INDIGENOUS GAMES GENERAL AND CODE SPECIFIC RULES

“My Games My Roots My Future”

Version:
Date: September 2018
<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Full Form</th>
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</thead>
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<tr>
<td>CdM</td>
<td>Chef de Mission</td>
</tr>
<tr>
<td>DASA</td>
<td>Diketo Association of South Africa</td>
</tr>
<tr>
<td>DSR</td>
<td>Department of Sport and Recreation</td>
</tr>
<tr>
<td>IG</td>
<td>Indigenous Games</td>
</tr>
<tr>
<td>JSA</td>
<td>Jukskei South Africa</td>
</tr>
<tr>
<td>KASA</td>
<td>Kho-Kho Association of South Africa</td>
</tr>
<tr>
<td>OC</td>
<td>Organizing Committee</td>
</tr>
<tr>
<td>MASA</td>
<td>Morabara Association of South African</td>
</tr>
<tr>
<td>NA</td>
<td>National Association</td>
</tr>
<tr>
<td>NF</td>
<td>National Federation</td>
</tr>
<tr>
<td>PA</td>
<td>Provincial Association</td>
</tr>
<tr>
<td>PDI</td>
<td>Previously Disadvantaged Individuals</td>
</tr>
<tr>
<td>PF</td>
<td>Provincial Federation</td>
</tr>
<tr>
<td>PTM</td>
<td>Provincial Team Management</td>
</tr>
<tr>
<td>SADA</td>
<td>South Africa Dibeke Association</td>
</tr>
<tr>
<td>SADSA</td>
<td>South African Drie Stokkies Association</td>
</tr>
<tr>
<td>SAIA</td>
<td>South African lintonga Association</td>
</tr>
<tr>
<td>SAKA</td>
<td>South African Kgati Association</td>
</tr>
<tr>
<td>SANA</td>
<td>South Africa Nvuva Association</td>
</tr>
<tr>
<td>SRSA</td>
<td>Sport and Recreation South Africa</td>
</tr>
</tbody>
</table>
DEFINITIONS

1. **Indigenous Games**, are native games and play activities originating in and characteristic of a particular area or country. Referred to in this document as the Games.

2. **Host Province** the province in which the National Indigenous Games are held for a particular year.

3. **Host City**, city awarded to host the Indigenous Games for a particular year.

4. **Technical Official**, (Referee / Umpire) personnel designated to officiate during the games.

5. **Code Convenor or Tournament Director**, personnel designated to ensure that the respective code competitions are held within both the National Federations / Code and Indigenous Games Rules.

6. **Disciplinary, Protests and Disputes Committee**, committee set up by the Code to attend to all the code specific grievances, complaints, protests and disputes.

7. **Appeals Committee**, committee set up by SRSA to attend to all appeals regarding the games.
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</tr>
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<td>Morabaraba</td>
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<tr>
<td>Kho-Kho</td>
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<tr>
<td>Drie Stokkies</td>
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<tr>
<td>Town</td>
<td>Pages</td>
</tr>
<tr>
<td>----------</td>
<td>-------</td>
</tr>
<tr>
<td>lintonga</td>
<td>53-55</td>
</tr>
<tr>
<td>Kgati</td>
<td>56-58</td>
</tr>
<tr>
<td>Ncuva</td>
<td>59-62</td>
</tr>
<tr>
<td>Jukskei</td>
<td>63-87</td>
</tr>
</tbody>
</table>
1. **INTRODUCTION**

Indigenous Games are inextricably linked to the traditions of a cultural group, being of a local origin and requiring physical skill, strategy and/or chance. Culture is not static, indigenous people continually added to their own cultural, material and physical heritage. Reliving and reinventing the games of their forefathers and mothers, adding and creating their own games along the way, became a part of daily living.

Despite Africa’s rich history of Indigenous Games, a number of them (games) have become extinct without having been documented in historical and anthropological accounts of the indigenous people of Africa. Like other sport and recreation codes, Indigenous Games impact on a number of socio-economic issues such as African identity; cultural diversity; education and training; accessibility of resources; international relations; economic growth and so forth.

Acculturation and global influences have had a marked effect on the erosion and adaptation of these traditional forms. Indigenous play activities and games were thus transformed to be of a more contemporary nature. The games were an expression of local people, culture and social realities over a period of time. These activities were grossly neglected in historical and anthropological accounts of the indigenous people of South Africa. The challenge was to trace and bring this rich indigenous heritage back to life for everybody to share and to actively join in traditional games.

Through the Indigenous Games Sport and Recreation South Africa therefore seeks to preserve and advance this rich heritage for future generations.
PART A: GENERAL RULES

2. COMMITMENT TO PARTICIPATE IN THE GAMES
2.1 All the provinces have through MINMEC committed to participate in the Indigenous Games Festival.

3. ORGANIZATION OF THE INDIGENOUS GAMES
3.1 The organization of the IG has predominantly been managed at a National Level with host partners being the Province and the Municipality within which the National Festival is held.
3.2 The Organizing Committee (OC) comprising Host Partners for the Games, responsible for the technical and material preparation and the organization of all codes and cultural events on the programme of the Games, shall be created.
3.3 Partnership Agreement on the Organization of the Games shall be concluded between SRSA, the organizing province and municipality as well as other partner institutions.
3.4 The Headquarters of the OC shall be located in the Host Municipality.
3.5 The OC shall take full responsibility of operations and logistics needs for the Games.

4. LEGAL PROVISIONS
4.1 The organisation and participation in the games shall be in keeping with the provisions of the Constitution of the Republic of South Africa in terms of inclusiveness, fairness, transparency and justice.
4.2 Participation in and the overall management of the games shall be in line with and in keeping with the corporate governance principles of separation of powers and acceptable accountability standards.

5. DISCIPLINE, DISPUTES, PROTEST, COMPLAINTS AND APPEALS
5.1 These procedures are meant to guide and provide effective means of managing conflicts, disciplinary matters, disputes and protests that arise during the conduct of the competition. Indigenous Games rules provide a structure to handle all protests that occur at any level of competition.
5.2. SRSA, shall by virtue of being the Supreme Authority of the Games, be empowered to settle all non-technical disputes through the Appeals Committee. The latter exclude operational and logistical grievances which would be resolved in consultation with relevant parties.

5.3. The Appeals Committee set up by SRSA or the relevant organ set up on its behalf for supervision of the conduct of the Indigenous Games may disqualify any competitor who violates the set rules and regulations and shall forfeit all the rights and prizes won earlier.

5.4. Should the provincial team in which the competitor is a member be found guilty of connivance to such violation, the team represented by the competitor shall be disqualified from the event provided the team has benefited from the actions of the accused.

5.5. The Code Disciplinary, Complaints, Disputes and Protests Committee shall settle all disputes relating to Code’s Rules. The code concerned must submit in writing 15 days prior to the commencement of the games, details of members of the Committee to the LOC and SRSA.

5.6. An appeal may be heard only if there are sufficient grounds for appeal; these may be described as follows:
   a) The Code Committee was biased or perceived to be biased against the individual or team
   b) New information has become available since the original protest / interpretation decision which has a significant bearing on the decision
   c) The penalty exceeds the infraction
   d) The Code Committee’s decision was beyond its authority

5.7. Submitting Protests / Complaints / Disputes / Grievances

Note: This section is applicable in instances where the code specific rules do not make sufficient provision or the rules are vague or there are inconsistencies.

5.7.1. Valid Protests: A protest (protest procedures shall apply to complaints, disputes and grievances) that involves the application of procedural rules concerning the conduct of competition (including Division).

5.7.2. Invalid Protests: A protest that involves judgments by officials. Any protest concerning a judgment by a competition official will automatically be denied
and will not progress through the appeals process. Any protest submitted after the prescribed timeframes.

5.7.3 Protest regarding the ineligibility of players for any matches shall be submitted in writing to the (match officials before the start of the game). It is the onus of the manager to ensure the verification of the opponent in terms of eligibility.

5.7.4. Once disputes / protests / complaints / grievances have been lodged and verified that it is valid, the technical director and his / her disciplinary committee must sit and discuss the matter within a space of 30 minutes.

5.7.5. A code manager or official coach can submit a protest in writing (on prescribed form) to the Code Disciplinary, Disputes and Protests Committee generally through the Competition or Tournament Director) within 10 to 30 minutes following the competition that is the subject of protest. All protests must include:

a) Athlete/Team Name, Province and ID number;

b) Event ;

c) Nature of the protest and the rule in question (the rule must be stated) ;

d) Name of the Head Delegate or coach submitting the protest.

e) The Code Rules governing such particular code of sport will make all decisions on protests.

f) A fee of R500.00 (Five Hundred rand only) is payable by the complainant lodging a protest / complaints / disputes / grievances for non-technical matters. However, if the complainant succeeds in the case, the fee shall be refunded in full.

5.8. Appeals Procedure

5.8.1. All appeals are to be submitted in writing by the Chef de Mission or person delegated in writing by the Chef de Mission.

5.8.2. Appeals of the decision of the Code Disciplinary, Disputes and Protests Committee are made to the Appeals Committee.

5.8.3. The Chef de Mission or person delegated should submit all such appeals in writing to Games Administration within 30 minutes of the Code Disciplinary, Disputes and Protests Committee decision.
5.8.4. The Chef de Mission should notify Games Administration that the written form is on its way to Appeals Rules Committee.

5.8.5. All appeals must include:
   a) Athlete/Team Name, ID number ;
   b) Event ;
   c) Game Number ;
   d) Name of Head of Delegate making the appeal ;
   e) Nature of the appeal and the rule in question (the rule must be stated) ;
   f) Time and date of the appeal.

5.8.6. An appeal may be heard only if there are sufficient grounds for appeal; these may be described as follows:
   a) The Sport committee was biased or perceived to be biased against the individual or team;
   b) New information has become available since the original protest/interpretation decision which has a significant bearing on the decision;
   c) The penalty exceeds the infraction;
   d) The Sport Committee’s decision was beyond its authority.

5.8.7. The Appeals Committee will make a final decision on all appeals.

5.8.8. All protests and appeals must be resolved prior to the close of competition.

5.8.9. The appeal committee shall consist of three to five personnel depending on the complexity of the matter.

5.8.10. All parties concerned are entitled to be represented by the representation of their own choice.

5.8.11. The parties shall be responsible for the cost of their appeal and representatives.

5.8.12. Before an appeal contemplated in terms of these Games may be lodged with the Appeals Committee an amount of R1000.00 non-refundable if the appeal is unsuccessful, shall be deposited by way of cash;

5.8.13. The Appeals Committee will convene to review the notice of appeal and reason for the appeal and there from decide if there are sufficient grounds for an appeal. Should there be insufficient grounds for appeal, the Committee will inform the Appellant in writing and stating the reasons.
5.8.14. Should there be sufficient grounds for an appeal, a hearing shall be held in accordance with the following procedures:
   a) The Appellant and respondent shall be given written notice of the day, time and place of hearing
   b) A representative may accompany both the appellant and respondent.
   c) The Committee may request that any other individuals participate and give evidence during the hearing.

5.8.15. Not more than one (1) hour after the conclusion of the hearing, the protests and appeals committee shall issue its written decision, with reasons. The Committee shall have the authority to uphold the Code’s Code Disciplinary, Disputes and Protests Committee Committee’s decision, to reverse the decision and to modify any of the Games results impacted by the decision.

5.8.16. The amount contemplated in paragraph 7.8.10) shall:
   a) be refundable, in full, only after the said Committee has reached a verdict or decision in favour of the appellant;
   b) be forfeited by the appellant in the event of such persons appeal referral being unsuccessful;

5.8.17. In addition to the deposit contemplated in paragraph (a), an appellant shall be obliged to pay for the costs of the reproduction of any records or other ancillary administrative matters attributable to the lodging and prosecution of an appeal, which costs shall be set, in writing, by the Appeal Committee from time to time;

5.8.18. The normal generally accepted rules and procedures of administrative law and natural justice shall apply to the prosecution of appeals as contemplated in these Games.

6. CODE OF CONDUCT

6.1. Athletes, coaches, managers and officials at the Indigenous Games will abide by the rules provided by the SRSA. Provincial Team Management is responsible for athlete conduct and discipline.

6.2. All athletes, coaches, managers and officials are to sign a Code of Conduct and commit to the provisions thereof.
6.3. The Code Specific Rules are a critical part of the Indigenous Games Code of Conduct. They guide the selection of athletes by prescribing the age and eligibility requirements.

7. ORGANIZATION OF COMPETITIONS

7.1. Competitions in the Indigenous Games shall be organized pursuant to the rules provided by each Code and agreed upon by all stakeholders. These rules are articulated as Part B of this document.

7.2. The technical organization of each game shall be entrusted to the Code concerned.

7.3. The Code concerned in conjunction with the Provinces shall appoint the technical officials. This shall be reviewed in future to give Codes full responsibility of appointing the technical officials.

7.4. The Code concerned shall appoint a Code Representative to serve on the Organizing Committee. He / she is a resource person to the OC and provides direction on:
   a) Facility planning
   b) Event scheduling
   c) Results system
   d) Competition protocol and procedures
   e) Officials requirements and training
   f) Facility requirements
   g) Equipment needs
   h) Final facility inspection and signing off
   i) Sign-off of provincial final standings

8. MINIMUM REQUIREMENTS FOR EACH COMPETITION AND OR EVENT

8.1. An individual event may only be organized in a given code on condition that at least five (5) competitors from five (5) different provinces participate in that code.

8.2. A team event may only be organized in a given code on condition that at least five (5) teams from five (5) different provinces participate in the competition.
8.3. Should the numbers prescribed above not be met, the event affected may be organized outside official competition, on NON-SCORING BASIS.

9. COMPOSITION OF PROVINCIAL TEAMS

9.1. General Team Management

9.1.1. Provincial team entries should include General Team Management (GTM). Each province is allowed thirteen (7 Community IG and 6 Schools IG) GTM members as follows:

<table>
<thead>
<tr>
<th>Support staff</th>
<th>Per province</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chef de Mission</td>
<td>1</td>
</tr>
<tr>
<td>Deputy Chef Mission</td>
<td>1 (Schools IG)</td>
</tr>
<tr>
<td>General Team Manager</td>
<td>1</td>
</tr>
<tr>
<td>Deputy General Team Manager</td>
<td>1 (Schools IG)</td>
</tr>
<tr>
<td>Admin staff</td>
<td>1</td>
</tr>
<tr>
<td>Admin staff: (Schools IG)</td>
<td>1</td>
</tr>
<tr>
<td>Medical staff</td>
<td>2</td>
</tr>
<tr>
<td>Medical staff: (Schools IG)</td>
<td>2</td>
</tr>
<tr>
<td>Support staff: (Logistic and Operations)</td>
<td>2</td>
</tr>
<tr>
<td>Support staff: (Logistics and Operations)</td>
<td>1</td>
</tr>
<tr>
<td>TOTAL</td>
<td>13</td>
</tr>
</tbody>
</table>

Table 1 "On Medical: there must be 1 GP and 1 Sport Physiotherapist"

9.2. Size Of Teams

9.2.1. The following is the maximum number of participants who will be allowed to be registered and accredited for participation in the National Indigenous Games per province.

