



2026-27

INTERNATIONAL JUKSKEI FEDERATION

Game Rules

**As approved by the International
Jukskei Federation**

Applicable as from 20 August 2026

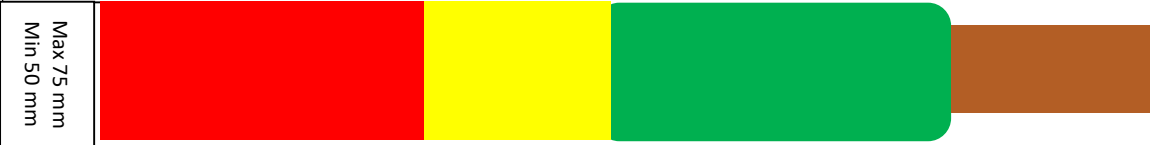
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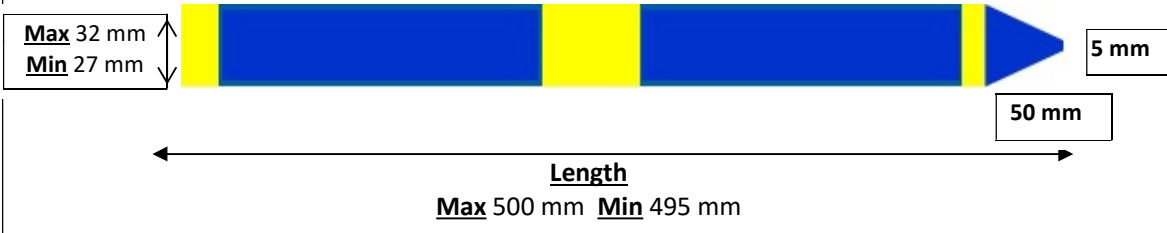
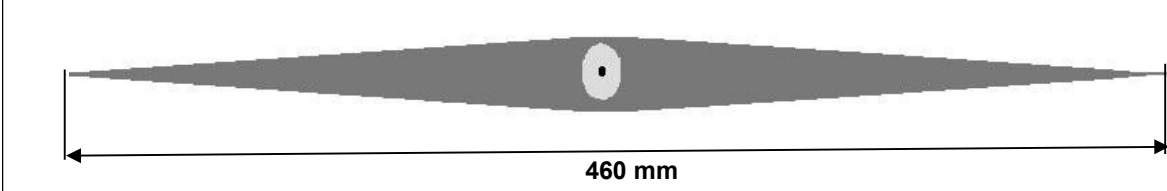
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	ENQUIRIES
1	As for the game and organisation, locally, via the Umpire Committee or Director Administration of the Country concerned.
2	As for IJF Game Rules to the Chairperson of IJUC via the COO of the IJF and the Director Administration of the countries.

A	INTRODUCTION
A1	The purpose of Jukskei is that two teams, play fair according to the rules, respect the principles of fair play and sporting spirit, to achieve a maximum of 3 sets within a given time.
A2	Amending of the IJF rules shall apply regarding Article 11 of the IJF Umpires Regulation .
B	DEFINITIONS
B1	Coach A registered and affiliated person having the necessary coaching qualification and who has been appointed by the body being represented (Rule 15).
B2	Approved As approved by the Annual General Meeting of the IJF.
B3	In play A skey or part thereof is in play when it is in the playing area.
B4	Junior Any participant (girl/boy) that reaches the age of 18 years during a calendar year, or younger.
B5	Captain A participant appointed by the body he represents (Rule 13).
B6	Man A male participant from the calendar year in which he reaches the age of 19 until the day before his 50 th birthday.
B7	Umpire A qualified and affiliated participant who acts as an arbitrator to make a ruling.
B8	Pitching (playing) area It is the 28 x 3,6 m area including the two sandpits and pitching/demarcation lines.
B9	Rules of play The rules of Jukskei as approved by the Annual General Meeting of the IJF.
B10	Playing area/Sandpit The area within the frame from the 12 hour position seen from above.
B11	Pegged skey A skey that has penetrated the sand at an angle without a drag mark.
B12	Barrier Line These are all the distance lines on the pitching (playing) area that include the sidelines.
B13	Forfeit A forfeited skey may not be used during that round.
B14	Master Participant reaching the age of 50 years
B15	Grand Master Participant reaching the age of 60 years
B16	Veteran Participant reaching the age of 70 years
B17	Woman A female participant from the calendar year upon reaching the age of 19 until the day before her 50 th birthday.
B18	He/she/her Throughout where the male form is referred to, the female form must also be read.

