



Colorado Jugger League

2015
Rules of Play

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Part 1: Introduction

1.1 Overview Juggo is played by two teams of five people fighting for possession of a dog- skull, the “ball”, usually made out of foam or some other soft material. The game is played on a rectangular pitch (20m wide by 40m) long with a goal at either end (a soft object with a depression to receive the skull) which is placed 2m from the center of the end-line. Each team is made up of one runner (with no spar) and four spar players, no more than one of whom can use a chain. Only the runner can touch the skull and score, although other players can hit the skull with their spar. The spar players attempt to tap the opposite team with their spars. If they manage to do so that player must go down on one knee for a certain number of seconds. A team may consist of 8 players per game, but only 5 may be on the field during each run.

1.2 Runs The game is separated into “runs” with either team beginning behind their end-line. The skull is placed in the middle of the pitch and both teams run towards it in an attempt to gain possession.

1.3 Play The runners attempt to pick up the skull and score by placing the skull in the goal at their opponent's end-line while the spar players attempt to defend their own runner, clear space for them to get through the opposite team and prevent the opposite runner from scoring.

1.4 Crossing the Line Players must start behind the line at their end of the pitch and cannot land on or past the line until the “run” has started.

1.5 Starting before the start of the run the referee will ask both teams to signify if they are ready. They do so by having the runner from their team raise his hand above his head. Once both runners have indicated that they are ready the referee will signify the start of the “run” with a countdown usually in the format of “3,2,1,Juggo”. It is on the call of “Juggo” that it is permitted for players to land on or past the line.

1.6 Victory Conditions Once one team scores a point both teams return to behind their goal lines and play another run. Victory is determined either when a team scores a number of points or, as in a tournament game, by the team with the highest number of points at the end of a specific time limit.

1.7 The Count Sometimes referred to as the “stones” or “stone count,” the count is a constant click every 1.5 seconds of gameplay (40 bpm) that can be heard by all players. It serves several purposes. First, the game is divided into two halves of 100 counts, or two halves of 150 counts in final tournament matches. The count begins (or resumes) at the beginning of each play, and pauses when a goal is scored. Secondly, when a player is struck or goes out of bounds, they must stay down for a number of counts (see 6.1 for details). The use of a drum or similar percussion instrument is recommended, while a digital or mechanical device would also suffice. Consistency of the count and proper amplification are the only important factors

Part 2: Spar Striking

2.1 Overview The spar players, as mentioned above, attempt to tap their opponents in order to remove them from the game. While the strength of a hit is up to the player, hitting excessively or dangerously hard is not permitted.

2.2 Friendly Strikes Hits against one's self do not count, but hits against one's team mates count as if they normally would against an opponent.

2.3 Hand position While Striking Players must have their hand(s) on designated the grip area of spar when they strike for the strike to be valid. For two handed spars both hands must be in the correct grip zones when the strike lands for it to be valid, if they release one hand before the strike lands then it is invalid.

2.4 Bodily Contact Spar players are required to avoid making bodily contact with other players.

2.5 Target Areas (General) For the purposes of hitting, the neck, head and hands on spars do not count, also any clothing not in contact with the body (e.g. the trailing edge of a sleeve or the hem of a kilt) similarly does not count, calling this is at the discretion of the target player. Wrists *do* count and are considered part of the arm.

2.6 Target Areas (Special) For runners and chain players hands are legal targets. If the runner is holding the skull in one hand, a hit to the skull, or the hand holding it, does not count against the runner. If the skull is knocked out of the runners' hand, by a legal strike, he is considered hit. If the runner has both hands on the skull, the hit counts.

2.7 Head/Neck Hits If a player hits the head/neck and then a legal target area the hit does not count and they should withdraw the tip of their spar to at least level with, if not behind, their body before continuing. If, however they hit head/neck after *making* another hit to a legal area the original hit still counts.