9.2.2. Provinces wishing to have additional support staff shall submit a request in writing to SRSA. The additional support staff shall be limited to a maximum of three people. They shall be afforded limited access and privileges in terms of accreditation. The respective province shall carry their cost of travel, accommodation, meals and refreshments during the games.
<table>
<thead>
<tr>
<th>CODES</th>
<th>ATHLETES</th>
<th>RESERVES</th>
<th>COACHES</th>
<th>MANAGERS</th>
<th>TOTAL PER TEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Male</td>
<td>Female</td>
<td>Male</td>
<td>Female</td>
<td></td>
</tr>
<tr>
<td>DIBEKE</td>
<td>6</td>
<td>6</td>
<td>3</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>DIKETO</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>DRIE-STOKKIES</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>INTONGA</td>
<td>4</td>
<td>4</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>JUKS KEI</td>
<td>Development</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>Elite</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>KGATI</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>KHO-KHO</td>
<td>9</td>
<td>9</td>
<td>3</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>MORABARABA</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>NCUVA</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>TOTALS</td>
<td>37</td>
<td>37</td>
<td>9</td>
<td>9</td>
<td>11</td>
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**Table 2** Teams Sizes For Community IG

<table>
<thead>
<tr>
<th>TEAM STATUS</th>
<th>GENDER</th>
<th>AGE</th>
<th>MANAGERS</th>
<th>COACHES</th>
<th>ATHLETES</th>
<th>TOTAL PER TEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Managers, Coaches &amp; Athletes)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>KHO KHO</td>
<td>BOYS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>12</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>GIRLS</td>
<td>U/19</td>
<td>1</td>
<td>1</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>(Only from the Federation)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>JUKSKEI</td>
<td>GIRLS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>4</td>
<td>10</td>
</tr>
<tr>
<td>KGATI</td>
<td>GIRLS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>BOYS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>MORABARABA</td>
<td>GIRLS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>BOYS</td>
<td>U/18</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>4</td>
<td>4</td>
<td>29</td>
<td>37</td>
<td>3 (+2)</td>
<td></td>
</tr>
</tbody>
</table>

**Table 3** Teams Sizes for Schools IG
Note: Should there be a contradiction between what is set out in this table and the code specific rules, the provisions of this table shall prevail.

10. GENERAL PARTICIPATION

10.1. Participation criteria

10.1.1. Participation shall be in accordance with Indigenous Games General and Code Specific Rules. It is expected from Provinces to field their best possible teams with due consideration of the specific circumstances of their team members. If young athletes are included in the team their scholastic obligations should be considered.

10.1.2. In line with international standards separate male and female teams will be fielded for those Indigenous Games Codes of a physical contact nature.

10.2. Development Teams

10.2.1. Special consideration has been afforded to Community Jukskei to enter elite and develop teams to the national Indigenous Games. This shall be reviewed with due consideration of the extent at which the objectives of the arrangement have been met or the relevance of the arrangement.

11. FINAL ENTRY BY NAME AND EVENT

11.1. Final entry by name shall be the confirmation by the province to participate in a given game accompanied by the final list with names of the competitors. A Team List form shall be sent to SRSA as confirmation of the athletes at least no later than two weeks before the opening ceremony of the games.

11.2. Full registration of teams shall be through an online accreditation system.

11.3. No new entries or any alterations shall be considered a week before the games opening ceremony, unless in case of illness or injury which must be qualified by a medical certificate or bereavement including that of an athlete’s family member. In case of the latter a dead certificate must be provided.
12. TECHNICAL OFFICIALS

12.1. The Technical Officials to officiate at the games shall be identified and selected by Codes in conjunction with the Provinces. Technical Officials identified for the National Games must at least have officiated at a provincial level.

12.2. Below is the breakdown of the number of Technical Officials per province:

<table>
<thead>
<tr>
<th>CODES</th>
<th>PROVINCE</th>
<th>EC</th>
<th>FS</th>
<th>GP</th>
<th>KZN</th>
<th>LIMP</th>
<th>MPU</th>
<th>NC</th>
<th>NW</th>
<th>WC</th>
<th>NATIONAL</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIBEKE</td>
<td></td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td>27</td>
</tr>
<tr>
<td>DIKETO</td>
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Table 4

Technical Officials

NOTE:

a) Should there be a contradiction between what is set out in this Table and the Code Specific Rules, the provisions of this table shall prevail.

b) Technical Officials numbers consolidated includes Schools IG.

13. AWARDS

13.1. The top three winners of each event will be honoured as follows:

<table>
<thead>
<tr>
<th>POSITION</th>
<th>AWARDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>First place</td>
<td>Gold medal</td>
</tr>
<tr>
<td>Second place</td>
<td>Silver medal</td>
</tr>
<tr>
<td>Third place</td>
<td>Bronze medal</td>
</tr>
</tbody>
</table>
NOTE:

a) The Medal Ceremonies for Schools IG shall be held at the venue for Schools IG.

b) The Medal Ceremonies for Community IG shall be held at the venue for Community IG.

NOTE:

13.2. Attendance of Medal Ceremonies by winners of Gold, Silver and Bronze is compulsory. Failure to attend (to honour) by athlete shall automatically disqualify that athlete’s Province from the games. The medals won by all athletes from the province affected shall be forfeited and awarded to the second best athlete or province.

13.3. Furthermore:

a) The overall principle is that awards will be given to winning participants, coach and manager only.

b) Reserves who are officially registered as part of the winning teams will receive the same awards as the team members.

c) In a team event each accredited member of the winning team will receive medals. The following are considered team codes for the Games:

   i) Dibeke
   ii) Jukskei
   iii) Kgati
   iv) Kho-kho

d) In the following individual codes only the winning individual shall be awarded a medal. The coach and manager would be awarded one medal, irrespective of the number of medals won by the participants they coach or manage. The following are considered individual codes for the Games:

   i) Diketo
   ii) Drie-stokkies
   iii) lintonga
   iv) Morabaraba
   v) Ncuva
e) The accredited coaches and team managers of the winning teams will receive the same medals as the participants.

f) All participants will receive a certificate acknowledging their participation.

g) Coaches, technical officials, team managers and volunteers will also receive a certificate acknowledging their contribution.

13.4. Team Trophies

13.4.1. There will be trophies which will be presented to the top three Provinces according to their overall performances:

1\textsuperscript{st} Province = Large trophy

2\textsuperscript{nd} Province = Medium trophy

3\textsuperscript{rd} Province = Small trophy

a) There is an identical replica of the winning trophy that will be kept at SRSA. The year of the Indigenous Games and the name of the Province that is the overall winner will be engraved on this trophy.

b) The determination of the standings (1\textsuperscript{st}, 2\textsuperscript{nd} and 3\textsuperscript{rd} positions up to 9\textsuperscript{th} position) will be based on the number of gold medals per province (aggregate for Schools and Community IG) and accumulated in all the codes.

c) In the event of a tie in terms of the gold medals the total number of silver medals accumulated by the provinces tied shall then be considered to break the tie.

d) In the event of a tie in terms of the gold medals, silver medals the total number of bronze medals accumulated by the provinces tied shall then be considered to break the tie.

e) If the provinces are still tied the results of the team games wherein the tied provinces played against each other (head to head) would be used to determine the overall winner.

f) All the team games will be considered as one medal.
14. **GENERAL ORGANISATION**

14.1. **Meals and refreshments**

14.1.1. The OC shall provide meals and refreshment to all accredited persons at the games.

14.1.2. Each delegation shall be entitled to a specific quota for each category of participants as determined by the SRSA.

14.2. **Local Transport**

14.2.1. The organizing Committee of the Indigenous Games shall provide transport to Technical Officials and Code Representative between their accommodation venues and the competition sites.

15. **MEDICAL SERVICES**

15.2. The Organizing Committee of the Indigenous Games shall provide free medical services during the period (from the date of the carnival up to the closing ceremony) of the Games to members participating in the event.

15.3. Details of the Medical Plan shall be communicated to stakeholders.

15.4. For purposes of proper coordination, physicians of various delegations shall work in close cooperation with the OC medical commission. The details of the latter shall be presented to SRSA prior to the games.

15.5. Provinces must make adequate provision for Medical Personnel to travel with the team to Polokwane and back to their respective provinces.

16. **PROTOCOL**

16.1. In order to facilitate the welcoming of delegations, each province shall communicate to OC, four weeks prior to opening ceremony, the following information.

   a) The date, time of arrival
   
   b) Number of persons in the contingent.
   
   c) Name of the leader of the delegation and contact details

16.2. The OC shall publish for the benefit of delegations, a handbook on the games.
17. **ACCREDITATION**

17.1. Accreditation shall be the official note by which SRSA through the Indigenous Games LOC recognizes a participant at the Games.

17.2. Various categories of accreditation shall be created which will afford certain access limitations and allowances in keeping with responsibilities that are to be performed by persons falling within different categories.

17.3. For that purpose, LOC shall provide persons who fall under the categories C-D-E below with accreditation cards, the colour of which will determine the rank and privilege of its bearer.

17.4. Accreditation of personalities who fall under categories A and B below shall be the prerogative of SRSA.

17.5. The categories of identify cards shall be as follows:

17.5.1. **Category A**
   a) Minister of Sport and Recreation and other Cabinet Minister
   b) Members of the National Portfolio Committee on Sport and Recreation
   c) Members of the SRSA Top Management
   d) MEC for Sport and Recreation
   e) Members of the Provincial Legislature
   f) Leaders of delegations [chef de mission]
   g) Presidents of National Federations and IG Code Leaders
   h) Other invited dignitaries
   i) Executive Mayors
   j) MMC responsible for Sports and Recreation
   k) Sponsors

17.5.2. **Category B**
   a) Accompanying Persons of Cabinet Ministers and MEC’s
   b) Senior Government Officials
   c) CEO’s of National Federations
   d) Presidents of Provincial Federations

17.5.3. **Category C**
   a) Doctors and Medical Personnel
b) Members of the Technical Committees  
c) Technical Officials  
d) Safety and Security Personnel

17.5.4. Category D  
a) Athletes  
b) Coaches  
c) Team Management  
d) Support Staff

17.5.5. Category E  
a) Media Professionals (Journalists and Photographers)

17.5.6. Category F  
b) Contractors and suppliers

17.5.7. Category G  
c) LOC Members

19. USE OF INDIGENOUS GAMES LOGO  
19.1. The Indigenous Games Logo may only be used with SRSA approval.

20. MEDIA AND PUBLIC PRONOUNCEMENTS  
20.1 Only the SRSA may pronounce or make public statements regarding the overall Indigenous Games Programme and the National Festival.  
20.2 The host province / City may make public statements regarding the organization (logistical preparations) of the Games.  
20.3 Codes may pronounce on their code specific issues.  
20.4 Provincial Departments may pronounce on their respective provincial activities and teams.  
20.5 Provincial Codes may pronounce on their respective provincial teams.  
20.6. Cases not provided for in the General Rules and Regulations shall be directed and settled by the SRSA.
21. MODIFICATION OF RULES

21.1. If an individual wishes to initiate a change to a General Rules, the desired change must be communicated prior to the publication of the rules during the consultation period.

21.2. A detailed rationale for the proposed change must accompany the proposal. SRSA would consider the proposal on the basis of its merits.

21.3. In terms of the Code Specific Technical Rules leading up to the games, the desired change should be first directed to the Code. The Code will evaluate the merits of the change and will, if it has merit, submit the requested change to SRSA Indigenous Games National Co-ordinator for incorporation into the General and Code Specific Rules Book. The Code will submit the rationale for the change.

21.4. Minor corrections will be considered at almost any time. These time frames reinforce the importance of early and complete understanding of the rules.

22. SUPREMACY OF THE RULES

a) The General and Code Specific Rules as issued by SRSA shall be the only official rules to be used for the Indigenous Games Festival. In the event of any conflict between the general aspects excluding the Code’s Technical Rules the Rules issued by SRSA shall take precedence.

b) In terms of Code Specific Technical Rules only the rules submitted by the Codes and incorporated into the General and Code Specific Rules as published by SRSA shall be applicable for use at the National Indigenous Games Festival.
PART B: CODE SPECIFIC RULES

1. PURPOSE OF THE CODE SPECIFIC RULES

The Code Specific rules are a critical part of the Indigenous Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist Chefs de Mission in verifying eligibility.

Every games’ coach, manager, team management staff, code representative and code coordinator has an obligation to read and understand every aspect of the rules. Failure to do so could cost an athlete his or her eligibility for the games or could affect final standings or the conduct of the competition.

If someone does not understand an aspect of a rules, he or she is to seek clarification from the SRSA Indigenous Games Coordinator through his or her Provincial Indigenous Games Coordinator or Code.

Primarily the Codes, following principles, guidelines and requirements of the SRSA, develop the code specific rules. As the overall governing body of the games, SRSA has the ultimate authority for setting and interpretation of rules.

2. DIBEKE

2.1. Meaning

DIBEKE is a multi-skill running ball game. According to oral history the name Dibeke came after the game was already played, to describe the addictive nature of the sport to the youth, which played week-in week-out every day of the week. DIBEKE was and still is a product of sporting and recreational need, which affects the majority of the youth of our country and it turn out to be the dynamic expression of the creativity of the African youth.

2.2. The Game

DIBEKE is a competitive game, which demands physical prowess as well as intellectual wit from all players. What is more it is a team sport that is absolutely
gender equal. Two (2) teams, of twelve players each, play in opposition to each other (see rules on the attackers and defenders).

2.3. Aims Of The Game
   a) To compete
   b) To win
   c) Team-work
   d) To score as many runs and points as possible
   e) To learn gender equality
   f) To have fun
   g) To socialise
   h) To build national pride, patriotism and unity

2.4. Skills Involved
   a) Running
   b) Dodging
   c) Speed
   d) Eye to hand co-ordination
   e) Accuracy
   f) Trapping
   g) Tracking
   h) Kicking
   i) Tactical and strategic manoeuvre
   j) Communication in action

2.5. The Players
   a) Each team of twelve shall always be made up of six (6) males and six (6) females' players, one of whom shall be captain.
   b) The captain shall act even when he/she is not in active play.
   c) A roller is any player who rolls the ball from the centre to the kicker.
   d) A kicker is any player who kicks the ball from the roller.
   e) A defender is any of all players from the defending team.
   f) An attacker is any of all players from the attacking team.
2.6. Number Of Substitutes
   a) A team shall be allowed an unlimited but regulated number of substitutes
during a match.

2.7. Regulation Of Substitutes
   b) Not more than three substitutes shall be fielded/ allowed at the same time.

2.8. Frequency Of Substitution
   a) A substitution shall not take place within three minutes of the last one.
   b) The match facilitator (M.F) and score keeper (S K) shall keep record of all
      substitutions.

2.9. Duration Of Play/ Length Of Match
   a) Play shall be 40 minutes divided into equal halves of 20 minutes each, with
      a half time break of not more than five (5) minutes between the first and
      second half.

2.10. The Pitch
   2.10.1. Area Of Play
      a) The area of play shall be 60m long and 40m broad. The border of the area
         of play shall be marked with a white line.
      b) The area of play shall be extended by 10 metres on either end of the area
         described above.

   2.10.2. Centre Line
      a) The Centre Line Shall Divide The Length Of The Area Of Play Into Two
         Equal Halves. The Centre Line Shall Be Marked With A White Line.
      b) Each Half Of The Area Of Play Shall Be 40m By 30m.