C	ABBREVIATIONS
C1	IJF: International Jukskei Federation
C2	IJUC: International Jukskei Umpire Committee

S	SPECIFICATIONS OF FACILITIES AND EQUIPMENT
S1	Court
S1.1	The total length of the court is 28 metres.
S1.2	The court shall be as level as possible.
S1.3	There shall be two sandpits at least 3 metres long, 2,4 metres wide and 150 mm deep, filled with loose sand.
S1.4	There shall be at least a 1,8 metre stretch of sand in front of the peg and at least 1,2 metres of sand behind and on either side of the peg.
S1.5	The court shall be laid out in such a manner that the distance between the two pegs, when in their correct positions, is exactly 9 metres.
S1.6	A level framework of wood, brick or concrete may be constructed to support the sides of the sandpit.
S1.7	A screw, nail or similar object must be fixed to either side of the framework 1,8 metres from the front, with a cross-string secured to the one side to establish the correct position of the peg.
S1.8	No obstruction shall be closer than 2,5 metres from the back of the 16 m pitching line. a) There may also no obstruction closer than 1 metre from the side lines.
S1.9	When two or more courts are next to each other, the adjacent pegs shall be a minimum of 5,6 m apart. <i>Note: This is a recommendation especially when new courts are being built.</i>
S2	Keys
S2.1	Keys may be made from wood (handle), rubber, rubber composite, synthetic materials or a combination thereof, as approved by the IJF.
S2.2	The total length of a key (including the handle) is between a minimum of 300 mm and a maximum of 460 mm.
S2.3	The body of the key shall be cylindrical with a diameter between 50 mm minimum and 75 mm maximum.
S2.4	The maximum weight of a key is 1,8 kg.
Mass: Max 1,8 kg Max 460 mm Min 300 mm 	
S3	Pegs
S3.1	Pegs may be made of synthetic material (Polypropylene, for example).
S3.2	The length of a peg is a minimum of 495 mm and a maximum of 500 mm.
S3.3	The diameter of a peg is a minimum of 27 mm and a maximum of 32 mm.
S3.4	The body of the peg shall be cylindrical.
S3.5	One end (point of the peg) shall be tapered from 50 mm to a point of 5 mm in diameter. The other end (head of the peg) shall be flat with a maximum rounding of 5 mm.
S3.6	A wind mark of 18 mm (minimum) and a maximum of 20 mm wide shall be marked upward on the peg, starting at the top of the 50 mm tapered end.
S3.7	The point of the peg may be strengthened with a metal insert that strengthens the tip (which may not protrude by more than 5mm). The shape of the tapered point of the peg shall, however, not be affected.

S3.8	The weight of a peg is 280 grams minimum and 360 grams maximum.
<u>Wind mark</u> Max 20 mm Min 18 mm 	
S4	Calliper
S4.1	For measuring purposes it is essential to have a calliper with a maximum measuring ability of 460 mm.
	
S5	Cross-String
S5.1	Only line or string may be used.
S5.2	The thickness of the cross-string shall not exceed 2 mm.
S5.3	The cross-string shall be permanently secured to one side of the sandpit.
S5.4	To the other end of the cross-string shall be 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.
S5.5	A knot indicating the exact centre, between the two suture points, of the width of the sandpit should be made in the string.

