. ie the length including the grip and the padded area of one end is 140cm.

#### **4.4 Staff**

The staff (the name given to the German Stab) has two grips, one at the upper end, one in the middle.

Hands must be positioned on the grips. The hitting area is the padded lower end.

It ISN'T allowed to jab with a staff.

The staff is a maximum of 180cm long, with a maximum reach of 100cm from the end of the middle grip to the furthest end of the pompfe. ie The length of the middle grip plus the end padded area is a maximum of 110cm.

#### **4.5 Longsword**

The grip is at the lower end of the pompfe. It must be used with both hands. It must have a thrusting tip.

The hitting area is the padded upper end.

It is allowed to jab with a longsword.

The longsword is a maximum of 140cm long, with a maximum reach of 100cm from the end of the grip to the furthest end of the pompfe.

#### **4.6 Shortsword and shield**

*Shortsword:*

The grip is at one end of the pompfe. It is used with one hand. It must have a thrusting tip.

The hitarea is the padded upper end.

It is allowed to jab with a shortsword.

The shortsword is a maximum of 85cm long, with a maximum reach of 65cm from the end of the grip to the furthest end of the pompfe.

*Shield:*

Is used with one hand.

Surface and side have to be padded.

The shield is round and has to have a diameter of 60cm.

#### **4.7 Two shortswords**

→ see 4.6 Shortsword and shield

#### **4.8 Chain**

The chain is 320cm in length inclusive of the ball, chain and handle.

The chainball has to be made out of foam and with a minimum diameter of 20cm.

At least 100cm of chain links closest to the ball must be padded. The padding has to be fixed in a way that it won't move.



# 5. The referee and other personnel

Jugger exists in its current form, through the fair play between players. In general the players should interact and communicate with each other to solve situations in the game. If this is done correctly the referee doesn't have to step in.

If a situation can't be solved using the rulebook, the opposing teams have the opportunity to find a solution between them. Only if they can't agree will the head referee decide the outcome.

The referees have full power to enforce the rules as per the rulebook and to ensure uninterrupted proceedings, and accordingly, that everybody follows the referee's directions.

## 5.1 Referee

Every game is managed by 4 referees:

- 1 head referee
- 1 assistant referee
- 2 goal referees

In general these are their tasks:

- to enforce the rules
- ensure everything is as it should be
- to pause the game if someone is injured or in other special situations
- control the time penalty of hit players
- make decisions in unclear situations
- To bring the skull back to the nearest boundary when it leaves the field, in which case the game doesn't pause. The qwik can also do this without penalty so as to ensure a fluid game if he is faster than a referee.
- To point out to the head referee unfair game play.

### 5.1.1 Head referee

The head referee moves along the sideline in line with the skull.

The head referee has the following extra tasks:

- to begin the game every half
- to continue the game after a break
- approve the goal-referee if the goal-referee has seen a point
- to ensure that the game goes on if a point was invalid
- call out the score and the stones left after a break
- in unclear situations they may enforce a replay
- announce "Golden Skull" in the event of an even score after the normal game time
- call out penalties for unfair game play
- in the case of a disagreement between the referees, he has the last word

### 5.1.2 Assistant referee

The assistant referee moves on the opposite side of the field to the head referee.

The assistant referee has no extra tasks. He supports the head referee.

### 5.1.3 Goal referees

The goal-referee stays at the baseline in direct line of sight to his goal.

These are their tasks:

- If a valid point is scored he has to show that by calling out "Skull" or "Point" and moving both arms in the air.
- If a point is invalid (e.g. qwik was hit before placing the skull, the skull falls out of the goal) the goal-referee has to show this to the players and the head referee so that the game can go on. He does this with by calling out "Continue! " and waving his arms in the air. In this case the skull has to be taken out of the goal and put at the side of the goal.
- The goal-referee has to watch out that the players stand correctly at the baseline after a break.  
→ see 7.2 Starting at point: Lineup and substitutions
- The qwik has to tell the goal-referee which 5 players will play.
- Around the goal he also has to watch for and enforce the general rules.

