

JUKSKEI: The Rules of Play

As approved by the INTERNATIONAL JUKSKEI ASSOCIATION

With effect from 1 July 2008

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ENQUIRIES

1. *Regarding the game and local organization, via the relevant Member Country's Umpire Association, or Union secretary.*
2. *Regarding rules of the game, to the Chief Umpire of the IJUA.*
3. *Any other information: visit the website of Jukskei SA at: www.jukskei.co.za*

INTRODUCTION

The purpose of Jukskei is to achieve a maximum of 3 sets within a given time.

Amending the rules can only take place at the Annual General Meeting of the International Jukskei Umpires Association and are subject to approval by the International Jukskei Association.

Domestic rules may be implemented except at National and International matches.

GLOSSARY OF TERMS

1. **Approved:** Approved by the International Jukskei Association.
2. **Boy:** A male that reaches the age of 18 years during the calendar year, or younger.
3. **Captain:** A person appointed by the body he represents (Rule 13)
4. **Forfeit:** A forfeited skei may not be used in that round.
5. **Girl:** A female that reaches the age of 18 years during the calendar year, or younger.
6. **“In play”:** A skei or part thereof is in play if it is in the playing area.
7. **Jukskei pitch:** The 28 x 3.6m playing field.
8. **Junior:** Any person that reaches the age of 18 years during the calendar year, or younger.
9. **Men:** A male from the calendar year reaching the age of 19 until the day before his 50th birthday
10. **Pegged skei:** A skei that penetrated the sand without any trail mark
11. **Rules of play:** The rules of Jukskei as accepted and approved by the IJA
12. **Sandpit/playing area:** The area inside the frame seen from above at the 12 o'clock position.
13. **Umpire:** A person who is qualified and affiliated and acts as an arbitrator to make a ruling
14. **Veteran:** A person 50 years and older.
15. **Woman:** A female from the calendar year reaching the age of 19 until the day before her 50th birthday

ABBREVIATIONS

- IJA - International Jukskei Association.
IJUA - International Jukskei Umpires Association.

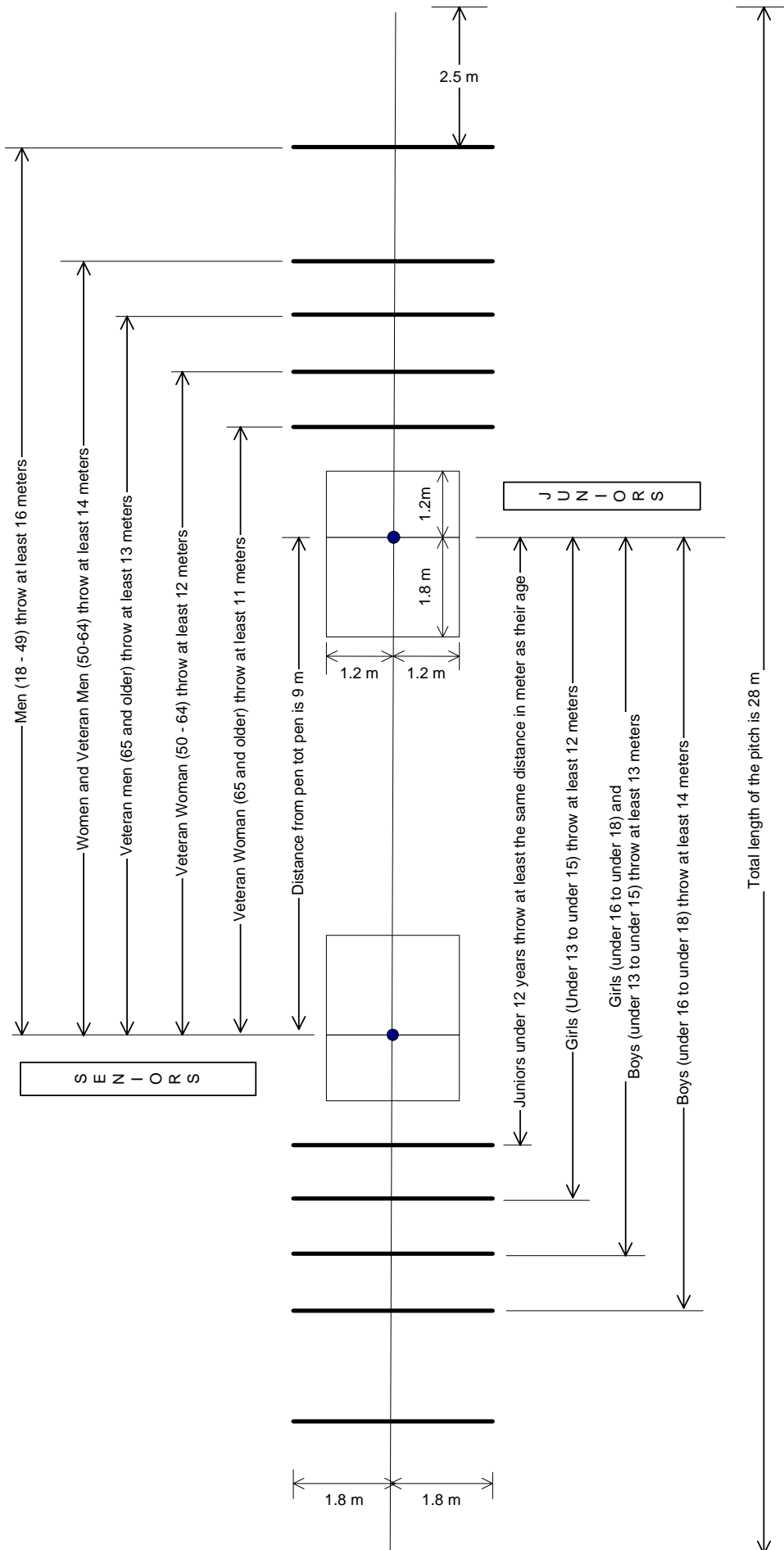
SPECIFICATIONS OF FACILITIES AND EQUIPMENT

