

Jugger Ireland Rule book



Revised version – 2015-02-18

1. What is Juggler

a. The basics

- i. Juggler is a sport played by two teams of five players, competing over a fake dog skull, or ball, to score points in the opposing teams goal.
- ii. The pitch is a 40meters X 20meters rectangle, with the centre of the pitch marked with an X or + for the skull to be placed. The goals are placed 2meters from the end lines of the pitch, 10 meters from the side of the pitch
- iii. The goal is a square/rectangular/circular mount made of foam padding with a minimum 10cm diameter hole in the top side middle.
- iv. Each team is made up of four weapons players (as per section 3) and one runner.
- v. No more than one chain may be used per team in any given run.
- vi. The runner is the only player permitted to touch the skull and score; however weapons players are permitted to use their weapons to hit the skull around the field.
- vii. Weapons players must only use the necessary force to hit another player, excessive force will be penalised
- viii. If hit with a weapon from either team, except your own weapon, the player must take to one knee for an allotted time as per section 2.a.xiv – 2.a.xxiv.
- ix. Each team may use up to eight players per game, provided no more than five are on the field at any moment.
- x. Teams may substitute as many players as they wish between runs
- xi. Teams may not substitute players during play.
- xii. The winning team is decided by who has the most points at the end of the games time.
- xiii. If the teams have equal points at the end of the game, they must play a “golden jug”. When time elapses, both teams must start a new run, and whoever scores in that run is the winner of the game.
- xiv. There is no time limit with golden jug.
- xv. A game is played in two halves, each of 100 stones for an ordinary match, and 150 stones for a tournament mini final (third/fourth playoff), and final.
- xvi. If there are less than 5 stones left in the first half, the teams can decide to carry the stones to the second half, to extend the second half by that number of stones.
- xvii. Each stone is 1.5 seconds, or 40 beats per minute.
- xviii. Juggler is built on the honour system. It is asked that players accept hits honestly and act according to the rules. Referees are used to enforce rules that are not adhered to and to clarify confusion.

b. Runs

- i. The game is separated into runs which ends when a point is scored, the half is over or the referee stops play.

- ii. A run is started when the referee calls “Three, Two, One; Jugger”. Upon the word “Jugger” players may enter the field, but not before. Any player or team entering the field too early may be penalised.
 - iii. Before a run can begin, the referee must ask each team to show that they are ready to play.
 - 1. To show readiness the runner of each team must raise their arms
 - 2. To show non-readiness the runner should cross their arms
 - iv. A maximum of two minutes may elapse between runs, any team not ready in this time may be penalised.
 - v. All players must be outside the boundaries of the pitch behind their goal before the run begins
 - vi. A point is scored by the skull being placed in the goal as per section 5
 - vii. The pitch must be clear of people, including the referees before a run can start
 - viii. A run is finished when the goal referee shouts “Point” and raises their arms to signify a score
- c. Referees and pitch officials**
- i. All referees must adhere to the referees training manual
 - ii. There are three types of referee: Head referee, goal referee and support referee
 - iii. There are two further pitch officials: the time keeper and the score keeper (a single referee may serve as both time keeper and score keeper, but is not advised)
 - iv. The head referee:
 - 1. Tasked with starting and stopping play
 - 2. Having the final say on split decisions and player disputes
 - 3. Placing the skull in the middle of the x and the centre of the pitch with the longer sides of the skull facing the teams
 - 4. Disciplining players and teams as per the referees training manual
 - 5. Observe the game and calling infractions as seen
 - 6. Watching for players stepping out of bounds
 - 7. The head referee must consult with all relevant referees before ruling on a decision
 - 8. The head referee may delegate responsibilities to other referees as necessary.
 - v. Goal referee
 - 1. There are two goal referees, one at each end of the pitch
 - 2. Tasked with deciding if a score is valid or not
 - 3. The goal referee must not go further up the pitch than the closest player to their goal
 - 4. The goal referee must shout “point”, and raise their arms when a point is scored
 - 5. Ensuring players do not enter the pitch too early as per section 1.b
 - 6. Removing the skull from the goal in an invalid score