1	RULE 1: GENERAL RULES FOR PLAYING JUKSKEI															
1.1	The Game															
	The game of JUKSKEI consists of pitching a skey from a pitching line, over a fixed distance, in the direction from and to a peg, which is positioned in a sandpit.															
	a) The skey is held by the handle and is pitched underhand past the leg in a forward swinging motion.															
1.2	Throwing Distances															
1.2.1	The different age groups pitch over the allowed various distances to the peg furthest from the relevant pitching line as indicated below:															
SENIORS																
	Minimum pitching distance for										Wom en	Men				
Seniors	18 – 49 Years										14 m	16 m				
Masters	50 – 59 Years: Pitching distance changes on birthday										12 m	14 m				
Grand Masters	60 – 69 Pitching distance changes on birthday										11 m	13 m				
Veterans	70 – 79 Pitching distance changes on birthday										10 m	12 m				
Veterans	80 Years and older: Pitching distance changes on birthday										9 m	11 m				
JUNIORS																
Age on 31 December of the previous calendar year																
Age	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	15	16	
1.2.2	If people of mixed ages and/or genders compete in the same competition, each player pitches over the distance applicable to his age and gender according to the rules.															
1.2.3	Veteran Men and Women pitch during Test Matches according to the competition distances.															
1.2.4	Master, Grand Masters and Veterans will be allowed to pitch over the shorter distance from the day the relevant age limit is reached.															
1.3	Skeys															
1.3.1	During international matches, only skeys that comply with specifications and are approved by the IJF shall be used.															
	a) During other matches, skeys can be used that are approved by the body concerned.															
1.3.2	The composition shall be in such a way that other skeys will not be damaged.															
1.3.3	If for whatever reason, metal is used in a skey, the metal portion shall not protrude above the surface.															
1.3.4	When it is found that a player is participating in a match during a tournament or championship with skeys that do not comply with the rules, a set is awarded against the infringing team.															
	a) The illegal skeys shall not be used until they are repaired and verified, and the game shall not be delayed during this process.															

1.3.5	A player may exchange his skeys at any time during the match, provided that he is ready for play when it is his turn.
1.4	Pegs
1.4.1	During international matches, only pegs that comply with the specifications and are approved by the IJF shall be used. a) For other matches, pegs can be used as approved by the body concerned.
1.4.2	Pegs that are used in the same sandpit must be of the same material, weight, diameter and length. See Rule S3
1.4.3	Pegs may not be replaced during a match unless the peg is so damaged that it no longer complies with the specifications. a) Replacement pegs shall comply with Rule 1.4.2.
1.4.4	The peg shall be stuck into the sand at a depth of 50 mm.
1.4.5	In the event of excessively strong wind, the umpire in charge may instruct that the peg be stuck at a depth of 68-70 mm, which must be clearly marked on the peg. a) <i>Once the announcement has been made, the pegs must immediately be inserted deeper until another announcement is made that the pegs must now be inserted at a depth of 50mm or at the end of the day . See Rule 3.1.</i>
1.5	Calliper
1.5.1	A shorter/smaller calliper may be used if it is not required to measure if a skey is within a radius of 460 mm.
1.6	Matches
1.6.1	The format of the game shall determine the duration of an international match minutes (75 minutes for 4 players) or three sets, whichever is the shorter. a) For all other matches, the controlling body may shorten the duration of matches according to circumstances.
1.6.2	No team shall arrive late for any of the international matches. a) If a team arrived late for a match, that match shall not be played and the match be awarded to the team that arrived on time.
1.6.3	Should a team not comply with the tournament requirements with respect to the minimum number of players, turn 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 skeys have been pitched 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 pegs (three points) and lies (one point) at the end of a completed round. (See Rule 9)
1.8	Scoring
1.8.1	Five points per set.
1.8.2	Leading in an unfinished set, three points and trailing in an unfinished set, two points.
1.8.3	Two and a half points for each team in an un-played set.
1.8.4	Set ending in a draw: Two and a half points to each team.
2	RULE 2: DRAWING OF THE CROSS-STRING
2.1	The cross-string is drawn to place the peg in the correct position.
2.2	If the cross-string became slack, loose or breaks during a round, it shall be replaced.