PITCH:

- S1 The total length of the pitch is 28 meters.
- S2 The pitch should be as level as possible.
- S3 There should be two sandpits at least 3 meters long, 2.4 meters wide and 150 mm deep, filled with loose sand.
- S4 There should be at least a 1.8 meter stretch of sand in front of the pen and at least 1.2 meters of sand behind and on either side of the pen.
- S5 The pitch should be laid out in such a manner that the distance between the two pens, when in their correct positions, is exactly 9 meters.
- S6 A level framework of wood, brick or concrete may be installed to support the sides of the sandpit.
- S7 A screw, nail or similar object must be fixed to either side of the framework 1.8 meter from the front, with a string secured to one side to establish the correct position of the pen.
- S8 No hedge, wall or barrier should be closer than 2.5 meter from the back of the 16m throwing line.

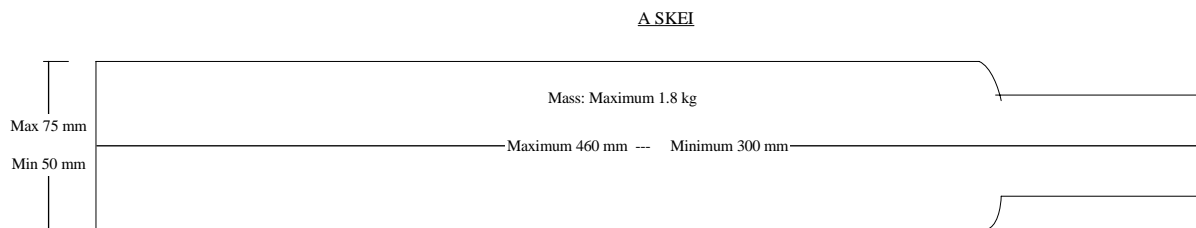
LAYOUT OF A PITCH

JUKSKEI PITCH



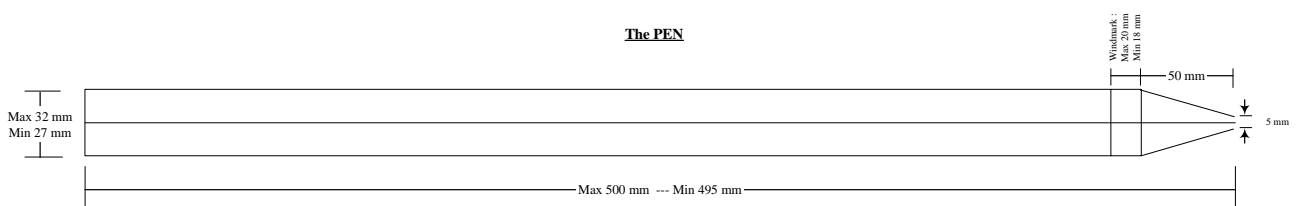
SKEI

- S9 The skei may only be made from wood, rubber, rubber composite, synthetic materials or a combination there-of, as approved by the IJA.
- S10 The total length of a skei must be between a minimum of 300mm and a maximum of 460mm including the handle.
- S11 The body of the skei must be cylindrical with a diameter between 50mm minimum and 75mm maximum.
- S12 The maximum weight of a skei is 1.8kg.