7. Watching for players stepping out of bounds
 8. Observing the game and calling infractions as seen
 9. Assisting the Head referee in decision making when asked, or if a blatant infraction has occurred somewhere on the pitch
- vi. Support referee
1. Watching for players stepping out of bounds
 2. Observing the game and calling infractions as seen
 3. Assisting the Head referee in decision making when asked, or if a blatant infraction has occurred somewhere on the pitch
- vii. Time Keeper
1. Counts the time as it passes to ensure game plays for the allotted time
 2. Counts the stones as they pass, starting at the first beat heard after the run has begun as per section 1.b
 3. Restarts count at the last number called, i.e., when the previous run ends with a count of 73 stones, the first number counted as the following run begins is 73.
 4. Stones are counted in reverse order, from 100 to 0.
 5. The final 10 stones of each half must be called out loud for all players to hear
 6. Must announce when the allotted number of stones has elapsed.
- viii. Score keeper
1. Keeps track of the score.
 2. Keeps track of the amount of time remaining at the end of a run in case of a repeat.
 3. If there is a score board, the score keeper updates the score board.
- ix. Disputes
1. If an infraction, or perceived infraction occurs during play, any referee, or player can bring this to the attention of the head referee
 2. The head referee has the responsibility to penalise players and teams as per the referees handbook
 3. The head referee must take every infraction seriously, from players or referees and decide based on the information at hand.
 4. The head referee may not dismiss any claim without cause
 5. Only players involved in an incident may bring issues to a referee
 6. Players may defend themselves in any claim made by them or against them to the head referee, but must respect the referees decision
 7. The head referee may call a replay of a point if an incident is deemed serious enough to have affected the outcome of the point. When a replay is called, the time and score is reverted to that of the start of that run.
 8. Any player can request a replay from the head referee
 9. The head referee should consult with all referees before ruling on an important decision

- x. Referees must only enter the field when completely necessary

2. Rules of engagement and contact

a. Weapons

- i. Contact with a weapon is considered a valid hit when it contacts a valid hit zone
- ii. Neck and head are considered invalid hit zones on all players
- iii. Hands are considered invalid hit zones on players holding a staff, q-tip, sword or short sword, but are valid on the hand which holds the shield, runners, and chain players
- iv. Neck is considered as anywhere above but not including the collar bone
- v. Head is considered as anywhere above the neck
- vi. Hand is considered as the area beyond but not including the nobbly bit of the wrist
- vii. The skull is a hit zone for the runner holding the skull.
- viii. If both runners are holding the skull when the skull is hit by a weapon, both runners are considered hit
- ix. Weapons players must only use the necessary force to hit another player, excessive force will be penalised
- x. Players using their head or neck to block weapons intentionally will be given a warning, and future incidents may be considered as valid hit zones, as per the referee discretion
- xi. Players attempting to grasp another players weapon with their hands are considered hit
- xii. Hits by any weapons excluding your own count as valid hits
- xiii. If a player is hit in the hands, neck or head, they must announce it to the opposing player immediately
- xiv. Weapons players must avoid , and not intend bodily contact with all players on the field (i.e., no charging directly at a player, forcing them to move out of the way to avoid contact, no forcing a player's weapon between your body and theirs to avoid contact, no running at players with your weapon in a jousting/jabbing position where the opposing player must move to avoid being impaled on the weapon)
- xv. When players are hit, they must kneel on one knee, as fast as is possible, place their weapon on the ground, and place one hand behind their back.
- xvi. When kneeling, players must not hold their weapon, but may move the weapon around. The chain player may have their hand in the handle, and the sword and shield player does not have to remove their shield
- xvii. Players hit by staff, long sword, short sword and q-tip must kneel for 5 drum beats
- xviii. Players hit by a chain must kneel for 8 drum beats
- xix. A players count begins when their knee hits the ground as per section 1.a.xiv, and they hear the first drum beat.
- xx. A players count finishes when they have heard the last beat they must count, and then they may rise