2.3	No additional knot/knots may be made in the cross-string. If the umpire found, during his action, that the cross-string has additional knots, he must enquire from both captains whether these knots were present at the start of the round.
	a) If both captains are aware of the knots, the umpire carries on with his measuring and the cross-string shall be replaced at the end of the round.
	b) If one captain is not aware of the additional knots, the cross-string needs to be replaced before measuring takes place.
2.4	The cross-string must be drawn in a straight line over the top of the skeys and should not arch downward, forward or backward.
2.5	If the cross string can be draw freely underneath the skeys and the knot to position the peg is clearly visible from a 12 o'clock position from above, the string must be drawn underneath the skeys.
2.6	No skeys may be removed to drawn the cross-string.
	a) Where there is a key in the way of the cross-string, this key may be removed temporarily or pushed aside to enable the cross-string to be drawn.
2.7	If the screw/nail or similar object is not visible from the twelve o'clock (12 o'clock) position, by a key lying partially within the playing area, the key must be temporarily removed, so that the string can be drawn. After insertion of the peg, the key is again returned to its original position.
3	RULE 3: POSITION OF THE PEG
3.1	When the cross-string has been drawn across the sandpit, the peg is placed exactly behind the knot at a depth of 50 mm, unless circumstances as in Rule 1.4.5 determine otherwise.
3.2	If a peg is struck, the correct position of the peg can be determined by drawing the cross-string.
3.3	In the event of a pegged key, the peg may only be tested to see if it falls or not, when:
3.3.1	the pegged key was pitched,
3.3.2	the peg is in a leaning position as a result of another key having been pitched.
3.4	To test whether the peg will fall, a pegged key is slowly pulled out in the opposite direction and at the same angle in which it entered the sand.
	<i>Interpretation:</i> A pegged key is regarded as such when it is thrown, after which, for testing purposes, the key is moved with the least motion.
3.5	For measuring purposes, only the peg that has been pitched at may be used.
3.5.1	If it is found that the peg does not comply with all specifications, that peg shall be used for that specific decision but shall be discarded immediately after completion of the round.
	<i>Way of Work:</i> If the peg/s are bent, the peg must be placed in the sand with the bent to the front of the pitch
	a) The replacement peg shall be tested for the correct specifications.
	b) If a correct ruling is impossible with that peg, the second peg must be used. (See Rule 13.1)
3.6	c) Should the peg break, the substitute peg must be used.
	The shortest distance between the peg above the sand and the key shall always be determined. For measuring purposes, the skeys may be uncovered temporarily to determine the nearest point. The shortest distance between the peg above the sand and the key shall always be determined.

	<u>Method of work:</u> Before the sand is cleared to determine the nearest point of a pegged skey, the sand level towards the cross-string must be determined. Should the possibility exist that the peg may turn over, the peg must initially be pushed deeper into the sand in its correct position. Thereafter, a mark must be made on the peg at sand level. The skey must then be carefully scratched open in order to measure from the mark on the peg to the nearest point of the skey. After measuring, the sand surface must be restored and the peg replaced to its original depth.
3.7	If the peg is knocked over and the skey remains on the spot where the peg should stand, such a skey should be moved in the direction requiring the least movement. a) However, should it appear that the skey lies with its centre point exactly in the position where the peg should be, the captain of the team, to which the skey belongs, will have the right to decide in which direction the skey is to move. b) Should that skey be obstructed by any other skey(s), thereby preventing the peg from being positioned correctly, the obstructing skey(s) must all be moved at the same time. <u>Interpretation:</u> Direction implies perpendicular on the skey with regard to the peg.
3.7.1	The gradient and/or direction of skeys being moved may not be altered.
3.7.2	When a skey is moved in order to position the peg, it must be done in a direction requiring the least movement, that is, not only to the sides, but also forward, backwards, or at an angle. <u>Interpretation 1:</u> When skeys lie on top of each other, the 'top-to-bottom' approach is used to move the skeys. The 'top to bottom' method means that the skeys must be moved one after the other, starting from the top, to make place for the peg. <u>Interpretation 2:</u> Skeys must not be moved too far. When the next level has been moved, the skeys on the previous level may not be moved back.
3.7.3	It is against the rules to press the sand down with the skey before removing the skey.
3.7.4	It is against the rules to move the skey with a pressing and rolling action. <u>Way of Work:</u> The plan of action of the umpire used to determine if the peg is going to fall or not. The umpire must inform the two captains that he is going to test the peg and his action will comply with Rule 9.2.1.3.
4	RULE 4: LEVELLING THE SAND
4.1	The sandpit may be prepared before the commencement of a round, regardless of the score and which team is supposed to pitch first. a) The sand may be gently pressed together in order to support the peg to stand. <u>Interpretation:</u> '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 by the normal course of play. <u>Interpretation:</u> The normal course of play means: That the level of the sand may change when a skey is pitched, as well as by the action of the captain or umpire when moving the skeys to put the peg in the sand. Other disturbances such as footmarks, must be restored.