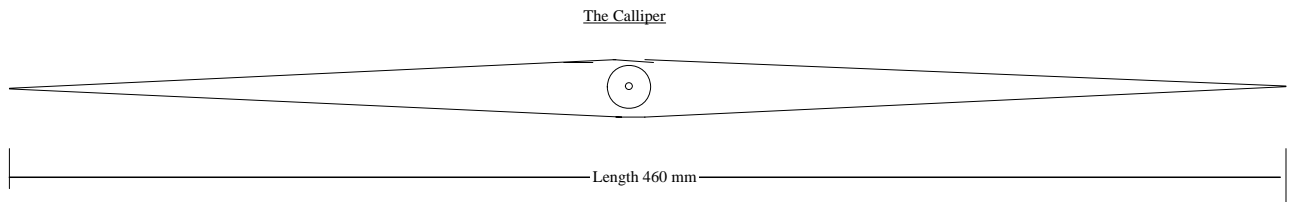
PENS

- S13 Pens may only consist of wood or synthetic material approved by the IJA.
- S14 The length is a minimum of 495mm and a maximum of 500mm
- S15 The diameter is a minimum of 27mm and a maximum of 32mm.
- S16 The body of the pen must be cylindrical.
- S17 One end must be tapered from 50mm to a point not exceeding 5mm in diameter. The other end must not be rounded. (See sketch of a pen.)
- S18 A band of minimum 18 mm and a maximum of 20 mm wide must be marked on the pen, starting at the top of the 50mm tapered end.
- S19 The point of the pen may be strengthened with a screw. The shape of the tapered point may not be influenced.



CALLIPER

S20 For measuring purposes it is essential to have a calliper with an accurate maximum measuring ability of 460 mm.



STRING

S21 Only line or string may be used.

S22 Thickness must not exceed 2 mm.

S23 Must be permanently secured to one side.

S24 The other end must have a loop, hook or ring which can be hooked over the opposite screw / nail or similar object in the framework allowing the string to be drawn tightly.

S25 A knot that indicates the exact centre of the sandpit must be tied in the string.

RULES FOR PLAYING JUKSKEI

RULE 1

GENERAL RULES

1.1 THE GAME

The game of "JUKSKEI" consists of throwing a skei from a pitching line, over a fixed distance, in the direction from and to a pen, which is positioned in a sandpit. A skei is held by the handle and is thrown underhand past the leg in a forward swinging motion.

1.2 DISTANCES

1.2.1 Different age groups pitch over various distances to the pen furthest from the pitching line as indicated below:

Men	at least 16 meters
Veteran men (50 - 64 years)	at least 14 meters
Veteran men (65 years and older)	at least 13 meters
Women	at least 14 meters
Veteran woman (50 – 64 years)	at least 12 meters
Veteran woman (65 years and older)	at least 11 meters

Juniors:

Age as on 1 st January of year	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Minimum pitching distance for girls	4	5	6	7	8	9	10	11	12	12	12	13	13	13	14
Minimum pitching distance for boys	4	5	6	7	8	9	10	11	12	13	13	14	14	14	16

1.2.2 Veteran men 50 / 65 years and over, throw a distance of at least 14 / 13 meters in all competitions, except at National Championships, where the veterans compete separately. If they aren't participating in the veteran's section, they throw a distance of at least 16 meters.

1.2.3 Juniors: The throwing distances applicable to juniors remain valid for the full calendar year in which a certain age has been reached.

1.2.4 If people of mixed ages and sexes compete in the same competition, each player throws according to individual distances as set out in the rules.

1.2.5 **VETERANS:** Will be allowed to throw the shorter distance from the day the relevant age limit is reached.

1.3 SKEI'S

1.3.1 Only skei's approved by the IJA and adhering to the specifications may be used.

1.3.2 The composition must be such that other skei's cannot be damaged.

1.3.3 If, for whatever reason, metal is used in a skei, the metal portion should not protrude above the surface.

1.3.4 When it is found that a player is participating in a match with skei's that do not comply with the rules, the skei's must be confiscated at the end of that round by the Umpire on duty or the controlling body. A set is awarded against the infringing team.

- 1.3.5 A player may change his skei's at any time during the match, provided he is ready for play when it is his turn.

1.4 PENS

- 1.4.1 Only pens approved by the IJA and adhering to the specifications may be used. (S14 & S15)
- 1.4.2 Pens and spare pens (that are used in the same sandpit) must be of the same material and have the same diameter and length.
- 1.4.3 Pens may not be exchanged during a match, unless the pen is damaged and does not comply with the specification.
- 1.4.4 Pens must be straight and cylindrical.
- 1.4.5 The pen must be placed at a depth of 50mm in the sand.
- 1.4.6 In the event of excessively strong wind, the umpire in charge may instruct that the pen be placed at a depth of 68-70mm, which must be clearly marked on the pen.