   2.10.3 Centre Circle
      a) There shall be a centre circle with a radius of 1.5m. Its point of origin shall
         be at the centre of the area of play. The centre circle shall be marked with
         a white line.
b) The centre circle shall be divided by the centre line into two equal semi-circles.

2.10.4. ATTACKER’S BOX (HOME)
   a) There shall be a rectangular (10m x 5m) attacker’s box on either end of each half of the area of play. It shall start at the border of the shorter side of, and end 5m into area of play towards the centre line. Its sides shall be 15m from each border of the longer sides of the area of play. The attacker’s box shall be marked with a white line.

2.10.5. KICKER’S BOX
   a) The kicker’s box shall be a square of 3m. It shall be located from the border of the attacker’s box towards the centre line. Both sides shall measure 3m from the border of the attacker’s box into the area of play. The kicker’s box shall be marked with a white line.

2.10.6. ROLLING AREA
   a) The area between the kickers’ boxes and not wider than the diameter of both the kickers box and the centre circle shall be the rolling areas. The side borders of the rolling area shall be marked with a broken white line.

2.11. APPAREL
2.11.1 TOPS AND SHORTS
   a) The tops and shorts shall be styled like the uniform of the male domestic workers of old-the so – called “Mathanda eKitchen” – but in a softer and more manageable material.
   b) There shall be no pockets on both the shorts and tops.

2.11.2. SHOES
   a) The preferred shoes shall be running shoes otherwise known as takkies.

2.11.3 SOCKS
   a) The socks shall preferably be anklets.
2.11.4. SWEATERS
   a) Long sleeved sweaters may be used under the tops during the cold season.

2.12. PLAYERS IDENTITY’S
   a) The player’s alphabets shall always be printed clearly and boldly on the front and back of the tops and left leg of the shorts towards the outer seam.

2.13. PLAYERS NAMES
   a) The players’ names shall always be printed clearly and boldly on the back of the tops.

2.14. TEAM NAMES, LOGOS AND SPONSORS’ NAMES AND/OR LOGOS
   a) These may be printed on the apparel, but may not obscure the players’ names and numbers.
   b) Each team shall have its own distinctive colours.

2.15. THE BALL
   a) The ball shall be made of leather. Size three shall be the standard size. Junior players shall use size one leather ball.

2.16. THE MATCH FACILITATOR (MF)
2.16.1 CONTROL OF GAMES
   a) Before each match the MF shall be appointed, to control the game with absolute impartiality as required by the Rules.
   b) The MF must be present on the pitch to check its fitness for play and report its condition to the officials at least 30 minutes before the start of play.

2.16.2. CHANGE OF MATCH FACILITATOR
   a) The M.F. cannot be changed during the game except for life threatening reasons. In case of life threatening circumstances the replacement MF must be agreed upon by both captains.
2.17. CLOCK OR WATCH
   a) The MF shall inform both Captains and Score Keepers before the start of
      the match on the clock or watch to ensure no argument over the question
      of time.

2.18. CONDUCT AND IMPLEMENTS
   a) Before and during the match the MF shall ensure that the conduct of the
      game and the implements used are strictly in accordance with the Rules.

2.19. FAIR AND UNFAIR PLAY
   a) The MF shall be the sole judge of fair and unfair plays in keeping with the
      rules. In case of controversy the MF shall seek the advice of the sixth
      official to make a final decision.

2.20. POSITION OF MATCH FACILITATOR (MF)
   a) The MF shall not have a specific position on the area of play, but shall
      always be where he/she can see any act upon which his her decision may
      be required. However, the MF shall be where he/ she do not interfere with
      either the rollers or kicker’s view and /or the flow of play.

2.21. DISPUTES / COMPLAINTS
   a) All disputes shall be managed and settled by the Code Disciplinary
      Committee.
   b) The dispute or complaint should or must be launched in black and white
      with 30 minutes after the game and be signed by responsible manager or
      coach.
   c) The dispute or complaint must be lodged to Dibeke South Africa LOC
      members and legal convener must guide that process.
   d) The lodgement will be accompanied by R500 fee for it to be considered.
   e) The protest fee is non-refundable if you lose the protest.
   f) The protest fee is refundable should you win a protest
2.22. CORRECTNESS OF SCORES
   a) The MF shall be responsible for satisfying him/herself of the correctness of the runs and scores throughout and at the conclusion of the match.
   b) Constant consultation between the MF and scorekeepers over runs and score is essential.
   c) The MF decision shall be final on score in any match.

2.23. FITNESS OF GROUND, WEATHER AND LIGHT
   a) The MF shall be sole judge of the fitness of the ground, weather and light for play.

2.24. SCOREKEEPERS

2.24.1. APPOINTMENT
   b) Before the start of play two scorekeepers shall be appointed, one from each team, to record all runs and points scored.
   c) Score Keepers must at no stage stop the game for any reason except when the game is made by any member of attacking team
   d) The MF shall also keep record of all points scored.

2.24.2. RECORDING OF RUNS AND POINTS
   a) All runs and points scored shall be recorded on score sheets designed for that purpose.
   b) The scorekeepers shall frequently check with each other to ensure that the score sheets agree.

2.24.3. POSITION OF SCOREKEEPERS
   a) The scorekeepers shall stand together just outside the border of the area of play adjacent to the centre line.

2.25. SCORING

2.25.1. A POINT
   a) Points shall be recorded as score. Two points is scored:
      i) When one or more attackers make / score twenty consecutive runs.
      ii) No points shall count until twenty consecutive runs are completed,
iii) One penalty point is awarded to the defending team when it has eliminated all players from the attacking team and/or when it has caught the ball mid-air.

2.25.2. A RUN

a) A run is scored each time an attacker shall have made good his/her ground from one attacker's box to the other, but only after the ball has been kicked over or beyond the centre line. Thereafter, runs are scored at any time while the ball is in play.

2.25.3. SHORT RUNS

a) A short run occurs if an attacker fails to make good his/her ground on turning for a further run. If an attacker runs a short run, the MF shall call 'one short run and the alphabet or name of the attacker, as soon as the ball is dead (any runs attempted or previously scored by that attacker, except for the last one are deduced.

Note:

i) The scorekeepers shall record the number of runs disallowed as a result of a short run.

ii) The MF shall also keep a record of short runs.

2.25.4 BREAKING OF A TIE

a) In case of a tie during the final tally of points the runs difference between the tied provinces shall be used to break the tie. If they are still tied after this the result of the game between the tied provinces shall be used to be the final tie breaker.

2.27. ELIMINATION OF AttackERS

a) If after a kick, an attacker is hit while attempting a run outside either attackers' box, all runs previously scored by him/her during that round shall cease to count.

b) An attacker who was previously dismissed may also be hit out during his/her run back to the attackers' box after a round has been completed.

c) At any of the instance mentioned above the attacker is out
2.28 SHORT KICK
   a) A short kick is if a kicker fails to kick the ball over or beyond the centre line. In the event of a short kick no run shall be scored.
   b) At this instance the kicker is out.

2.29 PENALTY POINTS
   a) One point shall be scored by the team of defenders for ‘Ball caught in Mid-Air.’ In that instance the whole team of attackers is out.
   b) When all players of the attacking team are eliminated. One point shall be awarded to defending team.

2.30 THE ROUND
2.30.1 NUMBER OF RUNS
   a) A round shall be completed when any attacker completes twenty runs.

2.30.2 RETURN OF DISMISSED ATTACKERS
   a) At the completion of a round all attackers dismissed during that round shall automatically be entitled to return to play.
   b) All such attackers shall immediately run (home) to the attackers’ box where the round was completed. At this stage, the defenders may dismiss or eliminate any attacker found outside the attackers’ box.

2.30.3 COMPLETION OF INTERRUPTED ROUND
   a) If a round is left incomplete for any reason at the start of the half-time break or interruption of play it shall be completed on the resumption of play.

2.31 PLAY
2.31.1 START OF PLAY
   a) To start each match, each round and on resumption of play after the half-time break or interruption.
b) (Or after all ball has gone dead), The MF shall blow the whistle twice for the attackers, the roller and the defenders to take their respective position in the pitch.

2.32.2 THE ATTACKERS

a) The attackers shall stand abreast in single file in the attackers’ box chosen during the toss before the start of play.

2.33.3 THE ROLLER

a) The roller, while standing in the roller’s semi-circle, with the ball in his hand, calls the alphabet (the kickers), who shall immediately step into the kicker’s box.

b) The roller shall then roll the ball, which must remain within the rolling area, in the direction of the kicker who must then kick the ball over or beyond the centre line.

c) The ball must be rolling on the ground. The speed of the ball shall not be a point of any consequence.

2.33.4 THE RUNS

a) After the kick, the kicker and any attacker (s) who so chooses must run to the other attacker’s box as many runs as possible.

2.33.5 THE DEFENDERS

a) The defenders shall remain in their half of the pitch until the ball is kicked over or beyond the centre line, and only then can they spread to the whole field of play.

b) The defenders shall then catch the ball and eliminate the attackers by hitting them with it. Note no defender shall stand outside the pitch before the ball is kicked.

2.33.6 EQUIPMENT

a) One size three leather ball

b) Two score boards with numbers one to twenty

c) Twenty alphabetised jerseys and shorts
d) One score sheet to record points and final score of the game

2.34 MATCH OFFICIALS
   a) One Match Facilitator to control play
   b) Two score keepers to count runs and points
   c) Two line persons to check ball and players who get out of play
   d) One sixth official to observe and report on the game

2.34.1 FOULS / PENALTIES
   a) Any player from either of the playing teams who commit any of the following;
      i) Incite other players or supporters to disrupt the game
      ii) Assault or insult other player (s), match official or a supporter
      iii) Display a negative gender attitude to a player of opposite sex shall be penalised.
   b) Any player who commits any of the above conduct is red carded
   c) Any player of the defending team who intentionally or tactically obstructs any player of the attacking team shall be penalised.
   d) Note: Dibeke is a non contact sport
   e) Obstruction –yellow card
   f) Any player who challenges the decision or authority of the MF except the Captain shall be penalised.
   g) Insubordination-yellow card
   h) Any defender who waits for an attacker to dodge the possible hit with the ball shall be yellow carded
   i) Any player of the attacking team who does a short run shall forfeit all runs accumulated safe for the last run.
   j) Short run – forfeit all runs
   k) An attacker who runs out of play is out.
l) An attacker who do a short kick or miskick is out.

m) An attacker who lets the rolled ball pass when such a ball is rolled shall be penalised for time wasting, and such a ball is deemed dead and anyone can bring back a dead ball.

n) A defender who turns with the ball and hit the attacker shall be penalised.

o) The first roller will be changed if she/he is rolling the ball 3 times out of kickers box.

p) If the second roller does the same as above will be given a yellow card.

2.35.1 INTERPRETATION OF PENALTIES
a) Red Card- A red carded player shall be suspended for the duration of the game he/she was playing. Such a player shall go and stay with spectators
b) Yellow card – A yellow carded player shall be suspended for 3 minutes in that game.
3. DIKETO / UPUCA / UKUGENDA / MAGARA

3.1 INTRODUCTION

a) A coordinating game of Diketo/ Upuca / Ukugenda, was very popular among girls and still is, who often played it near the river or well when they went to fetch the water. It is played with small stones. The challenge is to pick or scoop up the allocated number of stones which require good hand– eye – coordination. It is played among all ethnic groups of South Africa.

3.1.1 Team Composition

a) Two boys and two girls of different ages
b) Played by two players at a time

3.1.2 Team officials

a) One coach per team
b) One Manager per team

3.1.3 Technical official

a) Three per play/ match
b) Twelve Officials per round

3.1.4 Administration

a) Chief coordinator
b) Two scorers
c) One runner

3.1.5 Rules

a) No coaching is allowed during play
b) Players are not allowed to shift position during play
c) All stones should be scooped out of the hole each time during play
d) Carrying is allowed
e) Variation is recommended

3.1.6 The play area

a) A soft soil surface in which players can dig a hole;
b) The hole should not be too deep or too shallow
c) The depth of the hole should be 5cm and 15cm in diameter

3.1.7 Equipment

a) small stones
b) A ghoen for each player
c) A small hole in the ground

3.2 Game description

3.2.1 Round One

a) A technical official will toss a coin to decide who will start the game. The player who starts the game places all of his/her stones in the hole. He/She throws the ghoen in the air and while it is in the air, he/she scoops all the stones out of the hole with one hand before catching the ghoen.
b) With the next throw, the player pushes back nine stones into the hole with the same hand.
c) If the player catches the ghoen, then one of the small stones is placed next to the player outside the hole.
d) With the following throw, the nine stones will be scooped out again. The game continues in this way. Every time the ghoen is caught successfully, one more stone is placed outside the hole next to the player, until there is no stone left.
e) When all the stones have been successfully scooped out, the player will pat next to the hole with one palm, while he/she throws the ghoen up and catch it.
f) All stones will be put back into the hole and round two begins.
g) NB: The player must make sure that there are ten stones each time he/she starts the round.
h) The game continues from round one to round ten.

3.3 Scoring

a) If a player drops the ghoen, or makes a mistake with number of stones being moved in and out of the hole, then it is the other player’s turn to play.

3.4 Win

b) The winner is the player who has advanced furthest in the game without making a mistake, i.e. who has thrown and caught the ghoen without dropping it, and who has moved the correct number of stones in and out of the hole in each round.
4. MORABARABA / MULABALABA

4.1 INTRODUCTION

a) This is a well-known traditional board game and is played extensively throughout Africa and Asia. The traditional leaders used to select the best Morabaraba players to serve as advisors in their traditional councils. In Europe, an ancient form the game was known as Twelve Mens Morris (according to the number of holes which could vary between three and twelve). Young children sometimes play a game which they call: Tic - Tac -Toe, Three-in-a-Row or "Noughts and Crosses". For the aim of the game is to have your tokens cows lined up three in a row in order to take or shoot a token or cow from your opponent. Amongst some Afrikaans speaking players, this game is known as Meule or Oxo.

4.2 Equipment and Area

a) A board made of wood with 24 junctions (circles or holes). This could also be drawn on the ground or paper.

b) Each player has 12 tokens or stones, known as cows. The tokens should be different shapes or colours.

4.2.1 International Version

4.2.1.1 Team Composition and Roles

a) Two players against each other.

b) Male against Male and Female against Female.

4.2.2 STAGE ONE

a) Each player starts with 12 tokens /cows on a clear board.

b) Each player alternatively place one cow at a time in a hole/circle (junction)

c) The aim is to create rows of three tokens with the same colour vertical, diagonal or horizontal.

d) Cows may only be placed on unoccupied junctions. When a row of three tokens / cows is achieved, then the player may move (shoot) one of the opponents cows.
e) A player cannot shoot opponents three in a row cows if there are other cows on the board left which is not part of a three-in-row.

f) A Machine gun is not allowed because it puts the opponent on the receiving end in a disadvantage.

g) Only one of the opponents cows may be shot at a time, even if two (or more) lines of three-in-a-row are achieved with one move.

h) Once a cow is shot it shall not be used in play again.

4.2.3 STAGE TWO
a) When each players 12 cows have been placed on the board, they may be moved from one junction to an unoccupied junction adjacent to that junction.

b) Players may break their own lines of three-in-a-row in order to make new lines, or to reposition their cows. Cows may be moved back and forth to the same junction repeatedly, therefore a three-in-a-row may be shot.