4.3	During the pitching round, it is not permitted to loosen the sand with the fingers, to make small furrows or to step on the sand to firm it.
4.4	If the sand where the peg should be put in, has been displaced to such an extent that it is impossible to position the peg to its determined depth, sand from elsewhere in the sandpit should be added to position the peg correctly. Interpretation: <i>'Sand from elsewhere' means sand far from the peg so as not to influence play, and must preferably have the same moisture content.</i>
4.5	In the case of wet sand, the hole made by the peg must be filled before the peg is put in. Interpretation: <i>'Filled' means to the same level as the surrounding sand surface (lowest point).</i>
4.5.1	The above-mentioned is only applicable where a hole was made by the peg. a) For example, if the sand had been tossed away from the back of the peg, sand may not be used to fill the hole. b) In this case, the correct depth of the peg is clearly visible.
5	RULE 5: TEAM
5.1	A team consists of a number of players in accordance with the competition requirements, of which one is the captain.
5.2	A team is allowed to make use of the service of two reserves. a) The captain of the replacement player shall inform the opposition captain of the exchange.
5.3	A reserve who has been taken up in a team may not be replaced by the replaced player in the same match.
5.4	In the event of a team starting with one player less than the tournament requirements, against a team meeting the tournament requirements, the captain of the team consisting of the less players must indicate during each round when the absent player would pitch. a) The sequence of the round will then continue as if the absent player had already pitched.
5.5	If a match begins with one less player than the tournament requires, 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 match. Interpretation: <i>If one of the team members becomes injured and cannot continue with the match, the match must continue with the remaining players.</i>
5.6	Should another player arrive less than in Rule 5.4, the match cannot be played and the incomplete team forfeits its points.
6	RULE 6: POSITION OF PLAYERS
6.1	The player about to pitch takes up his position behind the pitching line in accordance with the pitching distances as defined in Rule 1.2.1 .
6.2	A player shall not:
6.2.1	Step on or over the barrier line, from which he is pitching, until the skey has left his hand.
6.2.2	Note that the accent is on standing within the 1.8 mark and not stepping over or on the 1.8 mark. Interpretation: <i>Note that the accent is on standing within the 1,8 m mark and not stepping into the 1,8 m mark.</i>

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 then be requested not to repeat the offence.
6.3.1	Should the situation continue, the umpire shall be called
6.3.2	Should the umpire found that the infringement team's player had indeed committed an offence, he would offer the complaining team's captain the option to rule: a) The skey, which was not pitched in accordance with the rules, be removed whether or not, and b) If the skey is removed, points scored by such a skey cannot be counted and the sandpit must be restored as closely as possible to the state it had been in before the skey was pitched.
7	RULE 7: METHOD OF PLAY
7.1	Both team captains mutually agree on the pitching order of the first round.
7.2	An Alternate method of play is followed: Each player pitches with two skeys. Alternative pitching between players of competing teams is as follows: <i>Way of Work:</i> <i>If a captain forfeit a player skey and does not mention his/her name, it is considered to be the player who would have thrown next.</i>
7.2.1	The first player of the team to begin pitches his two skeys, followed by the player of the opposing team. a) Thereafter, the second player of the first team pitches, 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 pitch as the match progresses.
7.2.3	If a player pitches out of turn, provided it does not happen at the beginning of a round, he must finish pitching, and play continues alternately.
7.2.3.1	If a first player pitches out of turn, his skeys are returned to him, and no points are rewarded.
7.2.3.2	As soon as the first player of the opposing team has pitched his first skey, the round will be regarded as having started.
7.2.3.3	If a first player pitches out of turn and the final whistle sounds, then the opposing Captain has the choice whether the play continues alternately or whether the player's skeys are returned to him so that play can commence with the team that should have pitched first.
7.3	A skey is regarded as having been pitched as soon as it leaves the hand, with the intention of it being pitched at the other peg, from a position behind the relevant pitching line.
8	RULE 8: PITCHING ROUNDS
8.1	The team with a skey lying nearest to the peg pitches first during the next round.
8.2	If no skeys lie for scoring purposes, but one of the team scores one or more pegs, then that team pitches first in the next round.
8.3	If no lies or pegs have been scored during a round, the team that pitched first during the previous round pitches first again.
8.4	After a set (23 points) has been scored, the captain of the scoring team has the right to determine which team pitches first in the following round.
8.5	If a set ends in a tie, the team which had the lie pitches first in the following round.