1.5 CALLIPER

- 1.5.1 A shorter / smaller calliper may be used, if it is not required to measure if a skei is within a radius of 460mm.

1.6 MATCHES

- 1.6.1 The duration of International and National matches is three sets or 75 minutes, whichever is the shortest. The controlling body may change the duration of other matches according to the prevailing circumstances.
- 1.6.2 No team is allowed to arrive late for any International or National match. In the event that a team does arrive late, the match will not take place and will be awarded to the opposing team.
- 1.6.3 Should a team not comply to the tournament requirements with respect to the number of players, pitch up against a team that arrived late, no points would be awarded. (0-0)
- 1.6.4 When the final whistle sounds, the round must be continued until all skei's have been thrown or forfeited. In the event of the rain whistle - see rule 12.3

1.7 SET

- 1.7.1 A set consists of 23 points that are achieved by the combined score of pens (three points) and lays (one point) at the end of a completed round.- see rule 9

1.8 SCORING

- 1.8.1 Five (5) points per set.
- 1.8.2 Leading in an unfinished set, three (3) points. Trailing in an unfinished set, two (2) points.
- 1.8.3 Two and a half (2.5) points for each team in an un played set.
- 1.8.4 Set ending in a draw: 2.5 points to each team.

RULE 2

TO DRAW THE STRING

- 2.1 The string is drawn to place the pen in the correct position.
- 2.2 If the string becomes slack, loose or breaks during a round, it must be replaced.
- 2.3 No additional knots may be made in the string. If the umpire finds, during his action, that the string has additional knots, he must enquire from both captains whether the additional knots were present at the start of the round. If both captains are aware of the knots, the umpire carries on with his measurement and the string must be replaced at the end of the round. If one captain is not aware of the additional knots, the string needs to be replaced before the measurement takes place.
- 2.4 The string must be drawn in a straight line over the top of the skei's and should not arch forwards or backwards.
- 2.5 If the string can be drawn freely under the skei's and the knot to position the pen is clearly visible from a 12 o'clock position from above, the string must be drawn underneath the skei's.
- 2.6 No skei's may be removed to draw the string. Where there is a skei in the way of the string, this skei may be removed temporarily or pushed aside to enable the string to be drawn.

RULE 3

POSITION OF THE PEN

- 3.1 When the string has been drawn across the sandpit, the pen is placed exactly behind the knot at a depth of 50mm unless circumstances as in Rule 1.4.5 determine otherwise.
- 3.2 If a pen is struck, the correct position of the pen can be determined by drawing the string.
INTERPRETATION: Struck implies that the pen is no longer in its original and / or upright position.
- 3.3 In the event of a pegged skei, the pen may only be tested to see if it falls or not, when:
 - 3.3.1 The pegged skei was thrown,
 - 3.3.2 When the pen is in a leaning position as a result of another skei having been thrown.
- 3.4 To test whether the pen will fall, a pegged skei is slowly pulled out in the same direction and at the same angle in which it entered the sand.
- 3.5 For measuring purposes, only the pen that has been thrown at may be used.
 - 3.5.1 If it is found that the pen does not comply with specification, the pen not complying must be used for that specific decision, but must be discarded immediately after completion of the round. The replacement pen must comply with specification. If a correct ruling is impossible with that pen, the second pen must be used.
- 3.6 The distance between the skei and the pen is measured from any part of the pen protruding above the surface of the sand, to the nearest point or part of the skei, either above or beneath the sand. For measuring purpose the skei's may be uncovered temporarily in order to determine the nearest point. The shortest distance between the pen and the skei must always be determined.

INTERPRETATION: If the sand must be cleared to determine a pegged or sand covered skei's nearest point to the pen, and there is a possibility that the pen may fall, the pen must initially be pushed deeper into the sand in its correct position. Thereafter, a mark must be made on the pen at sand level. The skei must then be uncovered carefully in order to measure from the mark on the pen

to the nearest point of the skei. After measuring, the sand surface must be restored and the pen replaced to its original depth.

- 3.7 If the pen is knocked over and the skei remains in the place where the pen should stand, such a skei should be moved in the direction requiring the least movement. However, should it appear that the skei lies with its centre point exactly in the position where the pen should be, the captain of the team, to which the skei belongs will have the right to decide in which direction the skei is to move. Should that skei be obstructed by any other skei, thereby preventing the pen from being positioned correctly, the obstructing skei(s) must all be moved at the same time.

INTERPRETATION: Direction implies perpendicular to the pen.