- xxi. A player must count out the beats using the hand behind their back, displaying their fingers to all
- xxii. Players are not obliged to rise at the end of their count, and any hits sustained will not be valid until they attempt to rise
- xxiii. A player is considered rising if they remove their hand from behind their back, or their knee from the ground.
- xxiv. Players may pivot on the downed knee, but may not remove it from the ground until their count is finished
- xxv. Players may strike while their knee is still down, provided their count is finished and they have both hands on the weapon
- xxvi. When a player is kneeling, another player can choose to “pin” the player by placing their weapon on a valid hit zone
- xxvii. The pinning player must be holding their weapon as if hitting (with both hands in appropriate places if it is a two handed weapon)
- xxviii. The chain is not permitted to pin
- xxix. A player may only pin one player at a time
- xxx. Pinning does not affect a players kneeling count
- xxxi. Once the pin is released, and the player has reached the end of their count, as per section 2.a.xix, the player may rise
- xxxii. If two players hit each other at the same time, they are both down, this is considered a “double”.
- xxxiii. A double with a chain is considered when the ball hits, or the wrap has completed its 180` wrap around a player at the same time.
- xxxiv. If a player is hit at the exact same time as they are hitting another player, it is considered a double, and the hit players must kneel.
- xxxv. Doubled players kneel for the stone count appropriate to the weapon they were hit by
- xxxvi. If both players are uncertain over a double, they may ask for a referee to judge the decision. If the referee is unsure, it is considered a double.
- xxxvii. If a player is certain it was not a double, while the other thinks it is, a referee may be called in, and if the player thinking it was not a double plays on when the referee thinks it was a double, they will be penalised, and or a replay may be called.
- xxxviii. If any weapon hits the head or neck of another player, the player must pull back their weapon to make a new strike that is completely independent of the first. Any hit made after the strike has hit the head or neck with the same swing or jab, it is not valid.
- xxxix. If a chain is wrapped around a weapon, the weapons player is not obliged to assist the chain player in unwrapping the weapon
 - xl. If a chain is wrapped around a weapon, the weapons player may only hit that chain player until the chain is no longer wrapped around the weapon.
 - xli. If the chain is wrapped around a player that has been hit or weapon, the player is not obliged to assist the chain in unwrapping the weapon but cannot intentionally obstruct the unwrapping of the chain.

- xlii. If a weapon breaks, the player must remove the broken parts of their weapon if possible and may leave the pitch to collect a replacement weapon. If the player has been hit, they must start their count only when they have returned to the pitch, if they have not been hit, they may return and play as normal. If a player must leave the pitch to get a replacement, they must return to the pitch at the place where they left.

b. Runners

- i. Runners may tackle, throw, push, grapple, wrestle and otherwise unbalance the opposing runners
- ii. Runners may grasp any part of the opposing runners body or clothing other than the head and neck.
- iii. All actions must be done with both players safety in mind, any action deemed to be unsafe by the referee may be penalised
- iv. Tripping may only occur when contact has already been initiated, and not in open play
- v. Runners may not kick, punch, bite, scratch, pull hair, apply any intentional force to the head or neck, slam a player head first into the ground, lock the joints of, or strangle the opposing runner
- vi. Runners must avoid bodily contact with weapons players
- vii. When tackling, the runner must make an attempt to wrap their arms around the opposing runner, and not lead with the shoulder or head.
- viii. Runners may lift opposing runners off the ground, but must not rotate their body more than 90° towards the ground, and or spike the player into the ground.
- ix. Runners may agree upon rules of less contact if one or both are uncomfortable with higher level of contact
 - 1. Both runners and referee should agree to the reduced contact rules
 - 2. It is down to the referee to make the final decision
 - 3. Levels of contact may only be reduced, not increased
- x. If the runner is hit by a weapon, they must drop the skull at their feet, or release it to the other runner; making no attempt to throw, hide or hold the skull after being hit. If the skull moves forward due to momentum, the skull should be brought back to the runners feet by a referee.
- xi. Runners may throw the skull before they are hit by a weapon
- xii. Runners may kick the skull
- xiii. Runners must not intentionally throw or kick the skull out of bounds
- xiv. If a runner is found to have intentionally thrown or kicked the skull after being hit, or out of bounds, they will be penalised

3. Weapons

a. Staff

- i. A staff is a two handed weapon with one hitting zone to the front of the weapon
- ii. The measurements are as such:
 - 1. Total length 180cm