## **5.2 Other personnel**

### **5.2.1 Timekeeper**

The timekeeper measures the time of the game. One stone is equal to one and a half seconds. The acoustic signal must be loud enough that all players, referees and other personnel can hear it clearly. Other tasks are:

- to count the last 10 stones out loud and clearly
- to tell the head referee the remaining stones after a break
- to remember the stone count before the turn (in case of a replay)

### **5.2.2 Scorekeeper**

The Scorekeeper counts the scored points. He can use tools like pen and paper but a board with numbers or similar is more representative.



# 6. Hits, Pinning, Kneeling

## 6.1 Hits, Hitzone

### 6.1.1 Hitzone

A valid area for a hit is called a hitzone.

The hitzone is the whole body including clothes, with the following exceptions:

- head: upwards from your collar
- hands up until, but not including the wrist

→ siehe 6.1.2 Exceptions to the hitzone

If a hit first touches the head and then a valid hitzone, the hit doesn't count.

If a hit first touches a valid hitzone and then the head, the hit counts.

Hits outside of a valid hitzone must be called out with "Hand! " or "Head! " to signal the invalid hit to the referee and the other players.

### 6.1.2 Exceptions to the hitzone

*Qwik:*

The hands of the qwik are part of the hitzone, as is the carried skull.

*Chainplayer:*

The hands of a chainplayer are also hitzones.



### 6.1.3 Hit

A hit is a strike with a pompfe, used according to the rules, when the hitting area of the pompfe touches a hitzone. The hands must be on the grips. Grips and pommel don't count as hitting areas of a pompfe. The striking of clothing counts as a valid hit.

For all pompfen applies:

- Jabbing while running or jumping forward is forbidden.
- For enforcers is it completely forbidden to run or jump into another player. If two enforcers are about to collide, they have to stop before a possible collision. It is allowed to run without stopping past the first player and hit another player while doing this. Ensure there is sufficient space before attempting this! It is allowed to jump into range of another player if the other player isn't touched. While doing this the player has to be especially careful in the use of their pompfe. Jabbing while jumping forward is forbidden.
- Playing unnecessary hard is forbidden (players as well as referees can notify the person).

It is forbidden to jab with staffs, if this happens the hit is invalid.

If someone loses their pompfe and then gets hit the player must kneel down and may not get the pompfe before they get up again.

### 6.1.4 by Pompfe

If a player is hit with a pompfe, except for the chain, the player has to kneel down for 5 stones.

### **6.1.5 by Chain**

If a player is hit with a chain the player has to kneel down for 8 stones.

As chainhit counts, if:

- a player is touched by the chainball in a hitzone and/or
- the chain wraps around the hitzone of a player in a closed form.

A chainhit *doesn't* count, if:

- the chain touches a hitzone after the chain was wrapped around a pompfe in a closed form (the chain is caught in that case)

The chain must be swung to count as a hit. The chainball may not be thrown. If the chainplayer just drags the chain behind him and the chainball touches a player it doesn't count as a hit.

Wrapping the chain around the pompfe of an active player has no consequence. However, if one of the involved players gets hit, the chain and pompfe have to be freed.

If the chain wraps around the pompfe of a kneeling player then this player should help the chainplayer to free the chain or let the pompfe go so that he doesn't make it harder for the chainplayer to untangle/unwrap the chain.

If the chain wraps around a player the chainplayer may not pull the chain for any reason. Together they have to unwrap the chain. The chain may not be swung if a pompfe is tangled in the chain.

### **6.1.6 by Shield**

The shield is just for blocking. It isn't allowed to attack with a shield.

If a player is hit with a shield it doesn't count as a hit.

### **6.1.7 Double**

If a player hits someone while being hit at the same time is it called a double and both hits count. At the same time means: In a time interval up to half a second. But the second hit must have begun before, or at the same time as the first hit. Hitting after that is forbidden also when it happens in less than half a second.

