



KUBB CANADA

OFFICIAL TOURNAMENT RULES

Included within this document are the official rules that shall be used by Kubb Canada in all tournament situations. These rules have been put in place to ensure a fair and enjoyable Kubb experience for all players regardless of skill or age. These rules are based on the rules provided by both the World Championships in Gotland, Sweden as well as the US National Kubb Championship.

<http://www.kubbcanada.com>

OVERVIEW

OBJECTIVE

The objective of the game of Kubb is to knock over all of your opponents' kubbs as well as their king. This is done using strategic throwing of batons and placement of field kubbs.

GAME COMPONENTS

The Kubb set is comprised of the following:

- 1 – King piece (9cm x 9cm x 30cm)
- 10 – Kubb pieces (7cm x 7cm x 15cm)
- 6 – Batons (30cm x 4.4cm diameter)
- 6 – Field marking sticks

Two teams consisting of 1 – 6 players each

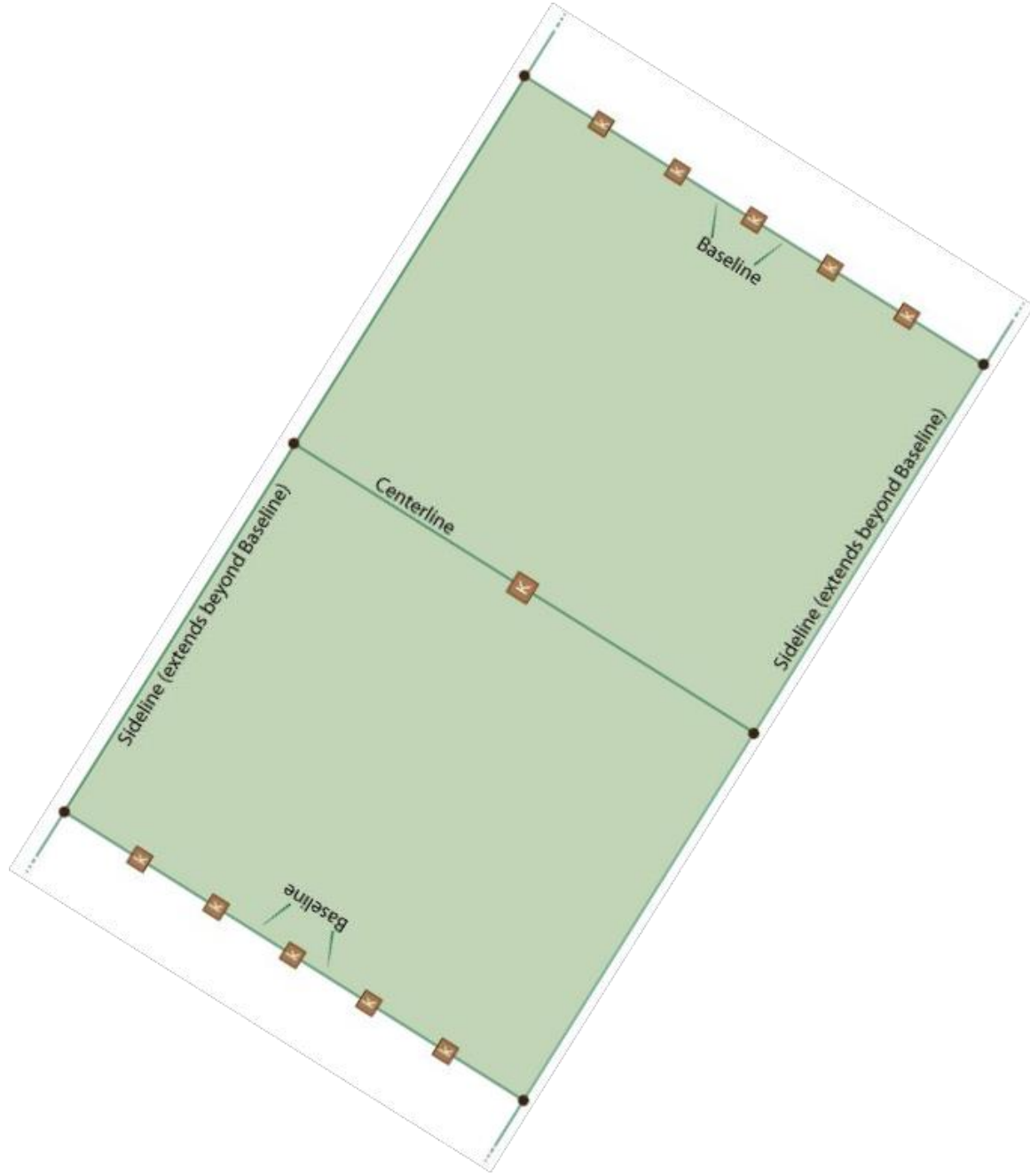
SETUP OF FIELD

The field marking sticks are placed to create a rectangle measuring 5m x 8m with the 2 extra sticks marking an invisible centre line (at the 4m mark).