3.6.1 The gradient and direction of skei's being moved may not be altered.

3.6.2 When a skei is moved in order to position the pen, it must be done in a perpendicular direction requiring the least movement, that is, not only to the sides, but also forward, backward or at the same angle.

INTERPRETATION 1: When skei's lie on top of each other, a "top to bottom" approach is used to move the skei's.

INTERPRETATION 2: The "top to bottom" method means that the skei's must be moved one after the other starting from the top to make place for the pen. Skei's moved may not be moved back.

3.6.3 It is against the rules to press the sand down with the skei before removing the skei.

3.6.4 It is against the rules to move the skei with a pressing and rolling action.

RULE 4

LEVELLING THE SAND

4.1 The sandpit **may** be prepared before the commencement of a round, regardless of the score.

INTERPRETATION: Prepare means to loosen and level the sand.

4.2 While a round is in progress, the sand may not be disturbed in any way, except during the normal course of play.

INTERPRETATION: The normal course of play means: The level of the sand may change when a skei is thrown, as well as with the action of the captain or umpire when moving the skei's to place the pen. Other disturbances such as footmarks must be restored.

4.3 Loosening sand with the fingers or making furrows or stepping on the sand to firm it, is not allowed in any circumstances. Should there be an infringement, the sand must be restored as closely as possible to its original state before the disturbance.

4.4 If the sand where the pen should be positioned has been displaced to such an extent that it is impossible to position the pen to its determined depth, sand from elsewhere in the sandpit should be added to position the pen correctly.

INTERPRETATION: Sand from elsewhere means sand far from the pen so as not to influence play.

4.5 In the case of wet sand, the hole made by the pen may be filled before the pen is positioned.

INTERPRETATION: Filled means to the same level as the surrounding sand surface (lowest point).

4.5.1 The above mentioned is only applicable where a hole is made by the pen. If for example, the sand has been tossed away from the back of the pen; sand may not be used to fill the hole. In this case the correct depth of the pen is clearly visible.

RULE 5

TEAM

- 5.1 A team consists of a number of players in accordance with the tournament requirements, of which one is the captain.
- 5.2 A team may make use of a reserve player. All the B-team members, including the reserve, may act as reserve players for the A-team. None of the A-team players are allowed to play in the B-team. The captain of the substituted player must inform the captain of the opponents of such substitutions.
- 5.3 When a reserve player has been taken up in a team at the beginning of a match, he must finish the game. He may not be used temporarily until the absent player has returned.
- 5.4 In the event of a team starting with one less player than the tournament requirements, against a team meeting the tournament requirements, the captain of the team consisting of less players, must indicate during each round when the phantom player would have thrown. The sequence of the round will then continue as if the phantom player had already thrown.
- 5.5 If a match starts with one less player than the tournament requirements, the absent player may join his team at any time during the match, provided it is at the beginning of a round and that the specific player is present and ready to participate in the game.

INTERPRETATION: If one of the present players should become injured and cannot continue with the game, the game must continue with the remaining players.

- 5.6 Should another player less than in 5.4 arrive, the match cannot be played and the incomplete team forfeits its points.

RULE 6

POSITION OF THE PLAYERS

- 6.1 The player about to throw takes up his position behind the pitching line in accordance with the throwing distances as defined in Rule 1.2.1.
- 6.2 A player may not:
- 6.2.1 Step on or over the line, from which he is throwing until the skei has left his hand,
 - 6.2.2 Stand more than 1.8 meter to the right or left of a point directly behind the pen when he throws.

INTERPRETATION: Note that the accent is on standing within the 1.8m mark and not stepping into the 1.8m mark.

- 6.3 In the event of an infringement, the complaining team's captain should approach the infringing team's captain and point out that an infringement has taken place. The player responsible for the infringement will be asked not to repeat the offence. If the situation continues the complaining captain advises the infringing team's captain that the umpire will be called to monitor the situation. If the umpire confirms that an offence has taken place, he allows the complaining team's captain the choice of one of the following options:
- 6.3.1 The skei, which was not thrown in accordance with the rules, can remain in position or be removed, and
 - 6.3.2 If the skei is removed, points scored by such a skei cannot be counted and the sandpit must be restored as closely as possible to the state it had been in, before the skei was thrown.