The decision over a double is made by the players. Everybody should play fair here. In case of an argument over a double, the referee decides .

Doubles have to be called out as "Double!" so that the opponent knows it's a double.

In the case of a double both players have to kneel down. The time depends on the type of pompfe.

*Exceptions for chain doubles:*

In place of the half a second rule, it counts as a double if the chain of the hit chainplayer doesn't swing more than 180° and hits the other player after the chainplayer is hit.

If the chain swings so slow that it takes more than 1 second it doesn't count as a double.

### **6.1.8 Hits taken from own team**

Hits from teammates count as regular hits. If someone is hit by a teammate they have to kneel down.

If a player hits themselves with their own pompfe, or wraps themselves in their own chain it doesn't count as a hit.

## **6.2 Qwik interaction**

The qwiks may wrestle with each other. Techniques allowed are: pushing, grabbing, holding and wrestling the opponent.

Forbidden are: punches, kicks, throws and blocking attacks, such as grabbing and holding limbs/joints etc.

The following areas may be attacked:

- While standing; the whole upper body from the waist up until the collarbone.

- While being on the ground; the whole body below the collarbone.

If the person is gripped outside of the allowable areas they have to be let go.

If the qwiks are on a collision course they have to stop before a possible collision.

A running qwik may not be pushed in the direction of his movement.

The intensity of the fight should be based on a mutual understanding between both qwiks.

Unnecessary roughness should be avoided. In case of doubt, the appropriate level of roughness is determined by the referees.

### **6.3 Player/Skull out of the field**

#### **6.3.1 Player out of the field**

A player is out of the field if a part of the body touches the ground outside of the field. Players who are out of the field have to go back in the field and then kneel down for 5 stones.

*Exception:*

If the skull was thrown out of the field and wasn't placed back in the field fast enough, the qwik may run out of the field to get the skull.

→ siehe 5.1 Referee

The qwik has to take the shortest way to the skull and must be back as fast as possible and also enter the field at the same place where he left it.

#### **6.3.2 Skull out of the field**

The game is not interrupted if the skull leaves the field.

If the qwik throws the skull out of the field, they must kneel for 5 stones.

It is unfair to throw the skull far out of the field.

If the skull is moved out of the field by an enforcer using the pompfe this enforcer has to kneel down for 5 stones.

### **6.4 Kneeling**

If someone kneels down he has to stay in the same place, he can turn around but may not be active in the game.

While kneeling it is forbidden to fight, pin, hold the skull or throw the skull. Also it is forbidden to hide the skull.

Counting a penalty does not start until a player is kneeling, the first beat after kneeling is the first count of that penalty.

It is allowed to stay down longer for tactical reasons. While kneeling a player may only be pinned.

The earliest a player may get up is on the last stone of their count.



#### 6.4.1 How do I kneel down

1. When kneeling the player kneels on one knee with one hand behind their back while displaying their count.
2. The pompfe is laid flat on the ground. It may not be laid on top of feet or legs, as it would constitute a tripping hazard.
3. While getting up, a person is active in the game; they may hit people or be hit themselves.
4. "Getting up" counts as: The player's stone count is finished and; their hand is away from their back or their knee leaves the ground.
5. While kneeling, players may turn around as long as their knee and counting hand stay in place.
6. If these rules are broken, the player starts their count again.

#### 6.4.2 Time penalty

<i>Reason</i>	<i>Penalty in stones</i>
Pompfe except for the chain	5
Chain	8
Double	5 with pompfe, 8 with chain
Out of the field	5
Throwing/moving the Skull out of the field	5
Pinned	duration of the pin, plus the time to the next beat, after the pin is lifted

#### 6.5 Pinning

Kneeling players may not be hit.

If a player is kneeling another player has the opportunity to pin this player.

This is done by laying the hitting area of the pompfe on the hitzone of the kneeling player. The pin exists so long as the pompfe touches the kneeling player in this way.

Pinning a player prevents that player from getting up. They may count down their stones but must stay down during the pin.

If the pin is removed before all of the kneeling player's count is finished then they must finish their count before getting up.