8.5.1	In the event of a team exceeding 23 points, Rules 8.1 and 8.2 determine the pitching order.
8.6	While the round is in progress, there are to be no unnecessary delays. a) If an infringement occurred, 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. <u>Interpretation 1:</u> For example, when a team draws the cross-string to position the peg correctly after each skey has been pitched, while the scores are still very low, or when a captain calls his team together after every skey that was pitched to discuss tactics, even when it is obvious that tactics will be of no benefit at that stage. <u>Interpretation 2:</u> The maximum time allowed to make a ruling is one minute. <u>Interpretation 3:</u> The minute begins once measurement has finished taking place, and it is the team's turn to throw, or once the opponents have finished throwing, and your team must throw. The throwing part of the skey, of the next player, is not part of the one minute.
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 skeys of all the players in the match have been pitched or forfeited and the score has been taken or could be taken.
8.7.2	A team scores a set (23 points) and the opposing team has no skeys left to cancel the set.
8.8	A round has begun as soon as:
8.8.1	The skey of the first player, of the team to pitch first, has left his hand with the intention of it being pitched at the peg, or
8.8.2	The captain forfeits the skeys of the player who should pitch first. <u>Interpretation:</u> 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 pitch first may forfeit the skeys of his player. The sandpit may not be prepared at this point as the round has begun.
8.9	When a player's extraordinary action influences the normal course of play to the disadvantage of the opposition, a set (23 points) is awarded against the infringing team. <u>Interpretation:</u> Examples of 'influencing the normal course of play' are to intentionally do the following: moving skeys in the sandpit by stepping on them, pitching out of turn, delaying the game, etc.
8.10	Where an umpire, in the case of a delay, rules that the game must continue, but a team refuses to pitch, the infringing team forfeits the match.
9	RULE 9: SCORE: PEGS AND LIES
9.1	Finalizing of the score is to be done by the captains after all skeys have been pitched or forfeited. a) Captains should both confirm each other's scores. <u>Interpretation:</u> With the pitching of every skey, lies and/or pegs can be added or subtracted from the total score of a team.
9.2	The score is subject to the following stipulations:
9.2.1	When a peg is scored, three points are awarded to the team whose player has knocked the peg over.

9.2.1.1	If the peg falls after the skey has left the player's hand, and the skey has not yet touched the sand, such a skey is to be returned to the player and the skeys which were disturbed by such a skey are to be returned as closely as possible to their original positions. This peg does not score any points.
9.2.1.2	Furthermore, a peg is scored if the peg 'falls' as a result of vibration caused by the skeys landing in the sandpit, or as a result of sand or any other object in the sandpit dislodging the peg. <i>Interpretation: If the peg is struck and falls 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.</i>
9.2.1.3	A peg is considered scored when the tapered point is or was out of the sand. <i>Interpretation: As played by the normal course of the game.</i>
9.2.2	If for example, team A scores six pegs and team B scores six pegs, the number of pegs cancel each other.
9.2.3	If the peg is struck, but does not fall because it is supported by a skey(s), the umpire or captain can carefully move the skey(s) away, and if it falls over, it counts three points for the team who knocked the peg over. <i>Interpretation: 'Carefully removing' means: The skey on the opposite side to the slope of the peg must be removed first. Thereafter, the skey that is underneath the struck peg may be moved.</i>
9.2.3.1	In this instance the moved skey(s) have to be returned as accurately as possible to the original position(s).
9.2.3.2	Nothing shall be used to support the skey and if it seems that it is going to roll, it should be allowed to roll. <i>Interpretation: This could imply that a skey or skeys may need to be moved again in order to put the peg in its correct position.</i>
9.2.3.3	'Carefully remove' means that the skey is to be removed while care must be taken at all times to prevent the skey touching the peg or nearby skeys.
9.2.4	If a skey of team A is knocked against the peg by a skey of team B and the peg falls, it counts three points for team B and vice versa.
9.2.5	It is allowed to manipulate the situation in the sandpit by the pitching of your skeys.
9.2.6	If a player, while pitching a skey, strikes the peg, but the peg remains standing, or if the peg is no longer vertical after pitching, the peg must be returned to its upright position before play resumes.
9.2.7	Only skeys within a radius of 460 mm from the peg, 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 'lies', that is, only the skey(s) of the team lying nearest to the peg, will count.
9.2.7.2	If the nearest skey of team A lies exactly the same distance from the peg as the nearest skey of team B, the skeys cancel each other and neither team scores any points with regard to lies.
10	RULE 10: BROKEN SKEYS
10.1	When a skey breaks during the course of play, the measurement is taken from the largest portion of the broken skey for scoring purposes. a) Should the smallest portion also remain in the sandpit, it must be removed. <i>Interpretation: 'Broken' implies literally into two or more pieces.</i>
10.2	A peg is scored if it is knocked over by any portion of a broken skey. (See Rule 9.2.1)

