

General Refereeing Guide

This guide aims to provide a general overview of how to be a referee for those who have limited experience as a referee, or those who have some experience but would like to understand what is best practice in Germany. This can be used as a rough guide when acting as a referee in Australian tournaments.

Note: This is a non-official translation of another document and does not include the second half of the original guide (examples). Attribution of the original document that this guide has been translated from is below. Big thanks to the authors.

Original Document Title: Schiri-Leitfaden 2.0

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1. The referee team

The referee team for official games consists of:

- 1 main referee
- 1 assistant referee
- 2 goal referees
- point/stone counters if necessary
- if required: additional referees

1.1 Basic tasks

The aim of the referee team is to ensure a smooth, fluid and fair game. In doing so, they ensure that the rules of the game are observed and that everyone involved is safe. If necessary, they sanction rule violations or unfair behavior. In cases of disagreement or in confusing situations, they make quick decisions. They cannot replace the players' personal responsibility, but basically only has a supporting effect!

In order to implement these goals, all referees are allowed to...

- judge duels and, as a result, send players down (inactive) or up (active) (assignment of line duels: see section 3).
- issue or cancel (additional) penalty times.
- enter the playing field.
- correct the position of kneeling players (e.g. when kneeling in the out-of-bounds area).
- correct the position of the skull (e.g. when throwing too late).
- cancel a point/call a replay.
- award a team possession of the skull at the start of the point.
- award a point or declare it invalid (replay if necessary).
- warn players or take other measures (e.g. exclude them from the game for a certain period of time).
- check pompfen for safety.

The prerequisite for this is that all referees...

- know the rules well.

- are neutral/unbiased towards the teams and players.
- communicate clearly decisions made and implement them consistently.

1.2 Allocation of tasks of the referee team

In addition to their general tasks, all referees take on additional functions.

1.2.1 Main referee (game management)

The main referee usually takes on the tasks of game management:

- Organisation of the game flow:
 - Initiation and termination of the game
 - Initiation of the points
 - Other announcements (change of sides, decisions of the referee team, sanctions/penalties, ...)
- Moderation within the referee team
 - Calling and distribution of tasks
 - Chairing discussions and, in the event of disagreement, making the final decision
- Main contact person for the game (communication with the tournament management, entering the results, ...)

1.2.2 Secondary referee

The secondary referee supports the main referee and, after consultation, can also take on tasks of game management (e.g. counting).

The secondary referee is often also responsible for counting the points if there is no point scorer.

1.2.3 Goal referees

The goal referees are each assigned to one half of the field and the team starting there. They act as the first point of contact for this team and pass on announcements from the referee team (e.g. counting down between points, communicating decisions, etc.).

At the start of each point:

- Check the number of field players.
- Indicate false starts with hand signals and the loud call "false start".

As the game progresses, they are particularly responsible for the goal in their half of the field.

- In goal situations, they pay particular attention to runners and skull, are primarily responsible for deciding on the (in)valid placement of the skull in the goal and, as a consequence, on the end of the point.
 - If the placement is valid, they end the point with the loud call "point!" and arms stretched above their heads.
 - If the placement is invalid, they let the game continue by calling out loudly "Continue" and remove the skull from the mark. To confirm the call, both arms are crossed.
 - A clear announcement is particularly important in these situations.

1.2.4 Additional referees

The referee team can call in additional referees for support. They are usually assigned a specific task (e.g. observing a certain player). In addition, the same tasks apply to them as to the rest of the referee team (see 1.1). An additional referee can be explicitly requested by a team, but the decision on this rests with the referee team. Both teams must be informed of additional referees.

1.3 Points/stone counter

The points or stone counter:

- counts the points and, if applicable, the remaining stones.
- counts down the last ten stones of a game or half (when playing by stones) loudly.
- informs the players and referees about points and any remaining stones.

2. Game preparation

2.1 Preliminary meeting

Before the game, the referee team gathers and:

- introduces themselves to each other.
- assigns the referee positions.
- communicates the game mode:
 - Stones or sets and, if applicable, the Golden skull rule.
- discusses specific signals or rules:
 - e.g. reminds of house rules
 - Is there a whistle or other signaling device?