4.2.4 STAGE THREE
a) When a player has lost all but three cows he/she may move a cow to any vacant junction on the board with each subsequent move (jumping)

4.3 RULES
a) Extended time delays are not allowed.

b) If required, a player will be given 30 seconds during play to decide on his/her next move.

c) A clock is to be used to time the 30 seconds delay.

d) If there is an extended delay, then the Technical official can: show a yellow card to the player delaying the match (as a warning) and red card to the offending player. In this case, the opponent is rewarded with the game and players may proceed with their next game.

e) In the event of players moving to the same junction continuously without opening for one another. The players will have each 10 moves if they did not shoot any cows the game will be a Draw.
f) Players are not allowed to place their opponent’s cows on the board by accident because those cows are no longer part of the game.
g) Players may not touch or move their opponent’s cows illegally.
h) Touch by mistake or
i) Move while not concentrating to what’s happening on the board.

4.3.1. TOUCH IS A MOVE:
a) If a player touch his/her cow whether by mistake or not he/she must move that particular cow.

b) A move is when you slide your token/ cow from one vacant junction to another guided by the lines on the board.
c) The common/preferred language will be English, however participants may use other languages for easy expression. In such instances, an interpreter will be used if necessary.
d) Under no circumstances will couching be allowed during play.
e) All spectators will stand at least two meters away from the playing area except for the Media.

4.3.2. SCORING
a) The game is over when one player cannot move any more cows or has lost all but two cows on the board.
b) The game ends in a draw when a player is down to three cows and neither player is able to shoot an opponent’s cow within ten moves.
c) When this reach players must bring it under the attention of the Technical Official to start the counting process.
d) Managers
   i) Will manage their team in a proper manner.
   ii) Will be allowed to sit at a table close to the players while they are playing.
   iii) Will deal with disputes on behalf of their team.
   iv) Be the mouthpiece of the team in meetings.
   v) Responsible for the behaviour and discipline of the team.
e) Technical Team
   ii) Will not dress in their provincial attire during tournaments.
   iii) Will officiate any games even their own provinces.
   iv) Will not be a representative of his/her province.
   v) Will be loyal to the duties and will do it to the best of his/her ability.
   vi) Will be fair in decision making and will always be assisted with other Technical Officials in decision making.
   vii) Will always put the need of the participant ahead of his own.
   viii) Will be punished if found that he / she does not comply to the code of conduct of Technical Officials.
   ix) Under no circumstances will technical officials be allowed to coach players during games.
5. **KHO-KHO**

5.1. **INTRODUCTION**

a) Kho Kho is a running and catching game that is played in the Sub-continent of Asia, namely India. It has its origin at Pune Gymkana which is in the state of Maharashtra. Kho Kho is one of the many traditional games played in India. This game involves chasing and touching a person. With its origin in Maharashtra, Kho Kho in ancient times was played on ‘raths’ or chariots and was well known as Rathera. Kho Kho is a simple, inexpensive and an enjoyable game.

b) This game demands a high level of physical fitness, stamina, strength, speed, techniques and self-control. This could also be considered a very aggressive game especially at competitive level in the sense that it incorporates dodging, feinting and bursts of controlled speed which makes this game quite exciting and thrilling. To catch by pursuit – to chase, rather than just run – is the capstone of Kho Kho.

c) The game develops qualities such as obedience, discipline, sportsmanship, loyalty between team members and brings about a sense of team spirit.

5.2. **PLAYING THE GAME**

a) Kho Kho is a game played in two innings by 9 nominated players out of a squad of 12 including on each side including reserves. At the beginning of the play, 9 players start the game. One of the two teams becomes the chasers and the other team, the runners or defenders.

b) In the game, the chaser pursues the runners; tags and touches the runner and makes them out. This inning lasts for 7 minutes.

c) Eight members of the chasing team sit in a squatting position – with their knees on or above the ground – in their eight squares –basal points - on the central lane, alternately facing the opposite direction, while the ninth chaser – the lead runner and an active chaser, stands outside the playing field at the opposite end to that of the runners entry point, ready to begin the pursuit.

d) The chaser has to put their opponent – the runners – out, by touching them with their palms, but without committing a foul.
e) All the action of Kho Kho is provided by the defenders, who try to play out the 7 minutes time, and the chasers who try to dismiss them.

5.3. DISMISSAL OF DEFENDER
4.3.1 A defender can be dismissed in four ways:
   a) If he/she is touched by the lead or active chaser who tries to dismiss him/her;
   b) If he/she goes out of the playing field;
   c) If he/she enters the field late – that is after 3 seconds;
   d) If the defender, after being touched by the lead or active chaser takes long to leave the playing field; and
   e) Touches the chaser; and touches a sitting chaser, he/she is given a warning, and a second warning he/she is given out.

5.3.2 A runner or defender is not given out:
   a) If in the act of the chaser getting a runner out, the chaser commits a foul, the runner is not given out, that is;
      i) The chaser commits a foul while getting the runner out;
      ii) The act of getting the runner out causes the chaser to commit a foul;
      iii) The chaser pushes the runner out of the playing field.

5.4. FOULS
5.4.1 A foul is committed when:
   a) When the chaser changes direction;
   b) Steps outside the playing area (chasing or running team) i.e. any part of his body touching the ground on the other side;
   c) Chaser goes over the centre line;
   d) Sitting chaser faces one court and runs into the other court;
   e) The chaser receives a Kho other whilst not being in a squatting position;
   f) The sitting chaser gets up before he/she is given Kho;
   g) Kho not said by a chaser when passing the Kho;
   h) The chaser utters any other word besides Kho;
   i) The chaser gives Kho to the extended arm or extended leg of a sitting chaser;
   j) The chaser with intent, aggressively tackles, kicks, punches, pushes a runner, he/she is given one warning;
k) If the same chaser commits a second offence, he / she is shown the red card i.e. he/she is suspended for the rest of the match

5.5. THE GAME

a) At the start of the game, the defenders enter the playing field in batches of three. After the third and the last defender of the batch is out, the next batch must enter the playing field, before a ‘Kho’ is given by the lead or active chaser.

b) The defenders have full freedom of movement on both sides of the playing field, whereas, the chaser is only allowed to run in one direction only and cannot cross the centre line. An active or lead chaser can change position with a seated chaser, by touching him from behind by palm and calling out ‘Khos’ as the chase continues with a relay of chasers.

5.6. EQUIPMENT

a) The equipment used in Kho Kho are Whistles, Stop watch, Linesman’s flags, Cones / Beacons or Flag Pole to show ‘no man’s land’, Record Sheets, and Stationery.

5.7. TECHNICAL OFFICIALS

a) Chief Referee  
b) Umpire  
c) Linesman  
d) Time Keeper  
e) Two record clerks

5.8. IDENTIFICATION OF OFFICIALS

a) It is recommended that Technical Officials be clad in the correct attire. This adds more professionalism to the game itself.

5.9. DURATION OF GAME

a) At the end of the innings there is an interval of 5 minutes and an interval of 2 minutes, in between the turns. Each side alternates between chasing and defending.
5.10. GAME SIGNALS
Start of play : The time keeper blows “one long blast followed by a short blast”;
End of play : The time keeper blows “one long blast”;
Foul : The umpire blows “one long sharp blast” and right hand straight and sideways;
Runner out : Umpire blows “one short blast” and right hand straight up.

5.11. SCORING
a) Play out : 1 point
b) Foul : ½ point
c) Scoring : This must correspond with the whistle
d) Final score : Number of players out – number of fouls
e) Tie breaker : In case of a tie the number of run outs and faults for the tied provinces for all the matches played shall be considered to break a tie. If they are still tied the results of the match played by the tied provinces shall be used to break the tie.

5.12. TIME KEEPER
a) The time keeper keeps the time of the turn. Starts and closes the turn of a match. Declares the completion of each minute by raising his arm.

5.13. SCORERS
a) The scorers take down the order of the defenders or runners. He records the points scored and fouls or faults committed by the chasers. In the event the runner or defenders committing a fault or foul, a bonus point is awarded to the chasing team. The scores are then calculated and handed over to the referee, umpire or administration clerks. There must be a minimum of two scorers per match.

5.14. RULES FOR MATCH OFFICIALS
a) 16.1 The umpires are expected to move about to follow the course of play.
b) 16.2 The time keeper only blows the whistle for timing purpose, the start and end.

c) 16.3 The time keeper raises his/her hand after every minute during play.

5.15. THE KHO KHO MATCH

a) The Kho Kho match consists of two innings.
b) An Inning consists of Chasing and running turns of 7 minutes.
c) An interval of 2 minutes between innings is given.
d) The captain of the chasing team may call for time off not exceeding 1 minute.
   A maximum of three time offs per inning is permitted.
e) The follow-on:
   i) May be given if the points earned by Team A or the chasers first exceed the points of the other Team B, the running team, by 9 or more points;
   ii) Team A or the chasers may compel Team B or the runners to continue chasing in the next inning;
   iii) Team A or the chasers may chase if Team B exceeds their initial score from the first inning;

5.15.1. League Matches:

a) Teams get two points each for every league match won;
b) If the scores after two innings are equal, both teams get one point for the league match.

5.15.2. Knock-out matches:

a) If the scores after two innings are equal, an extra inning is played to determine the winner.

5.15.3. Minimum defence inning:

a) This is played in a knock-out match when the winner is not decided after an extra inning;
b) The number of runners are reduced to 3 or 5 per team.
5.16. DRESS CODE
   a) The players are free to use any type of clothing promoting free movement e.g. shorts and T-shirt or Team outfits.
   b) Players are advised not to run bare feet. Running shoes and takkies are allowed.
   c) Shoes or boots with metal studs are not allowed.

5.17. RULES FOR THE SOUTH AFRICAN NATIONAL GAMES
   a) The age restriction is 18 years and above.
   b) The players jerseys must have numbers both and at the back for identification and record purposes.
   c) The number on the player’s jersey must be maintained throughout the game and tournament.
   d) In the event of a foul or fault is committed by the chaser or runner who does not have a number on his jersey, a point would be awarded to the opposite team
   e) Runners are to be touched by the chaser by the palm of the chasers hand.
   f) In the event of a stoppage of play due to injury or unforeseen circumstances, the time keeper would press pause on his stop watch.
   g) To resume play, the lead chaser would resume position at the initial point of entry used at the beginning of the game.
   h) When a chaser touches a runner and in the process steps out of the playing field, the advantage is given to the runner and the chaser is given a fault.
   i) Runners, after being dismissed from the playing field, are to return to the starting point and standing at the back. Should a runner skip the order of entry, a bonus point would be awarded to the chasing team.
   j) Running / Foot gear: Footwear having metal spikes would not be allowed as this could lead to serious injuries.
   k) The minimum gender requirement for any match is 4 males and 4 females.
   l) Any player found to be intimidating the umpire, linesman, officials or other players would be considered a serious offence and the player could face suspension.
   m) No substitutes would be allowed during the play of a game. Substitutes would only be made in the event of an injury.
n) A player is given two warnings and the third would be a send off from the
ground;
o) The suspended player would then have to skip a game;
p) In the event of a serious default as considered by the umpire, no warnings
would be given and a send off from the playing field;
q) Two send outs would disqualify the player from the entire tournament / game;
and
r) Abusiveness and mocking of players would not be accepted and would call
for a warning.

5.18. USE OF TECHNIQUES
a) Any technique used by any participating team is permissible so long as it does
not infringe upon the rules of the game and is applied consistently.
b) In the event of the “swivel” method, every player must be in their correct
positions.
c) Should any player be in an incorrect position, a default would be called for.

5.19. NO MAN’S ZONE
a) The “No man’s” would be indicated by means of a flagstaff. In the absence of
a flagstaff, a cone would be used.
b) The chaser does not necessarily have to touch the flagstaff or cone in order to
change direction.
c) To allow the chaser to change direction any part of his/her body could touch
the “No man’s zone”.

5.20. MOVEMENT ALONG BASELINE
5.20.1. When commencing a chase from base point, the following is
permissible:
(a) The chaser moves along the baseline so long as both feet are within the
demarcated area; and
(b) The chaser moves / runs in a straddle position with his/her feet on either
side of the baseline.
5.20.2. The direction of the chaser:
(a) Is determined the moment both feet is placed on either the right or left side of the baseline; and
(b) Is determined when he/she has one foot within the baseline and the other foot on either the right or left side of the baseline.

5.21. ISSUING OF CARDS
5.21.1. A player would receive a red card if he/she:
   a) Incites other players or supporters to disrupt the game.
   b) Assaulting or insulting players, match officials and supporters or spectators.
   c) Displays a negative gender attitude towards a player of the opposite gender.
   d) Using abusive language on the field.
   e) After being issued with two yellow cards.
   f) Make a deliberate attempt to rough tackle with intent to cause injury.
   g) A player would receive a yellow card if:
      h) Obstructs other players during play.
      i) Challenges the authority of a match official.

5.22. RULES OF THE TOURNAMENT
   a) All matches will be played according to National Rules.
   b) The league system would be used for all National Games.
   c) The points allocated are as follows: 2 for a win, 1 for a draw and 0 for lost.
   d) In the event of points being equal, the points of the matches played in the finals would be used to determine the winner.

5.22. PROTEST OR GRIEVANCES OR OBJECTIONS
   a) All disciplinary cases would be conducted by the Chief Referee designated to oversee the games.
   b) In the event of the Chief Referee not being able to resolve the issues in question, this would then be tabled for the Dispute Committee's attention.
   c) The dispute committee will handle all disputes, protests and objections.
   d) All protests, grievance and or objections to be lodged in writing. This must be done verbally through the team captain to the Umpire / Referee during the
game and a letter to be submitted 10 minutes after the game. The game could be played under protest.
e) Written Protests should be accompanied by a fee of R500, 00. The R500, 00 will be refunded if the protest is upheld and will be forfeited if the protest is lost.
f) The dispute committee’s decision is final and binding.

5.24. DISCIPLINARY SANCTIONS
a) The disciplinary committee has the authority to take the following actions:
b) Issue verbal or written warning.
c) Reprimand verbally or in writing.
d) Deduct points from individuals or teams.
e) Suspend individuals or teams from participating in the games.
f) Decline individually or teams from participating in the games.
g) Refer cases to the SAPS for further investigations and possible prosecution.

5.25. CODE OF CONDUCT
5.25.1. All those participating in the games, whether playing or simply being spectators are expected to abide by the following code of conduct.
a) Play all games according to the rules prescribed in the Rule Book.
b) Observe professionalism and ethical conduct.
c) Respect and abide by decisions of officials in and out of the games.
d) Refrain from indecent acts and assaults, acts of intimidation, disrespectful, and abusive language.
e) Objections from participants during the games should be lodges through their captains.
f) No consumption of alcohol, drugs or abusive substances to be consumed.
g) Abide by the athletes and officials oath.
h) Anyone who is in breach of the code of conduct is subject to disciplinary action.
6. **DRIE STOKKIES**

6.1. **INTRODUCTION**

a) A Running and Jumping Game

b) The game was played in rural communities from the Western Cape, Northern Cape, Eastern Cape and Free State.

c) The game can be played on a grass turf, tarmac surf and sand.

d) A team consists of 10 players, 5 Boys and 5 Girls and will compete against another team of the same amount of players.

e) An athlete that wants to participate in this game should have the ability to get maximum lift from the grass to jump over the Sticks.