10.3	If the handle of a skey slips out during the pitching process so that the skey is now longer than the stipulated maximum length of a skey, the position of such a skey must be marked off at the head and the side, the skey removed, corrected to within specified length and replaced in the position where the head of the skey was.
11	RULE 11: SET 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 reduced to 23 points by pitching the rest of the skeys of the team. If at the end of the round a team has more than 23 points, it bursts (Score 0).
11.1.1	If both teams score a set during the same round, each will be awarded half a set. a) This, however, does not mean that as soon as both teams have scored a set during the same round, pitching stops. b) The teams should pitch their remaining skeys or if they choose not to pitch, forfeit the skeys.
11.1.2	When both teams scored a set (23) and a player cancels the other team's set with his first skey, he may hold back his second skey until the other team obtains a set again or until his team's set is also cancelled.
11.1.3	To withhold a skey means that a player interrupts his turn by withholding his second skey, with the throw of a set, until the set is cancelled by the opposition, or the opponent obtains a set, where after the team can decide whether they will throw the second skey or forfeit it. a) A team achieving a set needs not to wait until the set is cancelled; they are entitled to strengthen their set.
11.1.4	Team A's first player pitches his first skey and scores exactly 23 points (a set) with a fallen peg. a) He then withholds his second skey. b) The skey thus withheld, must be pitched or forfeited depending on what the captain of the team decides, before another skey of the same team can be pitched or forfeited.
11.1.5	Team B's first player pitches his first skey and also scores a set with a lie without cancelling team A's set. a) Now he also withholds his second skey as was done with the skey of team A.
11.1.6	Team A's first player is now obliged to make a choice with his second skey to pitch or forfeit it, after which Team B's first player have also a choice to pitch or forfeit his second skey.
11.2	The entire round should be completed, either by pitching skeys or forfeiting them. a) Only after all skeys have been pitched or forfeited and the two teams both still have a set, then the set is shared and each team gets half a set. (2.5 points each).
11.2.1	A skey will be forfeited when the captain of the team declares that such a skey is forfeited. a) The captain is obliged to name the specific player whose skeys are being forfeited. b) Once such a decision has been made, it is irrevocable.
11.2.2	A ruling by the captain that the skeys 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 skey, he may either pitch his second skey or he may demand that the next player of the opposing team pitch before he pitches again, that is, he will be allowed to withhold one skey.
11.3.1	Should a player, however, score a set with his second skey, a player of the opposing team must first pitch or forfeit his skeys, before a player of the first team pitches again.
12	RULE 12: RAIN AND ALL OTHER INCIDENT REGULATIONS
12.1	When rain prevents a match from being played, the controlling body (Chef de Missions) has the right to rule whether the match should be considered as having been played or be played at a later stage. <i>Interpretation: When the whistle is blown for play to commence, and rain makes playing impossible, the rain whistle must be blown immediately afterwards accompanied by an appropriate announcement.</i>
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 blown on account of rain, play MUST stop immediately, and the score of the previous completed round is taken. a) When a dispute arises, an umpire may be called. <i>Interpretation: 'Last completed round' means that the score could be taken or that agreement with regard to the score was possible without any evaluation/measuring.</i>
12.4	A rain, lightning or stops playing whistle stops play immediately, even if the final whistle of the match has already been blown. a) In such a case, the score from the previous completed round is taken.
12.5	In the case where more than one court is involved, due to an accident, medical incident, then all other games must also be stopped, by the blow of a whistle with the following announcement: a) Medical incident b) Stop play without removing skeys c) Time will also stop (Not the same as with a rain whistle) d) Players must be warned by means of an announcement by the umpire in charge or the controlling body that the restart whistle will be blown in three minutes.
12.6	When a match is stopped due to rain and is restarted within the stipulated time, players must be warned by means of an announcement by the umpire in charge or the controlling body that the restart whistle will be blown in three minutes.
12.7	If a match is stopped because of rain and the restart whistle was blown and a team doesn't arrive for the completion of a match, the match is awarded to the team that is present. <i>Interpretation: The infringing team doesn't score any points. Sets already achieved, are not taken into consideration.</i>
12.8	If both teams don't arrive for the completion of a match, no team will score any points.
12.9	The umpire in charge determines the blowing of a rain whistle, lightning whistle or stops playing whistle.
12.9.1	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.