If the pin is removed after the kneeling player's count is finished they must wait for the following stone to get up.

The chain may not be used for pinning.

It isn't possible to pin two players at the same time. But it is allowed to remove the pin, hit another player and than resume the pin.





# 7. Game procedure

## 7.1 Game duration

### 7.1.1 Stone

A stone is the time between two following beats. This time is one and a half seconds.

### 7.1.2 Duration

A game lasts generally 2x80 or 2x100 stones. Finals are usually 3x100 stones. The exact arrangement depends on the tournament organizer.

## 7.2 Starting a point: Lineup and substitutions

### 7.2.1 Lineup

At the beginning of each half, after a point is scored and after every other break in the game, the teams go back to their baselines. The players line up behind their baseline.

### 7.2.2 Beginning or continuing the game

After the set-up the head referee asks both teams if they're ready. To signal this, the qwik lifts an arm.

Both teams are allowed time to discuss tactics. The duration of this time is the decision of the head referee, he can insist that the game goes on if it becomes excessive.

If both teams are ready, the head referee places the Skull at the middle point. He starts the game with the words "3-2-1-Jugger" and leaves the field by the shortest path. After the word "Jugger" the players may step over the baseline.

### 7.2.3 Substitutes

Substitutes may only be made during game interruptions.

Substituted players may change back in. The number of exchanges isn't limited excepting that only the original 8 players on the team are used.

## 7.3 Game interruptions

At every interruption the counting of stones pauses.

### 7.3.1 Reasons for interruptions

Reasons for an interruption can be:

- Scoring of a point
- Injury of a player
- Damage to a pompfe
- Too many players on the field
- Other people, animals on the field
- Interruption by a referee

### 7.3.2 Breaks

Between the two halves is a break. In the break the teams switch ends.

The head referee can also allow a longer break so that the players can rest. The duration is the decision of the head referee but shouldn't be longer than 5 minutes.

## 7.4 Points

To score a point the qwik has to place the skull in one of the goals. The point is valid if the skull stays in the goal after both qwiks have released it. If it falls out of the goal, the point is invalid and the game continues.

If the qwik is hit before the skull is placed the point is invalid. If the hit and the placement happens at the same time the point is valid. Also, a point is valid if the qwik places the skull in the goal and while holding the skull, is hit, then, after letting go, the skull remains in the goal.

If the skull is touched by both qwiks while placing it in a goal, it may, if the skull is still held by at least one of the qwiks, be removed from the goal, this doesn't count as a point.

If the point was invalid the game continues and the goal referee or another player lays the skull next to the goal.

It is generally forbidden to block the immediate opening of the goal with any part of your own body or a pompe.

## 7.5 Winner of the game

The team with the most points scored during the game wins.

If both teams have the same amount of points a "Golden Skull" is played.

### 7.5.1 Golden Skull

If the score of both teams is equal after the completion of the game, a "Golden Skull" is played.

A single point is played and the team that scores the point wins the game.

## 7.6 Penalties

Behaviour and disobeying the rules should be pointed out by the other players and referees.



# 8. Safety and tournaments

## 8.1 Safety

At first glance Juggler looks like a dangerous sport. That isn't true as the most important rule is: "Safety first!"

### 8.1.1 Contact with other players

Player's behaviour should not harm any other player. For that reason we have to handle the pompfen carefully. They must be checked before every game for safety. Should a pompfen not be safe anymore (not enough padding, broken core, etc.) it must be immediately removed from the game no matter at what stage this happens. Every player should be aware of their pompfen's safety.

Also the qwiks should be careful with each other.

Unfair behaviour, physical and verbal attacks are forbidden.

Playing unnecessarily rough should be avoided.

Generally, controlled emotions lead to a controlled game.

### 8.1.2 Own safety

For their own safety everybody should wear proper equipment. Injuries can be prevented by wearing proper shoes for sport. Protection such as kneepads/elbowpads or equivalent and also shinguards and jockstraps help to prevent injuries. Only soft protection may be used, hard protection is forbidden. The equipment used may not itself present a risk of injury for any player.