6.2. **EQUIPMENT**

a) Round colourful Gymnastics Sticks of 1,5m long

b) White Flags and 4 Red Flags

c) Measurement Tape.

d) 10 pieces of normal thin Rope of 3 Metres long and small pegs (15) with a plastic hammer.

6.3. **HOW TO PLAY THE GAME**

a) The three Sticks are placed one meter from each other on the grass.

b) The starting distance for males will be eight meters and four meters apart from each stick. For the females will be six meters and three meters apart from each stick.

c) Athletes are given two minutes to prepare for a jump. Players of the two team’s line up, Run and start to jump

d) The players should only step once between the sticks

6.4. **THE GOLDEN RULES ARE:**

a) When a player jumps between the sticks he or she is not allowed to touch the sticks with their foot

b) The Players ARE ALSO NOT ALLOWED TO DO A DOUBLLE STEP BETWEEN THE Sticks.
c) The player from the team that jump the last (Stretcher) should jump to reach the furthest point with his jump. Where that player stop the last stick needs to move to where his heal land.

d) Now the team starts from the other side to jump and the same sequence should be followed.

e) The game continues till the last 2 finalist are over.

f) The Player that won the competition would go through to the next Round.

g) Measurements from the middle stick to the end Stick will determent a first place, second place and a third place.

h) From a round robin format to an elimination format as this is the highest level of participation at the National Competition.

i) Number of participants remain the same.

j) Each participant has 6 number of Jumps.

k) The highest jump recorded proceeds to the next round

l) Number of attempts (jumps). Recommend each athlete should have 6 attempts with the largest jump being recorded to proceed to the final round. 2 rounds of competition. First round elimination for the final round.

6.4. FIXTURES

a) There shall round eliminations as follows:
   i) First Round shall have 27 participants
   ii) Second Round shall have 15 participants
   iii) Third Round shall have 7 participants
   iv) Fourth and final Round shall have 4 participants
   v) The tournament shall be run on the basis of two streams (A and B)

b) All the Highest Jumps are recorded to classify the positions attained by the participants.
   i) This applies to both males and females

6.5. TECHNICAL OFFICIALS

a) Head Umpire with 4 Technical Officials.

b) Drie Stokkies Score Card
6.6. GAME DESCRIPTION
   a) The Head umpires toss a coin to decide who will jump first.
   b) He blows his whistle and the jumpers start.

6.7. CODE OF CONDUCT, DISPUTES, COMPLAINTS, PROTESTS AND GRIEVANCES
   a) Abusive language may not be used during playing time.
   b) Fighting is not allowed.
   c) A player will be sent off for threatening or fighting with officials or other players.
   d) A team will be disqualified if they miss a match.
   e) All disputes, complaints and protests shall be lodged in writing to the Code Disciplinary Committee. A fee of R500 is payable to lodge the disputes, complaints and protests.

6.8. DURATION
   a) The game stops when the last player completed his Jump.
7. IINTONGA / MELAMU / IZINDUKU

7.1. INTRODUCTION
a) A stick-fighting game

7.2. EQUIPMENT
a) Two sticks (called an lintonga set) are used. They include a long stick for defending and a shorter one for attacking.
b) The stick for defence has a protective shield on the outside to cover the top part of the hand.
c) The player decides on the length of the stick according to his or her preference.
d) Protective headgear may be worn to protect the players from injury.
e) Plastic gloves may also be worn to protect the hands.
f) A stopwatch.
g) A First Aid kit.
h) A score-sheet.
i) A white stick to be used by the referee.

7.3. THE PLAY AREA
a) The ring should be oval and 7 metres in diameter, measuring 3.5 metres from the centre. It may be an elevated ring, or a ring drawn on a flat surface to accommodate fighters in rural communities.

7.4. TEAM COMPOSITION
7.4.1. Age categories:
a) The following are the two categories for lintonga:
   i) Juniors : 21 years and below
   ii) Seniors / Open : 22 and above

7.5. SAFETY PRECAUTION:

a) The selectors must consider the age, physique (built) and ability of each participant they select for lintonga.
b) *This is a game of strength and tactic therefore injuries are high possibility*

c) *The officials in charge of the game may in consultation with the affected teams management refuse participation of an individual if there are valid reasons that his or her participation jeopardise his safety.*

7.6. **GAME DESCRIPTION**

a) Two fighters (combatants) take up position inside the ring. Each fighter carries two sticks, namely the attack and the defence stick.

b) The referee blows a whistle to start the game and the fighters try to hit their opponent with their stick, while defending themselves with the defence stick.

c) Three judges judge the match and record points scored by each combatant.

d) They also record deductible points where there are infringements of the rules.

e) Points are awarded according to the number of blows that hit the opponent’s body.

f) A referee controls the match and a timekeeper controls the rounds in each bout. A bout consists of three rounds of one minute each.

7.7. **RULES AND SCORING**

7.7.1. Penalty points are deducted for every transgression committed, while the judges have the power to disqualify players. If the player transgresses for the second time a yellow card is issued. It the player transgresses for the third time a red will be issued. The following constitutes a transgression:

a) Hitting ‘no hit areas’, namely the pubic section below the waist (kumhlaba wamadoda, meaning ‘the land of men’) and behind the head.

b) Hitting an opponent during a break.

c) Hitting an opponent when he or she is down.

d) Prodding or attacking the opponent with the defence stick.

e) Poking the opponent.

f) Hooking or grabbing with a stick.

g) Using sharpened sticks.

7.7.2. Points are scored and recorded for every ‘legal’ strike made. All points are recorded on the score-sheet, which also reflects the following details:

a) Name of participant.
b) Strike per round.
c) Total strikes.
d) Position of strike(s).

7.7.3. No performance-enhancing or energy-enhancing drugs are allowed. The use of these substances is an infringement and may result in suspension, cancellation of a win and expulsion from the game.

7.8. A WIN

a) The player who has scored the most points at the end of the game is the winner, unless one of the players ‘throws in the towel’ (quits or gives up) before the end of the game.

7.9. DURATION

a) Every game will comprise the number of bouts agreed on before the game. A bout consists of three rounds of one minute each with an interval of 30 seconds per round.

7.10. SAFETY MEASURES

a) The referee will use plastic gloves.
b) The referee will regulate the game by using a white stick to separate the players if there are illegal throws or strikes.
c) There should always be a First Aid kit on site as well as a person who is qualified to use it.
8. KGATI / INQATHU

1. GAME DESCRIPTION

1.1 Kgati is a game in which player(s) jump over a swinging rope swung by two players. Traditionally it was played by young girls however it is currently played by either gender.

1.2 Two players swing the rope while others jumping over but they exchange each other for swinging and playing.

1.3 The swingers swing the rope across the surface of the ground.

1.4 Players can jump over the swinging rope in any order and doing different styles or variations while singing.

1.5 It is played with rhythm and rhymes which differs from area to area.

2. EQUIPMENT

2.1 Ropes not longer than 6 meters.

2.2 Perimeter board for demarcation (14 m x 12m)

2.3 Clipboards

2.4 Stop watches

2.5 Whistles.

2.6 Red flags

2.7 White flags.

2.8 Video camera

3. THE PLAY AREA

3.1 The play area should be of hard surface that should not be covered by with grass, preferably indoor.

4. TEAM COMPOSITION

4.1 A minimum of three players is required. But for competition a team should have of 6 players i.e 3 females and 3 males plus 2 extra players (reserves: 1 female and 1 male). 1 manager and 1 coach per team.

5. PLAYING RULES

5.1 The team play as one team of 3 females and 3 males.

5.2 Only the players of the playing team sing while playing.
5.3 One rope should be used.
5.4 Only indigenous songs without vulgar may be used.
5.5 The team may display as many styles/ variations as they can within the set time frame (No sexual action is allowed).
5.6 No long pants, tights that overlap the attire, jeans, tracksuits, spike shoes, bracelets and hats maybe used as playing attire. Only traditional attire is allowed. Pantyhose maybe worn.
5.7 No long hairstyles.
5.8 No gymnastic movements.
5.9 No coaching during play.
5.1 No touching of the demarcation.
5.11 No player is allowed to play under the influence of alcohol and drug substances.

6. TEAM ARRIVAL
6.1 All teams must arrive at the playing venue 15min prior to the game.

7. MOBILE PHONES AND CAMERAS
7.1 Mobile phones and cameras are not allowed to be used in the playing venue. Any player, manager, coach, TO who will be found taking videos will be removed from the area with immediate effect.
NB: Only the person requested by the federation shall take videos

6. TECHNICAL APPEAL
8.1 An appeal committee will be formed by KGATISA as it will act as mediator in disputes.

7. COMPETITION FIXTURES
9.1 Final fixtures will be available after teams’ registration.

2018 ITEMS TO BE CONSIDERED WHEN JUDGING KGATI

1. INDIGENOUS SONGS
1.1 Indigenous or folklore songs.
1.2 Audibility of the team voices and the pitch.
1.3 Team singing.
1.4 The rhythm
1.5 Interpretation.

2. COORDINATION
2.1 Body movements.
2.2 Respond to the speed of the rope, jumping and song.
2.3 The using of the body smoothly and efficiently with easy

3. VARIATIONS / STYLES
3.1 Creativeness of the team.
3.2 Where the variation is being done?
3.3 Engagement of the team.
3.4 The positive respond to the speed of the rope, song and style.

3. FITNESS AND FLEXIBILITY
4.1 Check freedom of body movement
4.2 Agility (changing of body position or direction) responding to the speed of the rope
4.3 Muscular endurance i.e. the sustainability of a player (how long can he/she play without being tired (Direction)
4.4 Cardio respiratory endurance – deals into heart and lungs strong: check as to what player can play for the direction giving without running short of breath
4.5 Athlete must be energetic
4.6 Power – a combination of maximum amount of speed with the maximum amount of strength responding to the speed of the rope

4. ATTIRE
5.1 Traditional Attire (must be of traditional
5.2 Fitting or suits the player nicely
5.3 Is it uniformity
5.4 Must cover the buttocks especially girls (patties) and no g-string panties’
5.5 No tights and pants for girls (can wear stockings)
8. NCUVA

8.1. INTRODUCTION
a) Ncuva is a board game.
b) NCUVA is originally played by men to while away time or boys at the grazing fields; it is currently enjoyed by people of all ages and either gender.
c) NCUVA is used to sharpen the mathematical and strategic acumen of its players.

8.2. AIMS OF THE GAME ARE TO:
a) Embrace cultural diversity
b) Promote reconciliation and nation building
c) Enhance mental sharpness
d) Compete, Socialise and have fun
e) Capture as many cow's pebbles as possible in order to win
f) Social cohesion

8.3. SKILLS THAT CAN BE DEVELOPED
a) Computational and mathematical skills
b) Tactical manoeuvre
c) Ability to strategise
d) Mental agility

8.4. EQUIPMENT
a) NCUVA boards
b) holes per row – beginners with 43 pebbles per player
c) 24 holes per row for juniors with 91 pebbles per player
d) 36 holes per row for Seniors with 139 pebbles per player
e) 48 holes per row for Masters with 187 pebbles per player
f) 1 x Stopwatch ( for time keeping )
g) Fixture list ( to indicate sequence of play )
h) Score sheet ( for recording of score )
i) 1 x Coin ( for tossing )
j) 96 Ncuva boards and 5000 marbles needed for the games
k) The committee does not restrict the provinces to bring their own boards for practicing
l) 40 tables will be needed for participants
m) 6 tables for the officials to record points / results before taken to the nerve centre

8.5. ATTIRE FOR PLAYERS
a) x Track Suits
b) x Golf shirts
c) 2 x T-Shirts
d) 1 pair of tekkies
e) 1 x Cap
f) 1 x Bag

8.6. PLAYERS, COACHES AND MANAGERS
8.6.1. NCUVA is an individual Sport composed as follows:
a) Individuals play against each other as a player A and player B
b) A team is form by individuals from the same stable
c) 6 x players (3 x males and 3 x females) per team
d) x Reserve players (1 x male and 1 x Female)
e) 1 x Manager and
f) 1 x Coach

8.7. TECHNICAL OFFICIALS
a) 1 x Technical official (Controls course of the game and submits score sheets to nerve centre)

8.8. HOW TO PLAY
a) Toss a coin to decide who is a player A and who is a player B (assuming there are only two players)
b) A player that wins the toss starts the game
c) To start the game, Player A moves any four stones from his/her holes and places them in the next four holes.
d) He/she moves in an anti-clockwise direction.
e) When A has put down all the stones, he/she takes all eight stones directly opposite him/her from B.
f) He/she then places all eight stones in the next eight holes.
g) He/she has now completed his/her turn because all eight stones fall directly opposite to where the stones have already been removed.
h) If, during the game, A has only one stone in row 1, he/she must shift the stone until he/she reaches row 2.
i) If however there are no stones belonging to B in a row, but in row 4, he/she may not take them. When A has completed his/her turn, B begins in the same way.
j) A player or team is allowed to take the marbles or move one marble if there is only one left in the holes, e.g. “NKWIZI” “THE BULL” “MBOHO” “POO” “INKUNZI”. NO DEBATE.
k) A player or team is allowed to take the stones or move two stones in a hole if they are the last, e.g. “KHASHA”. NO DEBATE.
l) Here is only one player in a team to play or move stones.
m) Once a player moves marbles, he/she does not turn back, it is a touch.
n) A player or team that wants to count should first ask or request to count and will be given permission to count or to do so, by his/her opponent.
o) A player will be given one minute to read or assess their game after a minute they must play.
p) A player that finishes the marbles of the opponent is a winner.
q) If both players remain either single stones in the hole, a player who has the emptiest holes to move on is the winner.

8.9. GENERAL NCUVA RULES

a) A player that cheats will be disqualified.
b) A player that wins the game will receive or be awarded with three points.
c) A player that ties will play a deciding game.
d) A player that plays a tie (in points), a goal difference will decide a winning team.
e) A coach will not coach during the game play.
f) One official will officiate each game for records.
g) The score sheet will be prepared by the federation.
h) The game is a round robin.
i) The technical official will not officiate the game of their own province.
j) The game has got no age restriction.

8.10. TIME
a) Every player must play within thirty (30) seconds after their opponent has played.
b) A player that prolongs more than thirty (30) seconds, would have transgressed

8.11. FOUL / PENALTY
a) Upon noticing a delay, the technical official will warn the offending player to play within two (2) minutes failing which the player will lose the game.
b) Coaching during the game result in the player being officially disqualified.
### 9. JUJKSEI

<table>
<thead>
<tr>
<th></th>
<th>ENQUIRIES</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1</td>
<td>Regarding the game and local organizations, via the relevant District's/Province's Umpire Committee, or the District's/Province's Director of Administration.</td>
<td></td>
</tr>
<tr>
<td>1.2</td>
<td>Regarding rules of the game, to the Chief Umpire of the JSAUC.</td>
<td></td>
</tr>
<tr>
<td>1.3</td>
<td>Any other information: visit the website of Jukskei SA at: <a href="http://www.jukskei.co.za">www.jukskei.co.za</a></td>
<td></td>
</tr>
</tbody>
</table>

### 2. INTRODUCTION

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

2.2 Amending the rules can only take place at the Umpires meeting of Jukskei SA’s Umpires Committee and are subject to approval at the Annual General Meeting of Jukskei SA.