RULE 7

METHOD OF PLAY

- 7.1 Both team captains mutually agree on the throwing order of the first round.
- 7.2 An **Alternate method** of play is followed: Each player throws with two skei's. Play between alternate players of competing teams is as follows:
- 7.2.1 The first player of the team to begin, throws his two skei's, followed by the player of the opposing team. Thereafter the second player of the first team throws, followed by the second player of the opposing team, etc.
- 7.2.2 The captain however, has the right to alter, at will, the sequence in which his players are to throw as the game progresses.
- 7.2.3 If a player throws out of turn and provided it does not happen at the beginning of a round, he must finish throwing and play continues alternately.
- 7.2.3.1 If a first player throws out of turn, his skei's are returned to him and no points are rewarded.
- 7.2.3.2 As soon as the first player of the opposing team has thrown his first skei, the round will be regarded as having started.
- 7.2.3.3 If a first player throws out of turn and the final whistle sounds, then that throwing round must be completed by starting again with the first player of the team who was supposed to start the round.
- 7.3 A skei is regarded as having been thrown as soon as it leaves the hand, with the intention of it being thrown at the other pen, from a position behind the throwing line in accordance with the throwing distances.

RULE 8

THROWING ROUNDS

- 8.1 The team with a skei lying nearest to the pen throws first during the next round.
- 8.2 If no skei's lie for scoring purposes, but one of the team scores one or more pens, then that team throws first in the next round.
- 8.3 If no lays or pens have been scored during a round, the team that threw first during the previous round throws first again.
- 8.4 After a set (23 points) has been scored, the captain of the scoring team has the right to determine the sequence of the following round.
- 8.5 If a set ends in a tie, the team, which had the lay, throws first in the next round.
- 8.5.1 In the event of a team exceeding 23 points, Rule 8.1 and 8.2 determine the throwing order.
- 8.6 While the round is in progress, there are to be no delays. If an infringement occurs the umpire will apply Rule 8.9
- 8.6.1 "Delay" means that a team's behaviour during a round or match is such that it is obvious that the team is purposely trying to delay the game.

INTERPRETATION: For example, when a team draws the string to position the pen correctly after each skei that has been thrown, while the scores are still very low, or when a

captain calls his team together after every skei that was thrown to discuss tactics even when it is obvious that tactics will be of no benefit at that stage.

8.6.2 If an umpire is called to monitor the delay and it is found that an unnecessary delay is definitely occurring, a set is awarded to the team who was not at fault.

8.7 **A round is completed when:**

8.7.1 All the skei's of all the players in the match have been thrown or forfeited and the score has been taken, or could have been taken.

8.7.2 A team scored a set (23 points) and the opposing team has no skei's left to cancel the set.

8.8 **A round has begun as soon as:**

8.8.1 The skei of the first player, of the team to throw first, has left his hand with the intention of it being thrown at the pen, or

8.8.2 The captain forfeits the skei's of the player who should throw first.

INTERPRETATION: Even though the sandpit has not been prepared for the next round, but the score has been taken and agreed upon, the captain whose team must throw first may forfeit the skei's of his player. The sandpit may not be prepared at this point as the round has started.

8.9 When a player's action influences the normal course of play to the disadvantage of the opposition, a set (23 points) is awarded against the infringing team.

INTERPRETATION: Examples of "influencing the normal course of play" are preventing a skei from reaching the sandpit by stopping it in mid-air or intentionally moving skei's in the sandpit by stepping on them.

8.10 Where an umpire, in the case of a delay, rules that the game must continue, but a team refuses to throw, the infringing team forfeits the match.

RULE 9

SCORING: PENS AND LAYS

9.1 Finalizing of the score is to be done by the captains after all skei's have been thrown or forfeited. Captains should both confirm each other's scores.

9.2 The score is subject to the following stipulations:

9.2.1 When a pen is scored, three points are awarded to the team whose player has knocked the pen over.

9.2.1.1 If it falls over after the skei has left the players hand, and the skei has not yet touched the sand, such a skei is to be returned to the player and the skei's which were disturbed by such a skei are to be returned as closely as possible to their original positions.

9.2.1.2 Furthermore, a pen is scored if the pen falls over as a result of vibration caused by the skei's landing in the sandpit, or as a result of sand or any other object in the sandpit dislodging the pen.

INTERPRETATION: If the pen is struck and falls over as a result of a piece of concrete or wood which forms part of the frame of the sandpit/playing area, no points would be awarded as the frame is not part of the sandpit/playing area.