	a) This umpire will be in charge of blowing the rain whistle.
12.9.2	Where no umpire was appointed for the tournament concerned, the organisers or the controlling body will blow the rain whistle.
13	RULE 13: CAPTAIN
	The captain is responsible for the correct course of a match and his duties include the following:
13.1	Prior to and during the match, mutually inspect the pegs that are being used for compliance with the requirements (See S3).
13.2	Ensuring before and during the match that both the cross-strings comply with requirements (See S5)
13.3	Determines which team pitches first at the beginning of a match.
13.4	Determines the pitching order of his players and gives his team advice.
13.5	Determines the final score by:
13.5.1	Drawing the cross-string which complies with the requirements, and position the peg correctly to the best of his ability.
13.5.2	Final moving of skeys to position the peg correctly to the best of his ability.
13.5.3	Doing the final measuring between skeys. <i>Interpretation: Each captain shall have callipers which comply with specifications (S4).</i>
13.5.4	Confirms the score with the opposing team's captain at the end of each round.
13.6	Ensuring that a struck peg is checked and restored to its correct upright position.
13.7	May request all members of his team to assist in positioning the peg during the normal course of play.
13.8	Ensuring that players do not voice their opinions while an umpire is officiating.
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 peg and measuring.
13.10	Ensuring that no player picks up or removes a skey without permission once it has been pitched.
13.10.1	When an infringement occurs, the skey/s must be returned as closely as possible to its original position and to the satisfaction of both captains. a) If no agreement can be reached, an umpire must be called in who can cancel the round.
13.11	Only a qualified and registered coach, assigned to a specific team/s, may give advice to a team during a match. In the event of an infringement, it must be brought to the attention of the controlling body that can enforce the disciplinary code. <i>Interpretation: 'Advise' is a comment that could influence a team's decision.</i>
13.12	Captains, together with the coaches, must ensure that the rules are adhered to.
13.13	Only the captain of the relevant teams may request an umpire to officiate.
14	RULE 14: UMPIRE
14.1	Umpire Actions
	Only the designated umpires that qualify according to the IJUC and are confirmed by the IJF Board shall officiate at International matches. <i>Interpretation: An Umpire may use any equipment deemed necessary to deliver a just ruling.</i>
14.2	An umpire may be appointed for a specific match to handle it in its entirety.
14.3	An umpire may be called upon for a specific decision.

14.4	An umpire has the right to request the captains of the two relevant teams 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 who:
	a) step on or over the line
	b) unauthorised people interfering with the game
	a) are wasting time to pitch or making decisions.
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 captains conflicts to such an extent that he is unable to make a fair ruling, he may obtain additional information from the players and appointed coaches of the two teams, so as to reach a decision.
	a) Should the additional information still not clarify the situation, and he is thus still unable to make a fair ruling, he may nullify the round and instruct that the round be replayed.
14.6.1	An umpire may blow a lightning whistle when the lightning monitor indicates that there is a possibility of lightning within a 0 to 10 km radius from the playing area.
14.7	The umpire in charge may blow the whistle (similar to the rain whistle) in any situation to end a match to ensure the safety of players or to protect players and/or their property.
15	RULE 15: COACH
15.1	The registered and identified Coach of the team is responsible for the motivation and coaching of the players and to serve the team with advice for tactical decisions.
	a) He must not dominate the game.
15.2	The registered and identified Coach shall under no circumstance enter the sandpit(s) during a match, except when the umpire needs his assistance.
	<i>Interpretation:</i> The Coach shall not partake in the positioning of pegs, measuring of skeys, preparing of sandpit, drawing of the cross-string, etc.
15.3	The Coach must ensure that the players do not step over the pitching line.
15.4	The Coach must, together with the Captain, ensure that the rules of play are not violated.
15.5	Should the Coach break the above-mentioned rules, it must immediately be reported to the controlling body.
15.6	The Head Coach of the Institution
	The registered and identified Head Coach of the teams is responsible for the motivation and coaching of the coaches under him/her and to serve the coaches with advice for tactical decisions.
	a) It must be taken care not to dominate.
15.6.1	If a Coach must leave his team for a while for whatever reason, the Head Coach may stand in for the Coach concerned during that time and return the team when the Coach is back again.
15.6.2	At the request of the Coach, the Head Coach may provide advice during a match to a player regards a PITCHING PROBLEM .