Part 3: Chain Striking

3.1 Chain Hits The chain ~~follows~~ slightly different rules: the same target areas apply but a hit is considered either *any* contact between a valid target area the ball (a hit) or the chain travelling all the way around the target and crossing itself. (a wrap), the chain does not have to *stay* wrapped, once the wrap occurs the player is hit. For a wrap to be considered valid, the chain itself must be in contact with a valid hit zone.

3.2 Chain Head/Neck Hits As with other spars, if any part of the chain or ball touches the head or neck first the chain is considered dead and the player must swing again in order to hit.

3.3 Live/Dead Chain The chain is only considered live (capable of making hits) after the ball has been swung past the line made by the chain players hips. It is then live until it loses momentum strikes the head/neck of another player or performs a wrap around a spar.

3.4 Wrapping Spars If the chain wraps a spar it is considered dead after its first full turn (360°) around the spar, after this contact will not count as a hit.

3.5 Dealing With Wraps After A Hit If a chain player wraps a player's spar and they are hit they are required to release it immediately in order to allow the chain player to escape. If the chain is wrapped around a player they are not required to help the chain player free their chain. However, they must not obstruct the chain being unwrapped in any way. If they are required to stay standing in order to facilitate the chain player they may start their count as soon as they have been hit and are not required to wait until they are kneeling.

Part 4: Doubling

4.1 Doubling In Colorado Juggler a hit counts as soon as contact is made. As such the first player to hit the other wins, no matter how close behind the other player was. However if two hits land so close together that the gap between them cannot be distinguished they are considered to have "doubled" and both players are hit.

4.2 Calling Doubles *Either* player may call a double and if they insist (if they call it three times or more) both players *must* accept the double and kneel.

4.3 Doubling Sequence If one player hits another at the same time as they strike a third the second two players are considered hit.

4.4 Chain Doubles Doubles with the chain follow the same timing rules as other spars.

Part 5: Collisions

5.1 Collisions Players with spars should avoid bodily contact with each other and avoid collisions where possible. They are not required to come to a complete stop before engaging, but must always be in control of their momentum and movement. Players must avoid things like jumping forward resulting in bodily contact, sliding on their knees into other players, etc.

Part 6: Kneeling & Rising

6.1 Kneeling When a player is hit, they must kneel on one knee, and place one hand behind their back for 8 stones, if hit by a chain, or 5 if hit by any other spar. They must kneel on one knee and completely let go of their spar. While they are down they may pivot on that knee but it must not leave the ground. They are also permitted to reposition their spar, but not to retain their grip longer than necessary. The only exceptions are a chain player, who may keep one hand inside the handle, and a shield player, who is not required to remove their shield.

6.2 Counting A player may start counting on the first beat they hear *after* their knee hits the ground. That is beat number 1, they must then stay down until they hear beat number 5 or 8.

6.3 Demonstrating Count While kneeling they must place one hand behind their back and count off the stones using their fingers. They begin with a closed fist and open individual fingers up to five. If they are counting to eight, they reset for the sixth count and rise when they have opened a further three fingers.

6.4 Rising After a player has completed their count they may attempt to rise, but are not required to do so. While down, a player is invulnerable and further hits are not counted. A player is considered to have risen when *either, both* their knees are off the ground, or their counting hand loses contact with their back or both. As soon as a player begins to rise they are a valid target and may be hit again and also can attempt to strike.

6.5 Rising While Being Pinned If a pinned player rises before their pin is lifted, the pinning player may lift their spar and strike the pinned player, putting them down, and resetting the pinned players stone count.

6.6 Rising Due to Collision The only exception is if they are knocked over by another player or need to use both hands to protect themselves.

6.7 Running Out If a player steps on or outside the boundaries at any time they are out and must kneel for five stones.

6.8 Retrieving Spars If a player is down and has lost their spar they may retrieve it. If this happens they may continue their count while retrieving it but must return to where they were hit before getting up. Similarly if they were pinned they must return to their pin once they have retrieved their spar. While retrieving a spar the player must make clear that they are not in play (for instance by holding up a hand while moving) and must avoid getting in the way of other players.