9.2.1.3 A pen is considered scored when the tapered point is or was out of the sand.

- 9.2.2 If for example, team A scores six pens and team B scores six pens, the number of pens cancel each other.
- 9.2.3 If the pen is struck, but does not fall over because it is supported by a skei, the umpire or captain can carefully move the skei away and if it falls over, it counts three points for the team who knocked the pen over.
- INTERPRETATION:** Carefully removing means: The skei on the opposite side to the slope of the pen must be removed first. Thereafter the skei that is underneath the struck pen may be moved.
- 9.2.3.1 In this instance the moved skei(s) have to be returned as accurately as possible to the original positions.
- 9.2.3.2 No sand may be used to support a skei and should it want to roll, it should be allowed to do so.
- INTERPRETATION:** This could imply that a skei or skei's may need to be moved again in order to plant the pen in its correct position.
- 9.2.3.3 Carefully remove means that the skei is to be removed while care must be taken at all times to prevent the skei touching the pen or nearby skei's.
- 9.2.4 If a skei of team A is knocked against the pen by a skei of team B and the pen falls over, it counts three points for team B and vice versa.
- 9.2.5 It is allowed to manipulate the opposition skei's by throwing at them with your skei's.
- 9.2.6 If a player while throwing a skei, strikes the pen, but the pen remains standing, or if the pen is no longer vertical after the throwing of a skei, the pen must be returned to its upright position before play resumes.
- 9.2.7 Only skei's within a radius of 460mm from the pen, are taken into account for scoring purposes and count one point each, subject to the following conditions:
- 9.2.7.1 Only one team per round may score points with lays, that is, only the skei(s) of the team lying nearest to the pen, will count.
- 9.2.7.2 If the nearest skei of team A lies exactly the same distance from the pen as the nearest skei of team B, the skei's cancel and neither team can score any points.

RULE 10

BROKEN SKEI'S

- 10.1 If a skei breaks during the course of play, the measurement is taken from the largest portion of the broken skei for scoring purposes. Should the smallest portion also remain in the sandpit, it must be removed.
- INTERPRETATION:** Broken implies literally into two or more pieces.
- 10.2 A pen is scored if it is knocked over by any portion of a broken skei. (See rule 9.2.1)
- 10.3 If the handle of a skei slips out during the throwing process so that the handle is now longer than the stipulated maximum length of a skei, the position of such a skei must be marked off at the head, the skei removed, **corrected to within specified length** and replaced in the position where the head of the skei was.

RULE 11

GAME DEFINITION

- 11.1 A set consists of 23 points and the team that achieves 23 points at the completion of the round, wins the set. If more than 23 points are achieved it may be corrected by throwing the rest of skei's of the team. If at the end of the round a team has more than 23 points it will burst (Score 0).
- 11.1.1 If both teams score a set during the same round, each will be awarded half the set. This however does not mean that as soon as both teams have scored a set during the same round, throwing stops. The teams should throw their remaining skei's or if they choose not to throw, forfeit the skei's.
- 11.1.2 To withhold a skei means that a player interrupts his turn by withholding his second skei until the set is cancelled by the opposition. A team achieving a set is not forced to withhold their skei's, they are entitled to strengthen their set.
- 11.1.3 Team A's first player throws his first skei and scores exactly 23 points (a set) with a fallen pen. He withholds his second skei, the skei withheld must be thrown or forfeited, depending what the captain of the team decides, before another skei of the same team can be thrown or forfeited.
- 11.1.4 Team B's first player throws his first skei and also scores exactly 23 points (a set) with a lay cancelling team A's set. Now he withholds his second skei as was done with the skei of team A.
- 11.1.5 Team A's first player is now obliged to throw his second skei or forfeit it, after which team B's first player throws or forfeits his second skei.
- 11.2 The entire round should be completed either by throwing skei's or forfeiting them. Only after all skei's have been thrown or forfeited and the two teams both still have set, will the set be shared and both teams will then gain a shared set. (2.5 points each)
- 11.2.1 A skei will be forfeited when the captain of the team declares that such a skei is forfeited. The captain is obliged to name the specific player whose skei's are being forfeited. Once such a decision has been made, it is irrevocable.
- 11.2.2 A decision by the captain that the skei's of more than one player at a time be forfeited is not valid.
- 11.3 If a player scores a set for his own team as well as the opposing team with his first skei, he may either throw his second skei or he may demand that the next player of the opposing team throws before he throws again, that is, he will be allowed to withhold one skei.
- 11.3.1 Should a player however, score a set with his second skei, a player of the opposing team must first throw or forfeit his skei's, before a player of the first team throws again.

RULE 12

RAIN REGULATIONS

- 12.1 When rain prevents a match from being played, the controlling body has the right to decide whether the match should be considered as having been played or should be played at a later stage.
- INTERPRETATION:** When the whistle is sounded for play to commence and rain makes playing impossible, the rain whistle must be sounded immediately afterwards accompanied by an appropriate announcement.
- 12.2 Where rain stops a match in session, the points must be calculated according to Rule 1.8.

12.3 When the whistle is sounded for rain, play **MUST** stop immediately and the score from the previous completed round is taken. When a dispute arises an Umpire can be called.

INTERPRETATION: Last completed round means that the score could be taken or that agreement with regard to the score was possible without any evaluation/ measurements.

