

THE OFFICIAL RULE SET OF THE EUROPEAN KUBB CHAMPIONSHIPS

FAIR PLAY

In our opinion, playing Kubb means: playing fair. The game traditionally begins with a handshake and ends with congratulations on the victory.

In general there will be no referees present for each match. Therefore, it is necessary that the players judge and confess their own faults. Despite the presence of detailed rules, disputes may still arise. In such cases, please try to reach a consensus with your opponent first.

If you really cannot find a consensus, or if you wish a referee to be present for a specific match or situation, please contact the tournament organization, who will put in charge an unbiased referee.

Every player has the right to request his opponent to stop with trash talking, distracting words or behaviour, sitting or standing too close to the sideline or similar sources of irritation. Please respect and accept it, if your opponent asks you to stop disturbing his concentration.

As a participant of an official tournament of the EKA, you are bound to make sure that you do not endanger other players or spectators when throwing sticks.

Cheating and unsportsmanlike behaviour will not be tolerated at the EKC and may lead to the disqualification of players and teams. This includes, but is not limited to: Irregular movement of Kubbs, intentionally reporting incorrect results, offering your opponent to split the score without actually playing.

The EKC organisation committee has the right to disqualify players and teams for the current EKC. The EKA executive board has the right to disqualify players and teams for the current EKC and future tournaments organized by the EKA.

Disqualification can be issued with or without prior warning. Disqualification can be issued for specific players or for teams. If a disqualification is issued during the tournament, it will be effective immediately.

A disqualified player is not allowed to play in 1vs1, 3vs3 and 6vs6. Teams in the 3vs3 and 6vs6 tournaments are allowed to replace a disqualified player. Disqualified teams are not allowed to participate in the 3vs3 tournament, but its players are still allowed to participate in 1vs1 and 6vs6, unless disqualification has been issued for single players as well.

If a disqualification is issued after the tournament, the player or team will lose all ranks, titles and trophies as well as points for the Nations Trophy.

AIM OF THE GAME

Two teams or players play against each other. They try to overthrow the opponent's kubbs with their throwing sticks. The team that succeeds in overthrowing all opposing kubbs and the king, wins the game.

RUN OF PLAY

At the beginning the teams throw a king toss to decide which team will begin and which one will play on which side. The attacking team (team A) opens the game. They get the sticks, position behind the baseline and try to overthrow the kubbs at the opponent's (team B) baseline.

When team A has thrown all sticks, team B collects all fallen kubbs and throws them separately in the opponent's half of the pitch. The thrown-in kubbs are called "field kubbs" now. Team A set them up, where they lie. Now team B has the chance to try overthrowing the field kubbs first, then the base kubbs.

Afterwards team A collects all fallen kubbs and throws them separately in the opponent's half of the pitch. Team B sets the kubbs up and team A also tries to overthrow the field kubbs, then the base kubbs and lastly the king. The team that succeed in overthrowing all opposing kubbs and the king, wins the game. If team A

doesn't succeed, the game continues until a team succeed in overthrowing all kubbs and the king.

A team loses the match, if it overthrows the king before it hits all opposing kubbs.

If a team does not hit all opposing field kubbs in one round, the opposing players get an advantage for the next round: they can throw their sticks behind a new throwing line, that is defined by the foremost field kubbs, that did not fall. The throw-in of the kubbs happens still from behind the baseline.

PITCH

- 8 metres (sideline) x 5 metres (baseline), short mowed grass
- a centre line of 5 metres parallel to the baseline and in the middle of the length of 8 metres

PREPARATION

- 5 kubbs in front (in-field) of the baseline, touching the baseline. The 2 kubbs in the corners at the distance of the length of one stick to the two corner stakes and the other 3 kubbs distributed evenly along the baseline.
- the king stands in the middle of the pitch
- the EKA does not demand a certain Kubbs set, but recommends to use Kubbs sets with the same format as used at the VM i Kubbs (kubbs: 7cm*7cm*15cm, sticks: 30cm length, 44mm diameter)

KING TOSS & BEGINNING OF THE GAME

- two players (one of each team) throw a stick in direction of the king at the same time
- the team whose stick's distance to the king is shorter wins the king toss and has to decide: starting the game or choosing the pitch side – the other team takes the other decision
- the team who won the king toss can force the opponent to start (the opponent can still decide on which side to play)

- when deciding which stick is closer to the king, only the tips of the stick count
- a king toss stick touching the king is legal but if the king falls, the opposing team wins the king toss
- If the king falls and it is uncertain which team brought the king to fall, then the kingtoss will be repeated
- the right to start the set changes alternately between the teams from set to set
- the teams change sides of the pitch after each set
- the starting team throws 2 sticks, after that the opponent throws 4 sticks, in the following round until the end of the set each team throws 6 sticks

HITTING KUBBS

- kubbs on the baseline are called base kubbs, overthrown kubbs become field kubbs from the next round on
- you have to overthrow the field kubbs in the opponent's half of the pitch before it's allowed to overthrow a base kubb
- basic rule of hitting kubbs: "wood on wood" – if a kubb falls without being touched by another kubb or stick, the fall does not count
- if a kubb does not fall completely because it lies on another kubb or stick, it depends on the stand of the kubb after removing the kubb or stick below
- kubbs, that fall first and stand up by themselves after a rotation of 180 degrees or more, count as fallen
- a base kubb which is overthrown too early is raised right after the throw and can be hit again in the same round (after all field kubbs are down)

THROWING STICKS

- Allowed are only forearm throws
- A vertical rotation of the stick is allowed

- A horizontal rotation of the stick (helicopter throw) is forbidden (limit of tolerance: 30 degrees angle to the vertical axis), every throw should be as straight as possible - play fair!
- Invalid throws cannot be repeated, fallen kubbs are getting set up at the former place
- If two opponent teams cannot reach an agreement if a throw is invalid or not, they have to consult an organizer of the tournament
- No physical player supports (e.g. feet, cane etc.) are allowed to touch the ground in front of the baseline or outside the extended sidelines during the shot (until the kubbs and sticks have stopped moving).
- If the opposing team didn't overthrow all field kubbs in the previous round, the sticks can be thrown from behind a new throwing line (determined by the foremost field kubb) instead of the baseline
- The throwing team has to wait with throwing until the opposing team has set up all field kubbs and left the pitch
- a player is allowed to throw his second stick straight after his first one (the players don't have to alternate with throwing sticks)
- The sticks must be divided equally between at least 3 players each round. Teams with more than 3 players have the right to leave out players as long as every round at least three different players throw a stick.