For all enforcers, particularly the chain players, is it advisable to wear gloves. They protect from shocks and prevent injuries.

Jewellery may not be worn or must be taped if it is worn.

If someone realises there is an injured player he has to tell the referee immediately so that the game can be paused and no more injury occurs.

### 8.1.3 Pompfen check

Organisers of a tournament control all pompfen at the beginning of the tournament. To do that all pompfen are to be laid out so that everybody can see them. The organiser can refuse pompfen from the tournament if there is a reasonable reason, be it safety (not enough padding, risk of breaking, to hard or moving thrusting tip, to small diameter etc.), length or range.

## 8.2 Tournaments

### 8.2.1 German championship

The decision over the location of the German Championship (Deutsche Meisterschaft) for the following year is made during a special voting panel. The voting is from the beginning of January until the end of February. The towns are given the opportunity to present themselves.

The same teams that vote on the rules may vote on the location of the German Championship. Every qualified team has one vote. There are no limitations, eg a town may be voted for in consecutive years.



# 9. All options



## Regional rulebooks:

*Option (NRW): The NRW-rulebook applies [\[Link\]](#).*

## For 4.1 Basics:

*Option (Saarbrücken): The padding must be at least 3cm thick, the core should not be felt under thumb pressure.*

*Option (Berlin, **not** Jugger e.V. and TSV Rudow): Same as Saarbrücken but with 2,5cm.*

*Option (NRW-Rulebook): There are sketches of how the pompfen must look that includes all relevant sizes. Pompfen may not be called weapons.*

## For 4.2 Skull:

*Option (NRW-Rulebook): The skull isn't called a skull.*

## For 4.2.1 Skull handling:

*Option (Hamburg): The qwik may kick the skull if there isn't a threat to other players.*

## For 4.4 Staff:

*Option (Hamburg): If both ends are padded, both ends may be used to hit. The blocking area (between grips) can also be used as a hitting area.*

## For 4.8 Chain:

*Option (NRW-Rulebook): The chain needs only be padded for 70cm instead of 1m.*

## For 6.1.2 Exceptions to the hitzone:

*Option (Hamburg, Lübeck, Hannover): If a player always leads with his head and uses his head to block attacks so that it is difficult to hit something else, then the head referee can declare his head a hitzone for the rest of the game.*

## For 6.1.5 by chain:

*Option (Hamburg): If a player is hit by a chain he must kneel down for 10 stones.*

## For 6.4 Kneeling:

*Option (Hamburg, Bad Oldesloe, Lübeck): Kneeling players must count their time penalty with their hands so it is visible to the referees. To minimize the risk of injuries the hand is not held above the player's head.*

For 7.6 Penalties:

Option (Berlin, **not** Jugger e.V. and TSV Rudow): 07/2011: **This penalty scale is being revised currently.**

*In the case of serious and repeated mistreatment of the rules the following penalty scale is a guide for the referee:*

**Premises:**

- *Kneeling people count their stones with their hands*
- *If it doesn't affect the game and it is non-violent: first is an admonishment and then a warning*
- *3rd warning = point for the opponent*

**General:**

- *Verbal attacks, threats of violence, threatening gestures, use of violence = player is excluded of the game for one half (or third)*
- *Jump start (early start) = warning*
- *Getting up early or not waiting a stone after pinning = warning*

**Qwik:**

- *Throwing Skull out of the field = warning*
- *Kneeling qwik disturbs other by grabbing the skull = warning*
- *The fouls are about game deciding situations: like all enforcers are down and only the qwiks are still up. Punishable situations would be: leaping at the legs, sitting on the goal*
- *→ offensive foul (qwik with skull fouls) = warning, interruption of the game, counted stones stay counted, no replay, the defending team gets the skull*
- *→ defensive foul (qwik without skull fouls) = warning, point for the attacking team*
- *It is allowed to replace excluded players with players from the 8 team members.*