12.4 A rain whistle stops play immediately though the final whistle of the match may have been sounded. In such a case the score from the previous completed round is taken.

12.5 When a match is stopped due to rain and is restarted within the stipulated time, players must be warned by means of an announcement that the restart whistle will be sounded in three minutes by the Umpire in charge or the controlling body.

12.6 If a match is stopped because of rain and the restart whistle has sounded and a team doesn't arrive for the completion of a match, the match is awarded to the team that is present.

INTERPRETATION: The infringing team doesn't score **any** points. Games already achieved are not taken into consideration.

12.7 If both teams don't arrive for the completion of a match, no team will score any points.

12.8 The umpire in charge determines the sounding of a rain whistle.

INTERPRETATION 1: If the umpire is not available, the controlling body is responsible.

INTERPRETATION 2: When umpires participate with the Chief Umpire during championships, the Chief Umpire is the "Umpire in Charge".

Where more than one Umpire is appointed for a tournament (not the Chief Umpire) the umpires must decide amongst themselves who the Umpire in charge will be. This Umpire will be in charge of sounding the rain whistle.

Where no Umpire was appointed the organisers or the controlling body will sound the rain whistle.

RULE 13

CAPTAIN

The captain is responsible for the correct managing of a match and his duties include the following:

13.1 Mutually inspecting the pens that are being used before and during the match for compliance to the specifications (See S13 to S19).

13.2 Ensuring before and during the match that both the strings comply to specifications (S21 to S25)

13.3 Determines which team throws first at the beginning of a match.

13.4 Determines the throwing order of his players and serve his team with advice.

13.5 Records the points scored; in other words

13.5.1 As far as possible within his ability drawing the string and positioning the pen correctly,

13.5.2 As far as possible within his ability performing the final moving of skei's to position the pen correctly,

13.5.3 Doing the final measuring between skei's

INTERPRETATION: Each captain must have an acceptable calliper which complies with specifications (S20).

- 13.5.4 Confirms the score at the end of each round with the opposing team's captain.
- 13.5.5 Once both captains have agreed on the score at the end of a round, the score can be changed. However the mistake must be rectified during the next round.
- 13.6 Ensuring that a struck/winged pen is checked and is restored to its correct upright position.
- 13.7 Requesting members of his team to assist in positioning the pen during the normal course of play.
- 13.8 Ensuring that players do not voice their opinions regarding the position of skei's while measuring is taking place by an umpire.
- 13.9 Having sole responsibility for measuring except in the case where a fellow team member is asked to assist with the positioning of the pen.
- 13.10 Ensuring that no one picks up or removes a skei without permission once it has been thrown.
- 13.10.1 When an infringement occurs the skei must be returned as closely as possible to its original position and to the satisfaction of both captains. If no agreement can be reached, an umpire must be called in.
- 13.11 Ensuring that spectators do not come within a radius of 1,8 meter from the pen. In the event of a repeated infringement, an official of the controlling body must be called in, who can enforce the disciplinary code.
- 13.12 Ensuring that nobody gives advice to a team. In the event of an infringement, an official of the controlling body must be called in who can enforce the disciplinary code.
- INTERPRETATION:** Advice is a comment that could influence a team's decision.
- 13.13 Both captains must ensure that the rules aren't infringed upon.
- 13.14 Only the captain of the teams can request the umpire to officiate.

RULE 14

UMPIRE

- 14.1 Only umpires that have qualified according to the constitution of the Association may be at attendance. Their decisions are final and binding.
- INTERPRETATION 1:** Association signifies the International Jukskei Umpires Association, which delegates authority to Member Countries, Regional-/ Union Umpire Associations.
- INTERPRETATION 2:** An umpire may use any equipment that may be required to make an impartial decision.
- 14.2 An umpire may officiate a specific match in its entirety.
- 14.3 An umpire may be called in for a specific decision.
- 14.4 An umpire has the right to request the captains to assist him in carrying out his obligations in the sandpit.
- 14.5 An umpire appointed for duty, must be proactive in his approach when infringements of the following rules are observed: Players stepping on or over the line and spectators or team managers interfering with the game.
- 14.5.1 A non-acting umpire must refer any infringement that comes to his attention to the umpire on duty.

- 14.6 Should the umpire find that the information given to him by the two captain's conflicts to such an extent that he is unable to make a correct ruling, he may obtain additional information from the players of the two teams, so as to reach a decision. Should the additional information still not clarify the situation and he is thus still unable to make a correct ruling, he may nullify the round and instruct that the round be replayed.
- 14.7 An umpire may sound the whistle (Similar to the rain regulation) in any situation to end a game to ensure the safety of or to protect players and / or their property

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