2.2 Checking the playing field and material

The referee team independently checks their respective area of the field:

- Main/secondary referee: visibility of the sidelines and the center, skull and in final games, substitute skull may be used
- Goal referees: Goal position, baseline and pompfen check markings/tape
- Scorekeepers: Clearly visible setting up of the score display and resetting of the points

2.3 Introduction of the game

Before the game starts, there is a short meeting between the referees and a contact person (often the captain) for each team, during which, among other things, the choice of side must be clarified. In addition, special arrangements may need to be made for the runner/qwik engagement. Both teams are introduced loudly and the game mode announced.

2.4. Uniform counting and start of the round

Before the start of a round, the score and the remaining stones may be announced. Distribution of actions (penalties, warnings, etc) or an upcoming 'Golden skull situation' are also announced. Main and secondary referees should also always ensure that the skull is placed back in the middle. The main and secondary referees each observe the team to their right and point with their arm in that direction. When the team signals readiness, the referee points with their arm towards the middle of the field. To speed up the game, a break of 40 stones (approx. 1 minute) is usually scheduled for the time between the point being scored and the next point (this time is dependent on tournament organisers). Situation-specific exceptions are possible (e.g. interruptions for questions or meetings of the referee team). The point begins when both teams have signaled their readiness or after the time has elapsed.

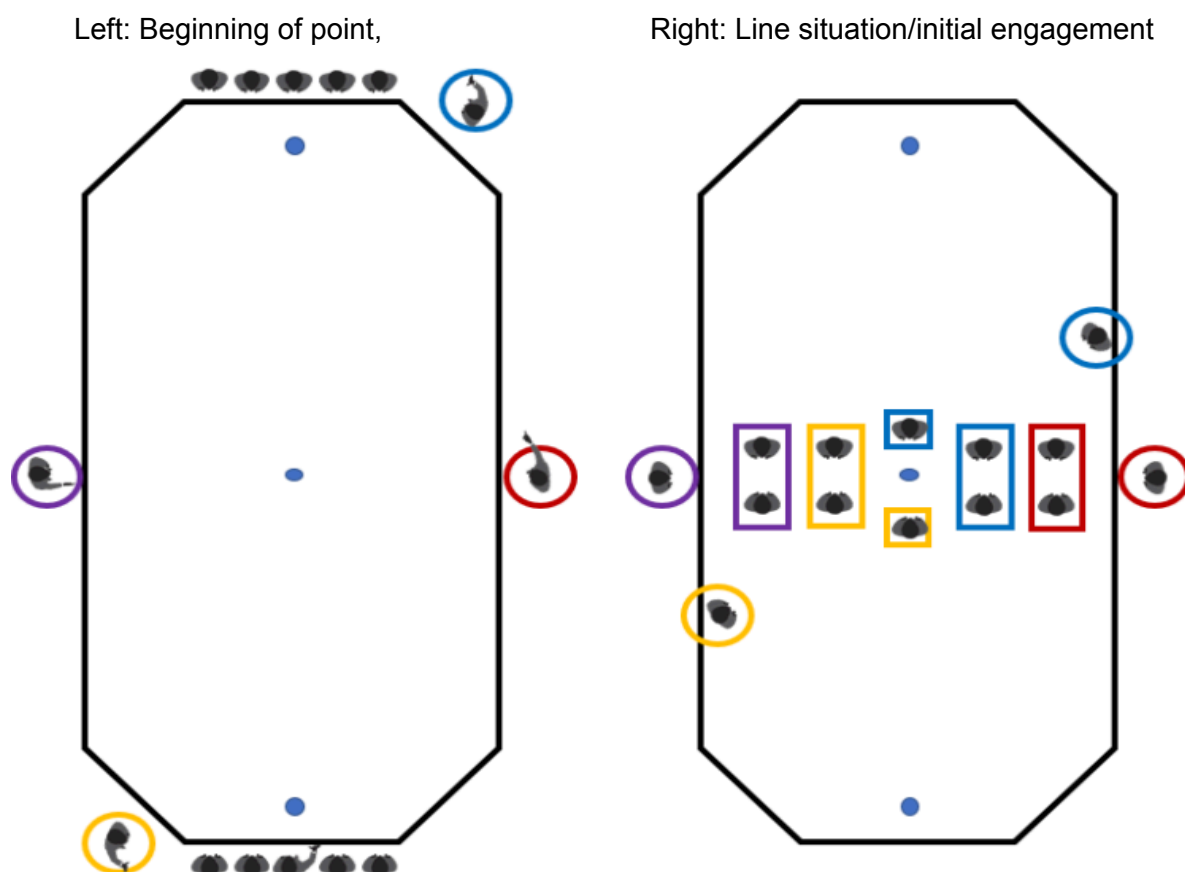
The last 20 stones until the start of the point are announced in increments of five and counted by hand. The time referees repeat the increments of five both by hand and acoustically for the team on their side, with a special focus on the last five stones. The countdown ends on 10, [...] 5, [...] 3, 2, 1 - whereupon the point is initiated as normal. The point is initiated by the main referee stretching his arm towards the middle and calling out **"Teams ready - 3, 2, 1 Jugger"**. The call is made in a regular speech rhythm towards the middle of the field. The arm falls clearly on the word "Jugger".