2.3 These rules may be adapted for local circumstances by the controlling body.

2.4 For International matches there must be abided by the specifications and rules as set out by the International Jukskei Federation.

### 3. DEFINITIONS

3.1 **Coach**
A registered and affiliated person having the necessary coaching qualification and who has been appointed by the body being represented (Rule 15).

3.2 **Approved:**
As approved by the Annual General Meeting of Jukskei SA.

3.3 **In play**
A skey or part thereof is in play if it is in the playing area.

3.4 **Junior**
Any participant (girl/boy) that reaches the age of 18 years during a calendar year, or younger.

**Note:** *(Participation at the SA Junior Championship is determined in Regulation M – juniors By-Law 2)*

3.5 **Captain**
A participant appointed by the body he represents (Rule 13).

3.6 **Man**
A male participant from the calendar year in which he reaches the age of 19 until the day before his 50th birthday.

3.7 **Sandpit**
Framework filled with sand.

3.8 **Umpire**
A qualified and affiliated participant who acts as an arbitrator to make a ruling.

3.9 **Pitching (playing) area**
It is the 28 x 3,6m area including the two sandpits and pitching/demarcation lines.

3.10 **Rules of play**
The rules of Jukskei as accepted and approved by the Annual General Meeting of Jukskei SA.

| 3.11  | **Playing area**  
The area inside the framework seen from above at the 12 o’clock position. |
|-------|---------------------------------------------------------------------------|
| 3.12  | **Pegged skey**  
A skey that has penetrated the sand at an angle. |
| 3.13  | **Forfeit**  
A forfeited skey may not be used in that round. |
| 3.14  | **Veteran**  
A participant 50 years and older. |
| 3.15  | **Women**  
A female participant from the calendar year upon reaching the age of 19 until the day before her 50th birthday. |
| 3.16  | **He/she/her**  
Everywhere where the male form is mentioned the female form must also be read. |

## 4 SPECIFICATIONS OF FACILITIES AND EQUIPMENT

### 4.1 Court

<table>
<thead>
<tr>
<th>S1</th>
<th>The total length of the court is 28 meters.</th>
</tr>
</thead>
<tbody>
<tr>
<td>S2</td>
<td>The court should be as level as possible.</td>
</tr>
<tr>
<td>S3</td>
<td>There should be two sandpits at least 3 meters long, 2.4 meters wide and 150mm deep, filled with loose sand.</td>
</tr>
<tr>
<td>S4</td>
<td>There should be at least a 1.8 meter stretch of sand in front of the peg and at least 1.2 meters of sand behind and on either side of the peg.</td>
</tr>
<tr>
<td>S5</td>
<td>The court should be laid out in such a manner that the distance between the two pegs, when in their correct positions, is exactly 9 meters.</td>
</tr>
<tr>
<td>S6</td>
<td>A level framework of wood, brick or concrete may be constructed to support the sides of the sandpit.</td>
</tr>
<tr>
<td>S7</td>
<td>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 establish the correct position of the peg.</td>
</tr>
<tr>
<td>S8</td>
<td>No obstruction should be closer than 2.5 meter from the back of the 16m pitching line. There may also be no obstruction closer than 1 meter from the side lines.</td>
</tr>
<tr>
<td>S9</td>
<td>When two or more courts are next to each other, the adjacent pegs should be a minimum of 5.6m apart.</td>
</tr>
</tbody>
</table>

**Note:** This is a recommendation especially when new courts are being erected.

### 4.2 Skeys

<table>
<thead>
<tr>
<th>S10</th>
<th>Skeys may be made from wood, rubber, rubber composite, synthetic materials or a combination there-of, as approved by Jukskei SA.</th>
</tr>
</thead>
<tbody>
<tr>
<td>S11</td>
<td>The total length of a skey (including the handle) must be between a minimum of 300mm and a maximum of 460mm.</td>
</tr>
<tr>
<td>S12</td>
<td>The body of the skey must be cylindrical with a diameter between 50mm minimum and 75mm maximum.</td>
</tr>
<tr>
<td>S13</td>
<td>The maximum weight of a skey is 1.8kg.</td>
</tr>
</tbody>
</table>

**Massa:** Max 1.8kg
<table>
<thead>
<tr>
<th></th>
<th>Pegs</th>
</tr>
</thead>
<tbody>
<tr>
<td>S14</td>
<td>Pegs may be made of wood or synthetic material as approved by Jukskei SA.</td>
</tr>
<tr>
<td>S15</td>
<td>The length of a peg is a minimum of 495mm and a maximum of 500mm.</td>
</tr>
<tr>
<td>S16</td>
<td>The diameter of a peg is a minimum of 27mm and a maximum of 32mm.</td>
</tr>
<tr>
<td>S17</td>
<td>The body of the peg must be cylindrical.</td>
</tr>
<tr>
<td>S18</td>
<td>One end (point of the peg) must be tapered from 50mm to a point 5mm in diameter. The other end (head of the peg) must be flat with a maximum rounding of 5mm.</td>
</tr>
<tr>
<td>S19</td>
<td>A wind mark of minimum 18mm and a maximum of 20mm wide must be marked on the peg, starting at the top of the 50mm tapered end.</td>
</tr>
<tr>
<td>S20</td>
<td>The point of the peg may be strengthened with a screw (which may not protrude by more than 3mm). The shape of the tapered point may not be influenced.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>Calliper</th>
</tr>
</thead>
<tbody>
<tr>
<td>S21</td>
<td>For measuring purposes it is essential to have a calliper with a maximum measuring ability of 460mm.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>String</th>
</tr>
</thead>
<tbody>
<tr>
<td>S22</td>
<td>Only line or string may be used.</td>
</tr>
<tr>
<td>S23</td>
<td>The thickness may not exceed two (2) mm.</td>
</tr>
<tr>
<td>S24</td>
<td>The string must be permanently secured to one side.</td>
</tr>
<tr>
<td>S25</td>
<td>On the other end of the string must 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.</td>
</tr>
<tr>
<td>S26</td>
<td>A knot that indicates the exact centre of the width of the sandpit must be made in the string.</td>
</tr>
</tbody>
</table>
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. The skey is held by the handle and is pitched underhand past the leg in a forward swinging motion.

Uitleg van die baan / Layout of the Pitch

1.2 Distances

1.2.1 Pitch over various distances to the peg furthest from the relevant pitching line as indicated below:

<table>
<thead>
<tr>
<th></th>
<th>MINIMUM GOOI AFSTAND VIR MINIMUM PITCHING DISTANCE FOR</th>
<th>VROUE WOMEN</th>
<th>MANS MEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seniors</td>
<td>18 – 49 Jaar/Year</td>
<td>14m</td>
<td>16m</td>
</tr>
<tr>
<td>Meesters Masters 50 – 59 Jaar: Gooi afstand verander op dag van verjaarsdag</td>
<td></td>
<td>12m</td>
<td>14m</td>
</tr>
<tr>
<td></td>
<td>50 – 59 Years: Pitching distance changes on birthday</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Groot Meesters Grand Masters 60 – 69 Jaar: Gooi afstand verander op dag van verjaarsdag</td>
<td></td>
<td>11m</td>
<td>13m</td>
</tr>
<tr>
<td></td>
<td>60 – 69 Years: Pitching distance changes on birthday</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Veterane Veterans 70 – 79 Jaar: Gooi afstand verander op dag van verjaarsdag</td>
<td></td>
<td>10m</td>
<td>12m</td>
</tr>
</tbody>
</table>
70 – 79 Years: Pitching distance changes on birthday

Veterans

80 Jaar en ouer: Gooi afstand verander op dag van verjaarsdag
80 Years and older: Pitching distance changes on birthday

<table>
<thead>
<tr>
<th></th>
<th>9m</th>
<th>11m</th>
</tr>
</thead>
<tbody>
<tr>
<td>June</td>
<td></td>
<td></td>
</tr>
<tr>
<td>July</td>
<td></td>
<td></td>
</tr>
<tr>
<td>August</td>
<td></td>
<td></td>
</tr>
<tr>
<td>September</td>
<td></td>
<td></td>
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<tr>
<td>October</td>
<td></td>
<td></td>
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<tr>
<td>November</td>
<td></td>
<td></td>
</tr>
<tr>
<td>December</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Juniors

Ouderdom soos op 31 Desember van die vorige Kalenderjaar
Age on 31st December of the previous calendar year

<table>
<thead>
<tr>
<th>Minimum gooiafstand vir meisies</th>
<th>Minimum pitching distance for girls</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Minimum gooiafstand vir seuns</th>
<th>Minimum pitching distance for boys</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

1.2.2 Veteran men 50 years and older pitch a distance according to table above, except at the SA Senior Jukskei Championships, where the veterans compete separately. If they aren’t participating in the veteran’s section, they pitch a distance of at least 16 meters.

1.2.3 If people of mixed ages and genders compete in the same competition, each player pitches according to individual distances as set out in the rules.

1.2.4 Veterans: Will be allowed to pitch the shorter distance from the day the relevant age limit is reached.

1.3 Skeys

1.3.1 Up to National level skeys may be used that comply with specifications and that are approved by Jukskei SA.

1.3.2 The composition must be such that other skeys cannot be damaged.

1.3.3 If, for whatever reason, metal is used in a skey, the metal portion may 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. The illegal skeys may not be used until they are repaired and verified, and the game may not be delayed during this process.
1.3.5 A player may change his skeys at any time during the match, provided he is ready for play when it is his turn.

### 1.4 Pegs

1.4.1 Up to National level skeys may be used that comply with specifications and that are approved by Jukskei SA.

1.4.2 Pegs that are used in the same sandpit must be of the same material and have the same diameter and length.

1.4.3 Pegs may not be replaced during a match, unless the peg is so damaged so that it no longer complies with the specifications. Replacement pegs must comply with Rule 1.4.2.

1.4.4 The peg must be planted at a depth of 50mm in the sand.

1.4.5 In the event of excessively strong wind, the umpire in charge may instruct that the peg be planted at a depth of 68-70mm, which must be clearly marked on the peg.

### 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 460mm.

### 1.6 Matches

1.6.1 The duration of matches are determined by the controlling body up to a maximum of 75 minutes or 3 sets, whichever is the shorter.

1.6.2 No team is allowed to delay the start of a match during tournaments or Championships. In the event that a match is delayed, the match will not take place and will 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 2. 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 3. Set

1.7.1 4. A set consists of 23 points that are achieved by the combined score of pegs (three {3} points) and lays (one {1} point) at the end of a completed round. (See Rule 9)

1.8 5. 6. 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: Two and a half (2.5) points to each team.

### 2 (1) RULE 2: TO DRAW THE STRING

2.1 The string is drawn to place the peg in the correct position.

2.2 If the string becomes slack, loose or breaks during a round, it must be replaced.
**Interpretation:** Slack means when the string hangs downwards.

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 measuring 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 measuring takes place.

2.4 The string must be drawn in a straight line over the top of the skeys and should not arch downwards, forwards or backwards.

2.5 If the string can be drawn freely under 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.

**Method:** If the knot is not visible, then the string must be drawn over the skey. Then the skey is moved till the peg can be placed. The string is drawn again to determine if it can pass freely under the skey. If the string can pass freely underneath, then the peg must be placed in its correct position.

2.6 No skeys may be removed to draw the string. Where there is a skey in the way of the string, this skey may be removed temporarily or pushed aside to enable the string to be drawn.

(2)

3 **RULE 3: POSITION OF THE PEG**

3.1 When the string has been drawn across the sandpit, the peg 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 peg is struck, the correct position of the peg can be determined by drawing the string.

3.3 In the event of a pegged skey, the peg may only be tested to see if it falls or not, when:

3.3.1 the pegged skey was pitched,

3.3.2 when the peg is in a leaning position as a result of another skey having been pitched.

3.4 To test whether the peg will fall, a pegged skey is slowly pulled out in the same direction and at the same angle in which it entered the sand.

**Interpretation:** A pegged skey is considered a pegged skey until it moves through a horizontal level or lies on the sand and therefore the angle cannot change anymore.

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 specification, the peg not complying must be used for that specific decision, but must be discarded.
immediately after completion of the round.

The replacement peg must comply with the correct specifications. If a correct ruling is impossible with that peg, the second peg must be used.  

(See Rule 13.1)

### 3.6

The distance between the skey and the peg is measured from any part of the peg protruding above the surface of the sand, to the nearest point or part of the skey, either above or beneath the sand. For measuring purpose the keys may be uncovered temporarily in order to determine the nearest point. The shortest distance between the peg and the skey must always be determined.

**Method:** Before the sand is cleared to determine the nearest point of a pegged skey, the sand level towards the string must be determined. Should the possibility exist that the peg may fall, 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 uncovered carefully 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 in the place where the peg should stand, such a skey should be moved in the direction requiring the least movement.

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.

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.

**Interpretation:** Direction implies perpendicular to the peg.

#### 3.7.1

The gradient and 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, backward or at the same angle.

**Interpretation 1:** When skeys lie on top of each other, a “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.

**Interpretation 2:** Skeys must not be moved too far. When the next level has been moved, 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.

### 3.8

Method used by the umpire to determine if the peg is going to fall or not. The umpire must warn 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.

*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 skey is pitched, as well as with the action of the captain or umpire when moving the skeys to place the peg. Other disturbances such as footmarks must be restored.

4.3 During the pitching round it is not permitted to loosen the sand in any way, or to make furrows or step on the sand to firm it. 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 peg should be positioned 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:* Sand from elsewhere means sand far from the peg so as not to influence play, and must preferably have the same moisture content.

4.5 In the case of wet sand, the hole made by the peg may be filled before the peg 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 peg. If for example, the sand has been tossed away from the back of the peg; sand may not be used to fill the hole. 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 Use of a reserve player. All the members of the second team, including the reserve, may act as official reserve players for the first team. None of the first team players are allowed to play in the second team. Should there be only one team in a division, then the team may make use of two (2) reserves. The captain of the substituted player must inform the captain of the opponents of such substitutions.

5.3 No 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 less player than the tournament requirements, against a team meeting the tournament requirements, the captain of the team consisting of fewer players, must indicate during each round when the absent player would have pitched. The sequence of the round will then continue as if the absent player had already pitched.

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 match.

(3)

Interpretation: If one of the team members should become injured and cannot continue with the match, the match must continue with the remaining players.

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

(4)

6 RULE 6: POSITION OF PLAYERS

6.1 (5) 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 may not:

6.2.1 Step on or over the line, from which he is pitching until the skey has left his hand,

(6)

6.2.2 Stand more than 1.8 meter to the right or left of a point directly behind the peg when he pitches.

(7) 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.

The player’s name will be recorded in a register. The captain/umpire as well as the player will sign next to it as acknowledgement of the offence. If the same player commits a similar offence then Rules 6.3.1 and 6.3.2 will apply.