THROWING IN AND SETTING UP KUBBS

- In the 3vs3-EKC, the kubbs have to be thrown in by the rotation system: at least three players of a team alternate from round to round with throwing in the kubbs, each new set allows a change of the throwing-in order
- The rotation system doesn't apply to the 6vs6-EKC and the EKC Freshman's Cup: it doesn't matter which player/s throws in the kubbs
- The field kubbs have to be thrown in with the feet not touching the ground in front of the baseline or outside the extended sidelines during the throw
- A step over the throwing line is only allowed after the kubb stopped moving

- A thrown-in kubb is valid, if it's possible to set it up over a short edge standing completely inside of the opponent's half of the pitch (without standing on the string or line)
- A valid kubb has to be set up, where it lies. It isn't allowed to turn or lift the kubb
- The opponent team decides once and only once over which edge they set up a kubb. It isn't allowed to set a kubb up, put it down and set it up over another edge
- A kubb is valid, if it's valid seen by its own. This means:
 1. a kubb can always be set up, if it has an in-bounds footprint
 2. a kubb can always be set up in both directions, if it has in-bounds footprints on both sides
 3. a kubb can be raised right next to another kubb, touching it (building a "blocker")
 4. if (after raising a blocker kubb) a block of kubbs is not completely inside the pitch, the whole block of kubbs is moved until all kubbs are completely in the pitch
 5. Braced kubbs (only one short edge / corner with bottom contact) have to be set up over that contact edge / corner. (Only!) If standing out of bounds after that, the braced kubb is lifted carefully so that the bracing one can be set up. Then the braced one is put down again and set up in the other direction (only if in-bounds then)
- Throwing-in goes over two rounds: all kubbs are thrown-in successively during the first round
- Kubbs that cannot be set up regularly after the first round have to be thrown-in a second time
- Standing field kubbs that weren't overthrown in the last round follow the same rules as the new thrown-in kubbs: If they get hit by a thrown-in kubb, they will be set up at the new position where they are lying. If they leave the pitch after

getting hit by a thrown-in kubb in the first round, they will be thrown-in again together with the other kubbs

- All kubbs, that cannot be set up correctly after the second round of throwing in, have to be set up anywhere in the opposing half of the pitch by the opposing team (penalty kubb)
- Penalty kubbs have to be at least one length of a stick away from the king
- Penalty kubbs have to be at least one length of a stick away from the baseline. Penalty kubbs cannot be put on the baseline and cannot become base kubbs again
- At the end of the kubb tossing phase, any kubbs that are elevated, not touching the ground, and have an in-bounds footprint as though the kubb were not elevated, become award kubbs
- At the end of the kubb raising phase the attacking team places award kubbs upright and on the ground anywhere on their opponents half of the pitch in bounds provided they are at least one baton-length (30 cm) from the king (friendly neighbour rule)

KING

- The king can be overthrown if all kubbs on the opponent's half of the pitch are fallen in this round. The first team to overthrow the king wins the set
- The king throw happens forward with all remaining sticks (no sure shot, no golden shot)
- A team loses the set, if it overthrows the king before all kubbs on the opponent's half of the pitch are fallen
- The basic rule "wood on wood" applies here too: the king has to be set up again, if he falls because of the string, a hand, etc.
- Helicopter throws are forbidden

TIEBREAK

- the tournament organization decides, when the tiebreak starts and how long it lasts
- if the two teams/players have won the same number of sets after the first tiebreak set, the next one will be the last and deciding set (otherwise the match ends without playing a new set)

1. By the beginning of the tiebreak you have to continue with the following steps:

1.1. the throwing team (Team A) finishes its turn as usual (a new turn begins with the first thrown-in kubbs)

1.2. the teams do a second king toss, the winner of this king toss (Team A) gets the tiebreak advantage

1.3. the first tiebreak kubbs get out after the raising of the inkasted kubbs of the next round of team A

1.4. it's always the kubbs closest to the baseline, that gets removed (if there are some base kubbs left, they have to be removed before the field kubbs)

1.5. after this turn, one kubbs from the opponent's half of the pitch gets removed during every turn of both teams after every completed inkasting

2. The tiebreak rules are different, if a new set starts during the tiebreak:

2.1. if the two teams have won the same number of sets after the first tiebreak set, the next one will be the last and deciding set (otherwise the match ends without playing a new set)

2.2. the teams do a third king toss before starting the last set, the winner of this king toss chooses between:

a) tiebreak advantage

or

b) deciding about which team starts + choosing the side

(the other team gets the other option)

2.3. the first tiebreak kubb gets out after the raising of the inkasted kubbs of the first round with 6 sticks of the tiebreak advantaged team

2.4. the set continues as described in 1.4. and 1.5.

EKC REGULATIONS

Players who are playing the finals and semifinals of the EKC tournaments (1vs1, 3vs3, FMC, 6vs6) are not allowed to drink alcohol in the arena while playing. Spectators and players not playing in the arena are not affected by this rule.