Between halves, thirds or sets, a change of sides is usually carried out. This can be deviated from if both teams decide not to do so.

3. Game execution: observation, commentary and intervention in the game

3.1 Positions on the field

At the start of a point, the referees are in their starting positions. During the course of the game, they should take up a position in which they can optimally fulfill their duties. They usually stand along the sideline. They can also stand on the field. They should be careful not to hinder any players. The goal referees should not leave their half of the field so that they can quickly return to their goal at any time.



After the point has been initiated, a line situation/initial engagement with four duels usually arises. The referees usually divide themselves up so that each duel is accompanied by one referee. The main and secondary referees observe the outer duels, while the goal referees are each responsible for the inner duel on their side (see illustration). The goal referees also pay attention to the two runners/qwicks. If the referees change this allocation, this must be communicated to both teams.

3.2 Enforcer duels

The referee comments on the result of a duel (e.g. "Ben down." - "Double. Both down.") silently in their head and immediately repeats this out loud if there is a disagreement between the players. If such an announcement is required, players usually seek contact with the referee themselves (e.g. by making eye contact or asking). This means that if two players disagree about the outcome of a duel, the referee in charge must make a decision.

In the case of agreement between two players, a referee CAN intervene in the duel to correct the situation if they are very sure of their own case (e.g. if one of the players was hit beforehand but did not notice it). When making such an intervention, however, the referee must be aware that their own perspective can be deceptive. This can quickly lead to misjudgments of perspective, which is why the players' perceptions should always be trusted. In case of doubt, the players' agreement should be respected.

In duels with chains or opponents who often disagree, it is advisable to announce the result immediately after the duel, without waiting for the players' reaction. In confusing situations, the respective penalty times should be announced to the players.

3.3 Runner/qwik engagements

In runner/qwik engagements, there is an increased risk of injury for both players, as they are in direct physical contact. As soon as one of the two runners/qwiks violates the rules, the referee must immediately stop the engagement. They announce the violation of the rules and, if necessary, call for correction. If necessary, they issue a warning or penalty.

3.4 Out-of-bounds penalty

Out-of-bounds penalty should be announced by the referee (e.g. "Skull is out. Ben down."). The referee ensures that the affected player kneels down in the field of play and points out if a part of their body is still touching out-of-bounds.

3.5 Invalid throw

If the skull is sent out-of-bounds, a referee puts the skull down as quickly as possible at the point where it left the field, as long as no players are obstructed. If the skull can be brought back to the field of play more quickly by runners/qwiks, spectators or substitutes, the referee should not intervene.

Sometimes runners/qwiks throw the skull only after they have been hit. If the referee observes a late throw, they return the skull to where it was thrown from. This is intended to undo any advantages that the runner/qwik gained with the late throw. In both cases, the disadvantaged runner/qwik should not be disadvantaged again by the referee's intervention, so that returning it can be dispensed with. (e.g. runner/qwik A throws the skull late, but into the arms of runner/qwik B).

3.6 Penalty time

Referees should check that the penalty times are counted correctly by counting the penalty times of at least one player quietly and with their own hand. Experienced referees can count several penalty times while paying attention to the game. If a referee observes that a player is counting incorrectly, they should immediately draw their attention to it in order to maintain the flow of the game (e.g. by announcing the

current count). If a point is in sight, the penalty times of runners/qwiks should be observed in particular; especially for runners/qwiks near the goal. It is important to note that grabbing the skull is also considered to be standing up. In addition, it is recommended to count the penalty times after chain hits, as these are often counted incorrectly. If a player has to repeat their penalty count, they must return to the starting position. The referees may ask the player to return to the starting position.