2. Padding from striking tip to front hand grip be no longer than 1 meter and no less than 90cm
 3. Front hand grip to extend no further than 110cm from the striking tip
 4. There must be padding between the front hand grip and top hand grip no less than 40cm
 5. The top hand grip can extend no longer than 170cm meter from the striking tip
 6. The back end of the staff must be padded.
 7. The core must not be felt through any padded section, with extra care over both tips of the staff.
 8. All padded areas must not exceed 15cm diameter.
 9. All padding must be able to compress, but also return to its original shape, it must not remain compressed
- iii. For a strike to be valid, both hands must be on the staff, with a minimum of thumb and finger grasping the hand grips, one hand on the front hand grip, and one on the top hand grip
 - iv. All strikes must be a swinging action; jabbing or stabbing is not permitted.
 1. A jab is defined as a strike where the whole flat tip of the weapon contacts first with forward momentum from either the weapon, or the target. A jab does not have to be intentional. A call of jab must be called by the player receiving the jab, but may also be called by the attacking player or referee.
 2. A call of a jab must be called loud enough for both players and referees to hear.
 3. A glancing blow from the tip of the weapon with no forward momentum is not considered a jab
 4. A player must not intentionally move forward so as to cause a jab, this action will be penalised
 - v. Striking must only be done with the striking end, and not the centre padding or the back end or pommel of the staff.
 - vi. Players may defend with only one hand on the staff, but must return the hand to be able to strike
 - vii. Players must announce when they have hit a player with only one hand on the weapon immediately, and before striking again.
- b. Q-tip**
- i. The q-tip is a two handed weapon with two hitting zones, one at either end of the weapon.
 - ii. The measurements are as such
 1. The total length of the weapon is 2 meters
 2. Each padded area must be no more than 60cm in length, and must be approximately the same length at both ends.
 3. The total hand grip area between the padded section must be no more than 80cm

4. The length between the tip and the far end of the hand grip must be no longer than 140cm
 5. The tips at both ends must be able to compress a minimum of 2cm and the core must not be felt under any force.
 6. The core must not be felt through any of the padded sections
 7. All padded areas must not exceed 15cm diameter.
 8. All padding must be able to compress, but also return to its original shape, it must not remain compressed
- iii. For a strike to be valid, both hands must be on the q-tip, with a minimum of thumb and finger grasping the hand grip
 - iv. Strikes may be from a swinging action, jabbing or stabbing.
 - v. A player must not put their whole body weight behind a jab
 - vi. Striking must only be done with the striking ends, and not the centre hand grip
 - vii. Players may defend with only one hand on the q-tip, but must return the hand to be able to strike
 - viii. Players must announce when they have hit a player with only one hand on the weapon, and before striking again.
- c. **Long sword**
- i. A long sword is a two handed weapon with one hitting zone to the front of the weapon
 - ii. The measurements are as such:
 1. The total length of the weapon is 140cm
 2. The padded hitting zone can be no longer than 100cm and no shorter than 90cm
 3. The hand grip can be no longer than 35cm
 4. The pommel/back end must be padded so as to not feel the tip of the core
 5. The striking tip must compress a minimum of 2cm and the core must not be felt at all beyond that.
 6. All padded areas must not exceed 15cm diameter.
 7. The core must not be felt through any of the padded sections
 8. All padding must be able to compress, but also return to its original shape, it must not remain compressed
 - iii. For a strike to be valid, both hands must be on the long sword, with a minimum of thumb and finger grasping the hand grip
 - iv. Strikes may be from a swinging action, jabbing or stabbing.
 - v. A player must not put their whole body weight behind a jab
 - vi. Striking must only be done with the striking end, and not the hand grip or pommel/back end
 - vii. Players may defend with only one hand on the long sword, but must return the hand to be able to strike
 - viii. Players must announce when they have hit a player with only one hand on the weapon, and before striking again.
- d. **Sword and shield**