6.3.1 If not pitched in accordance with the rules, can remain in position or be removed, and

6.3.2 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 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. Play between alternate players of competing teams is as follows:

7.2.1 The first player of the team to begin, pitches his two skeys, followed by the player of the opposing team. 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 and provided it does not happen at the
beginning of a round, he must finish pitching and play continues alternately.

| 7.2.3.1 | (8) 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. (9) |
| 7.2.3.3 | If a first player pitches out of turn and the final whistle sounds, then the opposing Captain has the choice if the play continues alternately, or if the player’s skeys are returned to him and play commences with the team that should have pitched first. (10) |

| 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. |

### 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 lays or pegs have been scored during a round, the team that threw 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 the sequence of the following round.

8.5 If a set ends in a tie, the team, which had the lay, pitches 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 pitching 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 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.

*Interpretation:* The maximum time to make a decision is 1 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 have been taken.

<table>
<thead>
<tr>
<th>8.7.2</th>
<th>A team scores a set (23 points) and the opposing team has no skeys left to cancel the set.</th>
</tr>
</thead>
<tbody>
<tr>
<td>8.8</td>
<td>A round has begun as soon as:</td>
</tr>
<tr>
<td>8.8.1</td>
<td>(11) 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</td>
</tr>
<tr>
<td>8.8.2</td>
<td>The captain forfeits the skeys of the player who should pitch first.</td>
</tr>
<tr>
<td></td>
<td>(12) <strong>Interpretation:</strong> 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 started.</td>
</tr>
<tr>
<td>8.9</td>
<td>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.</td>
</tr>
<tr>
<td></td>
<td>(13) <strong>Interpretation:</strong> 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, delay the game, etc.</td>
</tr>
<tr>
<td>8.10</td>
<td>(14) 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</td>
</tr>
</tbody>
</table>

### 9 RULE 9: SCORE: PEGS AND LAYS

| 9.1   | Finalizing of the score is to be done by the captains after all skeys have been pitched or forfeited. Captains should both confirm each other’s scores. |
|       | **Interpretation:** With the pitching of every skey, lays 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 it falls after the skey has left the players 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. |
|       | **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. |
| 9.2.1.3 | A peg is considered scored when the tapered point is or was out of the sand. |
| 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. **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. |
| 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 | During the moving process nothing may be used to support a skey that wants to roll and should it roll, the skey should be allowed to do so. **Interpretation:** This could imply that a skey or skeys may need to be moved again in order to plant the peg in its correct position. |
| 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 allowable 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 the pitching of a skey, the peg must be returned to its upright position before play resumes. |
| 9.2.7 | Only skeys within a radius of 460mm 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 lays, 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 and neither team scores any points. |

### RULE 10: BROKEN SKEYS

**10.1** If a skey breaks during the course of play, the measurement is taken from the largest portion of the broken skey 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 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 handle is now longer than the stipulated maximum length of a skey, the position of such a skey must be...
marked off at the head, the skey removed, **corrected to within specified length** and replaced in the position where the head of the skey was.

<table>
<thead>
<tr>
<th>Rule</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>11.1</td>
<td>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 pitching the rest of skeys of the team. If at the end of the round a team has more than 23 points it will burst (Score 0).</td>
</tr>
<tr>
<td>11.1.1</td>
<td>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, pitching stops. The teams should pitch their remaining skeys or if they choose not to pitch, forfeit the skeys. When both teams have 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.</td>
</tr>
<tr>
<td>11.1.2</td>
<td>To withhold a skey means that a player interrupts his turn by withholding his second skey until the set is cancelled by the opposition. A team achieving a set need not wait until the set is cancelled, they are entitled to strengthen their set.</td>
</tr>
<tr>
<td>11.1.3</td>
<td>Team A’s first player pitches his first skey and scores exactly 23 points (a set) with a fallen peg. He withholds his second skey, 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.</td>
</tr>
<tr>
<td>11.1.4</td>
<td>Team B’s first player pitches his first skey and also scores a set with a lay without cancelling team A’s set. Now he also withholds his second skey as was done with the skey of team A.</td>
</tr>
<tr>
<td>11.1.5</td>
<td>Team A’s first player is now obliged to pitch his second skey or forfeit it, after which team B’s first player pitches or forfeits his second skey.</td>
</tr>
<tr>
<td>11.2</td>
<td>The entire round should be completed either by pitching skeys or forfeiting them. Only after all skeys have been pitched or forfeited and the two teams both still have set, then the set is shared and each team gets half a set. (2.5 points each).</td>
</tr>
<tr>
<td>11.2.1</td>
<td>A skey will be forfeited when the captain of the team declares that such a skey is forfeited. The captain is obliged to name the specific player whose skeys are being forfeited. Once such a decision has been made, it is irrevocable.</td>
</tr>
<tr>
<td>11.2.2</td>
<td>A decision by the captain that the skeys of more than one player at a time be forfeited is not valid.</td>
</tr>
<tr>
<td>11.3</td>
<td>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 pitches before he pitches again, that is, he will be allowed to withhold one skey.</td>
</tr>
<tr>
<td>11.3.1</td>
<td>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.</td>
</tr>
<tr>
<td>12</td>
<td><strong>RULE 12: RAIN REGULATIONS</strong></td>
</tr>
</tbody>
</table>
| 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 blown for play to commence and rain makes playing impossible, the rain whistle must be blown 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 blown for rain, play **MUST** stop immediately and the score from the previous completed round is taken. When a dispute arises an Umpire may 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/measuring. |
| 12.4 | A rain whistle stops play immediately even if the final whistle of the match has already been blown. 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 by the Umpire in charge or the controlling body that the restart whistle will be blown in three minutes. |
| 12.6 | If a match is stopped because of rain and the restart whistle has blown 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.  
(18) |
| 12.8 | The umpire in charge determines the blowing of a rain whistle.  
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 blowing the rain whistle. |
Where no Umpire was appointed the organisers or the controlling body will blow the rain whistle.

(19)

<table>
<thead>
<tr>
<th>13</th>
<th>RULE 13: CAPTAIN</th>
</tr>
</thead>
<tbody>
<tr>
<td>The captain is responsible for the correct managing of a match and his duties include the following:</td>
<td></td>
</tr>
<tr>
<td>13.1</td>
<td>Mutually inspecting the pegs that are being used before and during the match for compliance with the requirements (See S13 to S19).</td>
</tr>
<tr>
<td>13.2</td>
<td>Ensuring before and during the match that both the strings comply with requirements (see S21 to S25)</td>
</tr>
<tr>
<td>13.3</td>
<td>Determines which team pitches first at the beginning of a match.</td>
</tr>
<tr>
<td>13.4</td>
<td>Determines the pitching order of his players and serves his team with advice.</td>
</tr>
<tr>
<td>13.5</td>
<td>Determines the final score by:</td>
</tr>
<tr>
<td>13.5.1</td>
<td>Drawing the cross string which complies with the requirements, and positioning the peg correctly to the best of his ability.</td>
</tr>
<tr>
<td>13.5.2</td>
<td>Final moving of skeys to position the peg correctly to the best of his ability.</td>
</tr>
<tr>
<td>13.5.3</td>
<td>doing the final measuring between skeys</td>
</tr>
<tr>
<td>Interpretation: Each captain must have callipers which comply with specifications (S20).</td>
<td></td>
</tr>
<tr>
<td>13.5.4</td>
<td>Confirms the score at the end of each round with the opposing team’s captain.</td>
</tr>
<tr>
<td>13.5.5</td>
<td>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. The round may be restarted.</td>
</tr>
<tr>
<td>13.6</td>
<td>Ensuring that a struck peg is checked and is restored to its correct upright position.</td>
</tr>
<tr>
<td>13.7</td>
<td>May request all members of his team to assist in positioning the peg during the normal course of play.</td>
</tr>
<tr>
<td>13.8</td>
<td>Ensuring that players do not voice their opinions while an umpire is officiating.</td>
</tr>
<tr>
<td>13.9</td>
<td>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.</td>
</tr>
<tr>
<td>13.10</td>
<td>Ensuring that no player picks up or removes a skey without permission once it has been pitched.</td>
</tr>
<tr>
<td>13.10.1</td>
<td>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. If no agreement can be reached, an umpire must be called in who can cancel the round.</td>
</tr>
<tr>
<td>13.11</td>
<td>Only a qualified and registered coach, assigned to a specific team/s, may</td>
</tr>
</tbody>
</table>
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.

*Interpretation:* Advice is a comment that could influence a team’s decision.

| 13.12 | Both captains together with the coaches must ensure that the rules aren’t infringed upon. |
| 13.13 | Only the captain of the relevant teams may request an umpire to officiate. |

<table>
<thead>
<tr>
<th>14</th>
<th><strong>RULE 14: UMPIRE</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>14.1</strong></td>
<td><strong>Umpire appearances</strong></td>
</tr>
<tr>
<td>14.1.1</td>
<td>Only the designated umpires that qualify according to Regulations of the Umpires’ Committee (Regulations O of Jukskei SA), and ratified by the:</td>
</tr>
<tr>
<td>14.1.2</td>
<td>JSAUC, may officiate during IG championship matches.</td>
</tr>
<tr>
<td>14.1.3</td>
<td>District/Province, may officiate during District/Provincial matches.</td>
</tr>
<tr>
<td>14.1.4</td>
<td>JSAUC, may officiate during Inter-Provincial matches.</td>
</tr>
<tr>
<td>14.1.5</td>
<td>Executive Committee of Jukskei SA, may officiate during matches at National level.</td>
</tr>
<tr>
<td><strong>Interpretation:</strong></td>
<td>The above includes all matches of regions/provinces, B&amp;C tournament and Masters tournament.</td>
</tr>
<tr>
<td>14.1.6</td>
<td>Umpires for International matches are appointed by the IJF.</td>
</tr>
<tr>
<td>14.1.7</td>
<td>A ruling by the Umpire is final and binding.</td>
</tr>
<tr>
<td><strong>Interpretation:</strong></td>
<td>An Umpire may use any equipment deemed necessary to deliver a just ruling.</td>
</tr>
<tr>
<td>14.2</td>
<td>No official matches may take place without the services of a qualified and affiliated umpire. Official matches are district, provincial, national, and international matches.</td>
</tr>
<tr>
<td>14.3</td>
<td>An umpire may be appointed for a specific match to handle it in its entirety.</td>
</tr>
<tr>
<td>14.4</td>
<td>An umpire may be called in for a specific decision.</td>
</tr>
</tbody>
</table>
| 14.5 | 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.

14.6 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; or unauthorized people interfering with the game; or players who are wasting time to throw or making decisions.

14.6.1 A non-acting umpire must refer any infringement that comes to his attention to the umpire on duty.

14.7 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 correct ruling, he may obtain additional information from the players and appointed coaches 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.

14.8 An umpire in charge may blow the whistle (Similar to the rain whistle in Rule 12.8) in any situation to end a match to ensure the safety of or to protect players and/or their property.

14.8.1 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 from the playing area. The lightning monitor’s stipulation is based on the ‘Strike alert model’. The lightning monitor is approved by Jukskei South Africa.

14.9 The umpire in charge must report all reported offences by coaches (Rule 15.5) to the controlling body.

15 RULE 15: COACH

15.1 The registered and identified Coach of a team is responsible for the motivation and coaching of the players and to serve the team with advice for tactical decisions. He must not dominate the game.

15.2 The registered and identified Coach may under no circumstance enter the sandpit(s) during a match except when the umpire needs his assistance. **Interpretation:** The Coach may not partake in the positioning of pegs, measuring of skeys, preparing of sandpit, drawing of the 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 Coaches may ask the umpires for clarification during his performance. The coaches may also assist with the umpire’s performance especially during the SA Junior Championship.

15.7 **The Head Coach of the institution:**

15.7.1 are allowed to consult with the respective coaches (coaches of the team) during the match;

15.7.2 can only talk to the entire team between matches to correct any errors;

15.7.3 If a specific coach gets sighted by a peer-coach/players/officials for any infringe-ment in respect of the previous framework the umpire will issue a warning;
| 15.7.4 | The umpires can also act proactively in their approach and warn the coach if an infringement has occurred; |
| 15.7.5 | After the second offence the coach will get a final warning. After the 3rd offence the coach will be immediately released as a coach from all coaching positions and may not officiate again during that event (championship/tournament); |
| 15.7.6 | The umpires will maintain a register of all warnings issued, which will be handed to the controlling body for recording; |
| 15.7.7 | Coaches who are released for a second time will not be allowed to act as a coach for a calendar year from the date of the last infringement; |

**AMENDMENTS**

Amendments to this code are done through the submission of motions, prior to a prescribed date as determined by the Executive Committee of Jukskei SA, to the Director Administration to enable the motion to be placed on the agenda of the Annual General Meeting. After acceptance of the motion by the Annual General Meeting, the change will be implemented.

**Bylae/ Annexure A**

<table>
<thead>
<tr>
<th>A</th>
<th>INTREE AKSIE-JUKSKEIREÊLS</th>
<th>ENTRY LEVEL ACTION JUKSKEI RULES</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SPEELWYSE</td>
<td>METHOD OF PLAY</td>
</tr>
<tr>
<td>1.1</td>
<td>’n Span bestaan uit vier spelers waarvan een die kaptein is.</td>
<td>A team consists of four players, one of whom is the captain.</td>
</tr>
<tr>
<td>1.2</td>
<td>Elke speler speel met twee skeie.</td>
<td>Each player plays with two skeys.</td>
</tr>
<tr>
<td>1.3</td>
<td>Die kapeins besluit onderling watter span gaan voorgooi aan die begin van die wedstryd.</td>
<td>The team captains mutually agree on the pitching order.</td>
</tr>
<tr>
<td>1.4</td>
<td>Spelers gooi oor ’n afstand van ten minste 10 meter. Juniors onder die ouderdom van 10 jaar, gooi so ver as hul ouderdom.</td>
<td>Players pitch over a distance of at least 10 meters. Juniors under the age of 10 years, pitch the same distance as their age.</td>
</tr>
<tr>
<td>1.5</td>
<td>Die skei word aan die handvatsel gevat, verby die been geswaai en onderhands vorentoe gegooi.</td>
<td>The skey is held by the handle and is pitched underhand past the leg in a forward swinging motion.</td>
</tr>
<tr>
<td>1.6</td>
<td>Om-die-beurt speelwyse word gevolg. Die eerste speler van die span wat moet voorgooi, gooi sy twee skeie, gevolg deur die eerste speler van die opposie. Daarna volg die tweede speler van die eerste span en dan weer die tweede speler van die opposie, ensovoorts.</td>
<td>An alternating method of play is followed: The first player of the team to begin pitches his two skeys, followed by the player of the opposing team. Thereafter the second player of the first team pitches, followed by the second player of the opposing team, etc.</td>
</tr>
<tr>
<td>1.7</td>
<td>Die dwarslyn word gespan om die pen op sy korrekte posisie te steek.</td>
<td>The string is drawn to place the peg in the correct position.</td>
</tr>
<tr>
<td>1.8</td>
<td>Indien die dwarslyn gedurende ’n</td>
<td>If the string becomes loose or</td>
</tr>
<tr>
<td><strong>1.9</strong></td>
<td>Wanneer die dwarslyn gespan is, word die pen presies agter die knoop gesteek.</td>
<td><strong>1.10</strong></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td><strong>1.9</strong></td>
<td>When the string has been drawn, the peg is placed exactly behind the knot.</td>
<td><strong>1.10</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>2</strong></th>
<th><strong>DOEL EN TELLING</strong></th>
<th><strong>AIM AND SCORING</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2.1</strong></td>
<td>Die doel van hierdie jukskei vlak is om so veel as moontlik punte aan te teken in 'n voorafbepaalde tyd (soos 30 minute).</td>
<td>The aim of this jukskei level is to score as many points as possible in a predetermined time (such as 30 minutes).</td>
</tr>
<tr>
<td><strong>2.2</strong></td>
<td>Drie (3) punte word aangeteken wanneer die pen omgegooi word.</td>
<td>Three (3) points are scored by knocking down the peg.</td>
</tr>
<tr>
<td><strong>2.3</strong></td>
<td>Een (1) punt elk word aangeteken vir die span met die meeste skeys nader aan die pen as die opposisie se skeys (binne a radius van 460 mm).</td>
<td>One (1) point each is scored for the team with the most skeys lying closer than the opponent's skeys to the peg (within a radius of 460 mm).</td>
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<tr>
<td><strong>2.4</strong></td>
<td>Indien span A 3 skeys nader aan die pen het as span B, teken span A 3 punte aan.</td>
<td>If team A has 3 skeys nearer to the peg than team B they score 3 points.</td>
</tr>
<tr>
<td><strong>2.5</strong></td>
<td>Die span met die hoogste telling na die voorafbepaalde tyd wen die wedstryd.</td>
<td>The team with the highest score in the predetermined time wins the match.</td>
</tr>
<tr>
<td><strong>2.6</strong></td>
<td>Toernooie word gewoonlik op 'n rondomtalie basis gespeel.</td>
<td>Tournaments are usually played on a round robin basis.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>3</strong></th>
<th><strong>TOERUSTING</strong></th>
<th><strong>EQUIPMENT</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SKEI</strong></td>
<td><strong>SKEY</strong></td>
<td></td>
</tr>
<tr>
<td><strong>3.1</strong></td>
<td>Skeie mag alleenlik van hout, rubber, rubber-komposisie of sintetiese materiaal, of deur 'n samestelling daarvan, vervaardig word.</td>
<td>Skeys may be made of wood, rubber, rubber composite, synthetic materials or a combination there-of.</td>
</tr>
<tr>
<td><strong>3.2</strong></td>
<td>Die totale lengte van 'n skey (handvatsel ingesluit) is tussen 300mm minimum en 460mm maksimum.</td>
<td>The total length of a skey (including the handle) must be between a minimum of 300mm and a maximum of 460mm.</td>
</tr>
<tr>
<td><strong>3.3</strong></td>
<td>Die romp van die skey moet siilindries wees met 'n deursnee</td>
<td>The body of the skey must be cylindrical with a diameter between</td>
</tr>
</tbody>
</table>
van tussen 50mm minimum en 75mm maksimum.