3.7 Special cases

3.7.1 Dangerous play or excessive force

In the duels of the enforcers and in the runner/qwik fight, attention must be paid to cases of dangerous play. This occurs when players endanger other players through their playing behavior. Players can alert the referees to cases of dangerous play or excessive force. Referees should then pay particular attention to such situations, but also trust their own judgment regarding potential injury risks. Regardless of possible sanctions/penalties, referees should have a de-escalating effect by addressing the players concerned personally. Penalties may apply for dangerous play, excessive force or abusive behaviour/language.

3.7.2 Unfair play/unsportsmanlike conduct

The Jucker rules are currently not designed to regulate all individual cases. However, there is an unwritten intent in the Jucker community to practice our sport fairly. *Actions that are not mentioned in the rules and that obviously contradict this intent in order to gain one's own advantage can be punished despite the lack of rules.* If an unregulated or unclearly regulated situation arises, the teams should come to an agreement. If this does not happen, the main referee decides in consultation with the referee team. *It is forbidden to exhibit unsporting behaviour.* Whether an action is to be regarded as unsporting is at the discretion of the referees and must be determined in consultation with the teams if necessary. In order to be able to counter "borderline crossers" as a referee, it is important to be aware of the following: *A behavior can be forbidden even though it is not mentioned in the rules.*

4. Discussions after a point

After a rule violation or an unclear outcome of a duel, discussions can arise between the players or with the referees. These should generally not be allowed during a point, but should be addressed after the point if necessary. The following things should then be observed:

As long as the discussion is conducted in an appropriate tone and is goal-oriented, the people affected can initially be given the opportunity to clarify the situation themselves. If this is not possible, the referee team will make a decision and, if necessary, announce actions (penalties, retraction of point, replay etc). The discussion is moderated by the main referee and should be as effective and short as possible in order to ensure a smooth game.

4.1 No discussion necessary

If the situation in question had no influence on the course of the game or if there was a clear advantageous situation, a discussion should be dispensed with. This does not apply to the applying of penalties to players due to misconduct (e.g. dangerous play or excessive force).

4.2 Agreement between the teams

The players involved from both teams present the situation from their point of view and quickly reach an agreement among themselves, for example by one side offering a replay or skull possession. The referees should follow this discussion and can, if necessary, contribute their point of view.

4.3 Decisions in clear situations

The referees involved compare their points of view with each other and make a decision. Actions (e.g. replay, skull possession, warning etc) can only be imposed in consultation with the main referee.

4.4 Decisions in ambiguous situations

If the situation cannot be resolved quickly or, for example, if several incidents occur at the same time, all referees hold a closed referee discussion.

- The view of the players involved must be obtained.
- The referees involved present their view of the situation one after the other and find a solution to the problems that have arisen.
- If there is disagreement in the referee team, a vote is taken; the main referee decides if there is a tie. The referees then inform the teams of the decision and briefly explain it. In the case of warnings, the players concerned are personally informed of their misconduct.
- A challenge to the decision should only be considered in well-considered cases.
- Penalties and their cause should be generally announced before the start of the next point.

4.5 Dealing with referee errors

Referee errors happen and are part of the game. If a referee's decision (which decides the game) turns out to be wrong afterwards, a replay (possibly with possession of the skull) or a different award of points should be considered. If the referees make duplicate or contradictory decisions, the last announcement applies in the interests of the flow of the game.

5. General communication tips

Referees should solve problems, not cause them!

A calm, appreciative tone can be helpful for this. Nevertheless, it is important: The interaction should be friendly but firm in order to make it clear who makes the decisions. If a player behaves disrespectfully towards the referee team (e.g. by interfering in decisions, shouting, insulting, [...]) actions should be considered. In order to resolve conflicts more easily, it may be advisable to speak to another representative of the team instead of the player in question.

The interaction with substitutes and the audience should also be taken into account. The audience should keep a minimum distance of around two meters from the edge of the pitch, or as given by rulebooks/tournament organisers. Substitutes are allowed to stay in this area as long as they do not hinder the referees.

If substitutes or team supervisors hinder the referees' ability to act, they should be moved far enough away to prevent further obstruction.

The audience or players are not allowed to make referee announcements. Confusion should be corrected immediately by the referee team. In addition, the people concerned should be asked to remain quiet or warnings/penalties applied if necessary.