5 kubb pieces are placed at each baseline (5m width at each end of the field) an equal distance apart from each other but ensuring they are on the baseline itself.

The king is placed in the centre of the field (along the invisible centre line in the middle (2.5m from one edge))

See the figure on the next page for the layout of the field.



PLAY

1. DETERMINE STARTING TEAM

Play begins by determining which side will go first. Each team chooses one player to toss a baton from their baseline towards the king. The player that is the closest to the king without toppling it wins first throw for their team.

2. BATON TOSSING

- a) All 6 batons are then thrown from the baseline to try and topple the base kubbs in the second team's half of the pitch.
 - * The exception to this is if there is an advantage line in play from an untoppled kubb. In this case, batons may be thrown from this temporary advantage line.
- b) When throwing a baton, the baton must be thrown underarm. The baton does not need to rotate however if it does rotate it must rotate end over end vertically and not horizontally (helicopter style). Any baton thrown in a helicopter style is deemed out of play for that turn and any kubbs knocked over will be reset.
- c) Only one (1) baton may be thrown at a time.
- d) Multiple kubbs may be toppled from one baton.
- e) Both feet of the person throwing the baton must be within the sidelines of the pitch and behind the baseline.
- f) If a kubb is struck but does not fall over, that kubb is deemed to be still in play. If the kubb is struck and pushed out of bounds but does not topple, it is reset in the original location.
- g) If a kubb is struck and partially topples (being supported by another toppled kubb or baton) it shall be deemed toppled if removing the object supporting topples the kubb.
- h) If a kubb is struck, topples and rights itself again, it is deemed to have toppled.

3. KUBB TOSSING

- a) After all batons are thrown the second team then picks up any toppled kubbs and tosses them to the other side of the field.
- b) All kubbs are to be tossed from the original starting baseline.
- c) Kubbs must land within the boundaries of the opposite side of the field (from the centre line to the baseline and between the sidelines).
- d) Any kubbs that fall outside of this boundary and cannot be righted within the boundary lines are re-thrown once.
- e) If on the second throw the kubb again lands outside of the boundary and cannot be righted within the boundary it is deemed a penalty kubb. Penalty kubbs are then placed anywhere within the legal field of play by the opposing team. Penalty kubbs must be placed a minimum of one baton length away from any field marking post or king.
- F) All kubbs are then righted where they fell.

4. WINNING CONDITIONS

- a) You can throw at the king once all the field and base kubbs are toppled on the opposing team's side.
- b) All attempts to topple the king must be performed from the original starting baseline (4m from the king).
- c) Rules for tossing the batons located in section 2 subsections (b), (c) and (e) are in effect.
- d) If the king is toppled prior to all the field and base kubbs of the opponent being toppled, the opponents are deemed the winning team by default.

GENERAL RULES

Kubb is a game that is both friendly and competitive. Courtesy and etiquette when playing the game of Kubb and concern for the spectators, players and officials is of the utmost importance. The spirit of the game of Kubb demands sportsmanship and fair play.

Some situations may arise within a game that may not be covered by the rules contained herein. In these situations, if the teams cannot reach a decision, then an official or referee will be called to make a decision. The decision of the official or referee is deemed final.

PENALTIES

Penalties can and will be enforced by an official referee. If any team captain feels that a penalty has occurred they can call for a referee to make a decision.

Penalties are issued based on severity:

- **WARNING** – A verbal warning to the team. Warnings may be issued more than once at the discretion of the referee.
- **GAME PENALTY** – One baton is forfeited for the remainder of the game for each Game Penalty incurred. A Game Penalty cannot be given without a prior Warning.
- **MATCH PENALTY** – One baton is forfeited for the remainder of the match (best of 3 games) for each Match Penalty incurred. A Match Penalty is generally given only after a Game Penalty has already been given.
- **EJECTION** – A player is not allowed to continue in the tournament after they are ejected. Depending on the severity of the infraction, the player may face a ban from future tournaments.

PENALTY DESCRIPTIONS

- Distracting your opponent with gestures, sounds and/or comments is not allowed
- Throwing a baton or kubb before the pitch is clear of all players
- Throwing a baton from out of bounds
- Raising a field kubb on both sides for evaluation purposes
- Twisting, pounding or using excessive force during the raising of a kubb
- Altering the pitch or game components in any way (i.e. chalk, foreign substances to support kubbs)
- Placing a punishment kubb illegally
- Not throwing all kubbs before throwing batons (all kubbs not thrown are then deemed penalty kubbs and are subject to penalty kubb rules)
- Throwing any piece over-arm

THE FOLLOWING INFRACTIONS ARE CAUSE FOR EJECTION.

- Any player participating on more than one team during the tournament
- Any player attempting to compromise tournament rules
- Obscene language or gestures to a player, tournament official or referee
- Intentionally creating an unsafe environment