Part 7: Pinning

7.1 Pinning If a player is down and another player places their spar in contact with a legal part of their body that player is considered to be pinned and may not rise when their count is up until the pin has been released. The pinning player must state "Pin!" when they do so. While pinning, you must PLACE your spar on the opponent. Do not strike excessively while pinning.

7.2 Chain Pinning Chains may not pin.

7.3 Multiple Pins A player may only pin one other player at a time.

7.4 Defending while Pinning Players may block and defend themselves while pinning. The Q-Tip may attack with their free end while pinning. 2-Swords may attack with their free sword while pinning.

Part 8: Use of the Skull

8.1 Scoring A runner is considered to have scored if they place the skull in the goal, they remove their hands without being hit by a live spar, and the skull remains in the goal after they do so (however briefly) without any live hands or spars in contact with it. The skull may not be dropped or thrown into the goal.

8.2 Hits/Doubles While Scoring If the scoring runner is hit before they remove their hands from the skull it is not a score. If they are hit as the same time as they remove their hands/immediately afterwards it is a score.

8.3 Contact with the skull after a runner places the skull in the goal. If any live hand(s)/spar(s) remain(s) on the skull after the scoring runner removes their hand, it is not a score until that/those hand(s)/spar(s) are lifted and some part of the skull remains in the goal.

8.4 Contact With the Skull While Down If a runner is holding the skull when struck they must release it immediately. They may not attempt to hide or obstruct access to the skull using their body. They may not throw the skull after being struck.

8.5 Contact With the Skull While Out If a runner goes out and is carrying the skull, they must release it immediately, and may not throw, as if they had been struck.

8.6 Placement of the Skull If Two Runners Go Out If both runners go out of bounds and one has the skull, the skull will be then placed between the two downed runners as they count.

8.7 Throwing & Retrieving If the skull is thrown from the pitch, only a runner, or referee may retrieve it. They must run straight to and from the place where the skull landed once they leave the pitch and may not pause when outside the pitch. They also must reenter the pitch from the same place they left. A runner must attempt to keep the skull in bounds when throwing it.

8.8 Batting As mentioned in the introduction only the runner may touch the skull. Other players may hit the skull with their spars in order to move it. They may not kick the skull or touch it with any part of their body. A player may not hit the skull to another player, except for their own runner.

Part 9: Runner Rules

9.1 Permitted Contact Methods The Runners may grapple, wrestle, unbalance, tackle, trip or takedown other runners. Any tackling, tripping or grappling must be performed in a controlled manner with the player performing the maneuver in a position to minimize the impact.

9.2 Contact with Spar Players Runners must avoid making bodily contact with spar players.

9.3 Forbidden Contact Methods “Spiking” the opponent by bringing them down head first is prohibited. Striking and locking of joints is prohibited.

9.4 Pushing It is illegal to push a runner in the same direction as their current momentum, i.e. shoving from behind.

9.5 Contact Zones While standing or running, tackling can take place between the armpits and the thighs. Once the grapple goes to the ground, runners may grapple the entire body from the armpits down. It is not permitted for them to hold another runner anywhere above the armpits. No Joint Locks, No Planted Tackles, No Throws (Controlled Takedowns only), No Strikes, No Kicks.

9.6 Contact Level If a Runner is uncomfortable with the level of contact involved under the standard rules, then may agree upon a lighter contact level with the other runner beforehand. This must be agreed upon by both runners otherwise the standard rules will be used.

Part 10: Referees & Drummers

10.1 Constitution A tournament match must have five referees and one drummer. It is also convenient to have one person to keep track of stone numbers and another for scores but this is not required. The referees consist of one Head Referee, two Linesmen, and two Goal Referees. The Head Referee places the skull in the pitch before a run, announces the scores and the stones remaining before a run.