3.4 Die maksimum gewig van 'n skei is 1.8kg

The maximum weight of a skey is 1.8kg.

PEN

PEG

Penne mag van hout of sintetiese materiaal vervaardig word.

Pegs may be made of wood or synthetic material.

3.5

3.6 Die lengte van 'n pen is 495mm (minimum) tot 500mm (maksimum).

The length of a peg is 495mm (minimum) to 500mm (maximum)

3.7 Die deursnee van 'n pen is 27mm (minimum) tot 32mm (maksimum).

The diameter is 27mm (minimum) to 32mm (maximum)

3.8 Die romp van die pen moet silindries wees.

The body of the peg must be cylindrical.

3.9 Die een end van 'n pen moet oor 'n afstand van 50mm tot 'n 5mm punt taps wees. Die ander end (kop van die pen) moet plat wees en nie rond nie.

One end of a peg must be tapered from 50mm to a point 5mm in diameter. The other end must be flat and must not be rounded.

3.10 'n Windmerk van 18mm (minimum) tot 20mm (maksimum) breed moet op die pen aangebring wees beginnende vanaf die bokant van die 50mm taps gedeelte.

A windmark of 18mm (minimum) to 20mm (maximum) wide must be marked on the peg, starting at the top of the 50mm tapered end.

PASSER

CALLIPER

4

4.1 Die totale lengte van die baan is 28 meter.

The total length of the court is 28 meters.

4.2 Die baan moet nagenoeg waterpas wees.

The court should be as level as possible.

4.3 Daar moet twee sandputte wees, minstens 3 meter lank, 2.4 meter breed en 150 mm diep, en met los sand gevul.

There should be two sandpits at least 3 meters long, 2.4 meters wide and 150mm deep, filled with loose sand.

4.4 Daar moet minstens 1.8 meter sand voor en minstens 1.2 meter sand agter en aan weerskante van elke pen wees.

There should be at least a 1.8 meter sand in front of the peg and at least 1.2 meters of sand behind and on either side of the peg.

4.5 Die baan moet op so 'n wyse aangele word dat die afstand tussen die twee penne, op hul

The court should be laid out in such a manner that the distance between the two pegs, when in their correct

PASSER

CALLIPER
korrekte posisies, presies 9 meter van mekaar sal wees.

4.6 'n Raamwerk van hout, steen of beton kan waterpas aangebring word om die kante van die sandput te verstewig. A level framework of wood, brick or concrete may be constructed to support the sides of the sandpit.

4.7 'n Skroef, spyker of soortgelyke voorwerp moet aan weerskante van die raamwerk aangebring word op 'n afstand van minstens 1.8 meter van voor af, waaraan 'n dwarslyn gevestig moet word ten einde die posisie van die pen te kan bepaal. A screw, nail or similar object must be fixed to either side of the framework 1.8 meter from the front, to which a cross string is secured to establish the correct position of the peg.

### Bylae/ Annexure B

<table>
<thead>
<tr>
<th>B</th>
<th>INTERMEDIATE AKSIE-JUJKSEI</th>
<th>INTERMEDIATE ACTION JUJKSEI</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>SPEELWYSE</td>
<td>METHOD OF PLAY</td>
</tr>
<tr>
<td>2</td>
<td>DOEL EN TELLING</td>
<td>AIM AND SCORING</td>
</tr>
<tr>
<td>2.1</td>
<td>Die doel van hierdie jukskei vlak is om so veel as moontlik punte aan te teken in 'n voorafbepaalde tyd (soos 30 minute).</td>
<td>The aim of this level is to score as many points as possible in a pre-determined time period (example 30 minutes)</td>
</tr>
<tr>
<td>2.2</td>
<td>Drie (3) punte word aangeteken wanneer die pen omgegooi word, maar penne kan deur die opposisie uitgekanselleer word.</td>
<td>Three (3) points are scored by knocking down the peg, but pegs can be cancelled by the opposition.</td>
</tr>
<tr>
<td>2.3</td>
<td>Indien span A byvoorbeeld ses penne gooi en span B ook ses penne, kanselleer die getal penne mekaar.</td>
<td>If team A knocks down six pegs and team B also knocks down six pegs, they are cancelled and no points are scored.</td>
</tr>
<tr>
<td>2.4</td>
<td>Een (1) punt elk word aangeteken vir die span met die meeste skeie nader aan die pen as die opposisie se skeie (binne a radius van 460mm).</td>
<td>One (1) point each is scored for the team with the most skeys lying closer than the opponent’s skeys to the peg (within a radius of 460 mm).</td>
</tr>
<tr>
<td>2.5</td>
<td>Indien span A 3 skeie nader aan die pen het as span B, teken span A 3 punte aan.</td>
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<td>2.7</td>
<td>Toermoenie word gewoonlik op 'n rondomtalie basis gespeel.</td>
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</tr>
<tr>
<td>3</td>
<td>TOERUSTING</td>
<td>EQUIPMENT</td>
</tr>
<tr>
<td>3.1</td>
<td>Dieselfde as vir Intree Aksie Jukskei.</td>
<td>The same as for Entry Level Action Jukskei.</td>
</tr>
</tbody>
</table>
### Bylae / Annexure C

<table>
<thead>
<tr>
<th></th>
<th>GEVORDERDE AKSIE-JUKSKEI REËLS</th>
<th>ADVANCED ACTION JUKSKEI RULES</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>SPEELWYSE</td>
<td>METHOD OF PLAY</td>
</tr>
<tr>
<td></td>
<td>Dieselfde as vir Intree Aksie Jukskei.</td>
<td>The same as for Entry Level Action Jukskei.</td>
</tr>
<tr>
<td>2</td>
<td>DOEL EN TELLING</td>
<td>AIM AND SCORING</td>
</tr>
<tr>
<td>2.1</td>
<td>Die doel van hierdie jukskei vlak is om ’n presiese telling in veelvoude van 11 te bereik.</td>
<td>The aim of this level is to score in exact divisions of 11.</td>
</tr>
<tr>
<td>2.2</td>
<td>Drie (3) punte word aangeteken wanneer die pen omgegooi word, maar penne kan deur die opposisie uitgekanselleer word.</td>
<td>Three (3) points are scored by knocking down the peg, but pegs can be cancelled by the opposition.</td>
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<tr>
<td>2.3</td>
<td>Indien span A byvoorbeeld ses penne gooı en span B gooı ook ses penne, kanselleer die getal penne mekaar.</td>
<td>If team A knocks down six pegs and team B also knocks down six pegs, they are cancelled and no points are scored.</td>
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<tr>
<td>2.5</td>
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<td>If team A has 3 skeys nearer to the peg than team B they score 3 points.</td>
</tr>
<tr>
<td>2.6</td>
<td>Indien daar deur die gooı van ’n skei meer as die veelvoude van 11 punte deur die span behaal word, bars die betrokke span en keer daardie span se telling terug na nul (0) of laaste behaalde veelvoud van 11.</td>
<td>Should a team obtain more than a multiple of 11 points, the team will burst and return to nil (0) or the last multiple of 11.</td>
</tr>
<tr>
<td>2.7</td>
<td>Spanne moet dus presies 11, 22, 33, ens probeer bereik.</td>
<td>Teams must try and obtain exactly 11, 22, 33, ens.</td>
</tr>
<tr>
<td>2.8</td>
<td>Toernooie word gewoonlik op ’n rondomtalie basis gespel.</td>
<td>Tournaments are usually played on a round robin basis.</td>
</tr>
</tbody>
</table>

### Bylae/ Annexure D

<table>
<thead>
<tr>
<th></th>
<th>WERKSWYSE VAN ‘N SKEIDSREGTER MET AANKOMS BY DIE BAAN</th>
<th>PROCEDURE FOLLOWED BY AN UMPIRE ON ARRIVAL AT THE COURT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Aankoms by baan</td>
<td>Arrival at the court</td>
</tr>
<tr>
<td>2</td>
<td>Wanneer jy by die sandput aankom, neem posisie in aan die voorkant van die sandput (van where thrown).</td>
<td>When you arrive at the sandpit, take position in front of the sandpit (from where thrown).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
</tbody>
</table>
| 3 | Neem waar  
• Som die situasie op.  
• Is daar nog skeie wat gegooi kan word?  
• Hoe lyk die liggaamshouding van die spelers? | Observe  
• Summarize the situation  
• Are there more skeys to be thrown?  
• What does the body language of the players look like? |
<p>| 4 | Groet beleef en vra waarmee gehelp kan word. | Greet politely and ask where you can help. |
| 5 | Luister en herhaal sodat jy seker is dat jy die probleem reg verstaan. | Listen and repeat to make sure you understand the problem correctly. |
| 6 | Indien dit slegs ‘n navraag is oor Reëls: | If it is only a query about Rules: |
| 6.1 | Verduidelik volgens die Reëlboek (in jou tas). Slegs Hoofskiedsregter mag vertolk | Explain according to the Rule Book (in your bag). Only Chief Umpire may interpret |
| 6.2 | Groet en vertrek | Greet and depart |
| 7 | As fisiese optrede benodig word, vra dan die volgende vrae aan die spankapteine: | If physical action is required, ask the team captains the following questions: |
| 7.1 | Is die gooibeurt voltooi? | Has the round been completed? |
| 7.2 | Is daar enige skeie versteek onder die sand? | Are there any skeys hidden under the sand? |
| 7.3 | Na watter pen is gegooi? | At which peg did they throw? |
|   | a) Kyk of daardie pen reguit is en indien nie, merk die pen met ‘n kruisie aan die voorkant. | a) Check if that peg is straight and if not, mark the peg with a cross at the front. |
|   | b) Die ongeskrewe reël is dat die buig (bol/pensie) na voor moet wys. | b) The unwritten rule is that the bend (bulge) should be turned to the front. |
| 7.4 | Kyk of daar skeie is wat kan rol sodat jou optrede nie die rolbeweging verkeerdelik kan laat plaasvind nie. | See if there are skeys that can roll so that your actions do not cause the rolling motion to happen accidentally. |
| 7.5 | Kyk of die sandoppervlak belangrik is vir meet en skuif. | Check if the sand surface is important for measuring and moving. |
| 8 | Verseker die dwarslyn voldoen aan die vereistes, naamlik dat: | Ensure that the cross line meets the requirements, namely that: |
| 8.1 | daar geen addisionele knope in tou is nie | There are no additional knots in the line |
| 8.2 | die hegtingspunte skoon is | the points of attachment are clean |
| 8.3 | die dwarslyn so laag as moontlik by die hegtingspunt gespan word | The cross line is stretched as low as possible at the point of attachment |
| 9 | Kyk of iets verhoed dat die dwarslyn reguit gespan kan word? | Check if something prevents the cross line from being straightened? |
| 9.1 | Indien daar ‘n skei hoog uitstaan, maak seker dat die tou nie dalk vry | If there is a skey that lies higher, make sure that the line cannot move |</p>
<table>
<thead>
<tr>
<th>9.2</th>
<th>Is die knopie sigbaar van die 12 uur posisie</th>
<th>Is the knot visible from the 12 o’clock position?</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Skuif en meet</td>
<td>Move and measure</td>
</tr>
<tr>
<td>11</td>
<td>Onthou die bo na onder benadering</td>
<td>Remember the top-down approach</td>
</tr>
<tr>
<td>12</td>
<td>Merk sandoppervlak op die pen soos en wanneer nodig</td>
<td>Mark sand surface on the peg as and when necessary</td>
</tr>
<tr>
<td>13</td>
<td>Hou kapteine betrokke en verduidelik jou optrede</td>
<td>Keep captains involved and explain your actions</td>
</tr>
<tr>
<td>14</td>
<td>Maak seker hulle verstaan wat jy doen</td>
<td>Make sure they understand what you are doing</td>
</tr>
<tr>
<td>15</td>
<td>Jy mag hulp vra van kapteine asook ander skeidsregters of afrigters indien nodig</td>
<td>You may ask the help of captains as well as other umpires or coaches if necessary</td>
</tr>
<tr>
<td>16</td>
<td>Gee beslissing, dit is finaal tensy die kapteine jou uitwys dat daar nog ‘n moontlike verskil kan kan wees</td>
<td>Make a decision, it is final unless the captains point out that there may be another possible difference</td>
</tr>
<tr>
<td>17</td>
<td>Herstel sandput waar jy dit versteur het</td>
<td>Restore the sandpit where you disturbed it</td>
</tr>
<tr>
<td>18</td>
<td>Vra of daar enige iets anders is waarmee jy kan help</td>
<td>Ask if there is anything else that you can help with</td>
</tr>
<tr>
<td>19</td>
<td>Groet en vertrek</td>
<td>Greet and leave</td>
</tr>
</tbody>
</table>