- i. One hand for the sword, one hand for the shield
 - ii. The shield cannot be used for any form of striking, or intentionally colliding with a player
 - iii. The measurement for the short sword are as such:
 - 1. The total length of the weapon is 85cm
 - 2. The padded hitting zone can be no longer than 65cm
 - 3. The hand grip can be no longer than 15cm
 - 4. The pommel/back end must be padded so as to not feel the tip of the core
 - 5. The striking tip must compress a minimum of 2cm and the core must not be felt at all beyond that.
 - 6. All padded areas must not exceed 15cm diameter.
 - 7. The core must not be felt through any of the padded sections
 - 8. All padding must be able to compress, but also return to its original shape, it must not remain compressed
 - iv. The measurements of the shield are as such:
 - 1. The diameter of the shield can be no larger than 60cm
 - 2. The shield must be a round shape
 - 3. The core must not be felt on the edge, or front of the shield
 - 4. Handle placement is up to the shield player, but all efforts must be made to ensure the players own safety with no jagged edges being felt.
 - v. For a strike to be valid, one hand must be on the short sword, with a minimum of thumb and finger grasping the hand grip
 - vi. Strikes may be from a swinging action, jabbing or stabbing.
 - vii. A player must not put their whole body weight behind a jab
 - viii. Striking must only be done with the striking end of the short sword, and not the hand grip or pommel/back end
- e. **Chain**
- i. One hand must be in the chain handle at all times
 - ii. The measurements are as such:
 - 1. The chain must be no longer than 320cm in length
 - 2. The ball must be no larger than 20cm
 - 3. The chain plus handle must be no longer than 300cm
 - 4. The chain must have a handle
 - 5. The chain must be padded for a minimum of 100cm from where the ball is connected to the chain towards the handle
 - 6. The chain padding must be fixed in place so as to not leave a gap in the padding
 - 7. The ball must be secured to the chain with little chance of colliding
 - 8. No loose string or ties should be visible anywhere on the chain
 - 9. The ball must be able to compress at least 25% of its size and return to its original size and shape
 - iii. A strike with the chain must come from behind the chain player's hips in relation to the target

- iv. A valid hit from the chain is when the ball makes contact directly, or the chain does a 180° wrap around the target's body, making contact for the whole 180°
- v. The chain remains live until it loses momentum, strikes the head/neck of another player or performs a wrap around a spar.

4. Boundaries

- a. The field is 40 meters X 20 meters
- b. Any player touching the boundaries with any part of their body is considered to be out of bounds.
- c. The line marking the boundary is considered out of bounds, and touching the line with any part of the body deems the player out of bounds.
- d. If a player is deemed out of bounds, they must kneel for 5 stones as per section 2.a.xiv – 2.a.xxiv
- e. If the skull goes out of bounds and cannot be returned to the boundaries by a referee, a runner may exit the pitch to get the skull, but must return at the same place on the pitch as they exited.
- f. If any player intentionally steps out of bounds to avoid being hit by a chain, they must go down for 8 stones.
- g. If a runner is forced out of bounds while holding the skull, the skull will be placed approximately 1 meter inside the boundaries.
- h. If both runners are contesting the skull and both go out of bounds, the skull should be placed 1 meter inside the boundaries equal distance from both runners

5. Scoring

- a. The skull must be placed in the hole in the centre of the goal.
- b. A goal is scored when the skull breaks the plain of the goal with force. Enough of the skull must break the plain of the goal for the referee to see clearly.
- c. If a runner has the opportunity to score unimpeded (with nobody blocking their path, and nobody about to block their path), they must do so immediately.

Find	Reference	Page number
Pitch size	1.a.ii	2
Game play	1.a	2
How each run works	1.b	2
Types of referee	1.c	2
Head referee	1.c.iv	3
Goal referee	1.c.v	3
Support referee	1.c.vi	3
Time keeper	1.c.vii	3
Score keeper	1.c.viii	3
Dispute resolution	1.c.ix	3
Contact with weapons	2.a	4
Valid hit zones	2.a.i-viii, 2.a.x-xii	4
Kneeling process	2.a.xiv-xxiv	4-5
Pinning	2.a.xxv-xxx	5
Doubling	2.a.xxxi-xxxvi	5
Head and neck shots	2.a.xxxvii	5
Releasing the chain	2.a.xxxviii-xxxix	5
Runner tackling/hit rules	2.b	5-6
Staff measurements	3.a.ii	6
Staff striking rules	3.a.i, 3.a.iii-vii	6-7
Q-tip measurements	3.b.ii	7
Q-tip striking rules	3.b.i, 3.b.iii-vii	7
Long sword measurements	3.c.ii	7-8
Long sword striking rules	3.c.i, 3.c.iii-vii	7-8
Short sword measurements	3.d.iii	8

Shield measurements	3.d.iv	8
Sword and shield striking rules	3.d.i-ii, 3.d.v-vii	8-9
Chain measurements	3.e.ii	9
Chain striking rules	3.e.i, 3.e.iii-vi	9
Jabbing rules	3.a.iv	6
Further fighting rules	2.a	4-5
Basic boundary rules	4.a-d	9
Placement of skull if out of bounds	4.e-g	9
Scoring	5	10