10.2 Linesmen A linesman's main duty is to determine whether a player has run out. Second to this they should watch for general breaches in the rules. If there have been complaints about a particular player they should pay particular attention to watching for that player's faults.

10.3 Goal referees The primary duty of a goal referee is to determine whether or not a point has been scored. They must be able to immediately tell the players and the drummer if a goal has been scored or not. This is critical as the drummer may be told to stop and players may not stop playing if they are not made aware that the skull is still in play. Of secondary importance they should try to keep track of whether players have run out over the goal line and, lastly, generally watch for breaches of the rules.

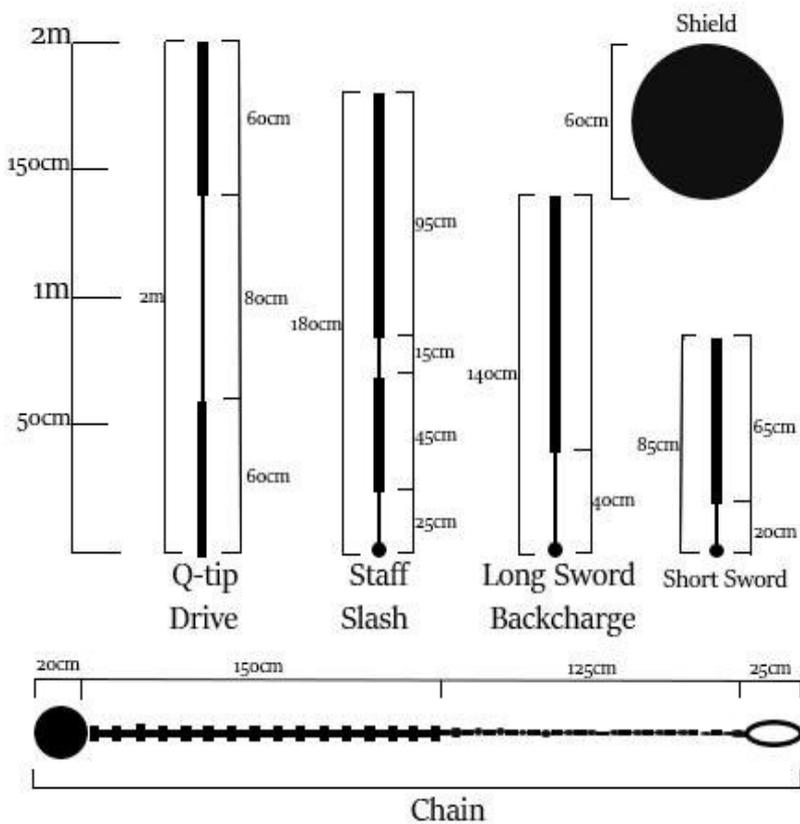
10.4 Disputes If a team is having trouble with a particular player breaking the rules they should take it to the Head Referee and ask them to watch for the behavior. If referees see an obvious and clear breach of the rules they may throw a flag. Otherwise, decisions about the rules should be left to individual players as much as possible.

10.5 Flags During a run, any referee may throw a flag indicating a breach of the rules. If the flag is thrown prior to contact with the skull, the run should be stopped and restarted. If the flag is thrown after contact with the skull, the play should be allowed to continue with the fouled team given the option of a replay of the run. If both teams foul within the same run, the run is replayed. When a flag is thrown, the referee must point to the fouling teams goal until the end of the run.

10.6 Referee Stopping Play The Head referee may blow a whistle to stop play in the following circumstances: Player Injury, to signal a goal, equipment Failure, unsportsmanlike conduct, false start, runner indicating a foul stop, multiple fouls, or other hazard to play.

10.7 Runners Stopping Play. If there is a flag on the play, either runner may take the skull out of bounds, kneel, and raise the skull above their head, thus stopping play. This may only be done if there is a flag on the field at the time.

Part 11: Glossary & Appendices
11.2 Equipment Dimensions Chart



11.3 Reid Dimensions Chart

