

## General:

The aim is, in one turn with the batons first to knock down all opponent's kubbs and then from the baseline with the first try to knock down the King. A team lost directly, when they knocks down the King before intentionally respectively in a game action with baton or kubb.

In the EM3 per set 3 to 6 consistent players form a team. In the EM6 are 6 consistent players.

The game pieces measurements: 1 King 9 cm, 10 kubbs 7 cm and 6 batons 4,4 cm.

Corner and middle pegs are only intended as an orientation aid and can therefore be removed momentarily by the active team.

The game is played on a field measuring 5 x 8 meters.

## Beginning of the game:

One member of each team throws a baton at the same time from a baseline as close as possible to the King. The team, whose baton lands nearest to the King, can select their side of the field or decide which team begins. The other team decides on the remaining option. If a team here knocks down the King, they lost the throw off only.

For each additional set the teams switch sides and the other team begins.

## Throwing the batons:

The starting team begins with 2 batons. The second team begins with 4 batons. After that is continued with 6 batons.

As far as possible, all players must throw the same number of batons. The order is free of choice.

In general the batons are to be thrown from the own baseline exclusively. However, if the opponent team has not knocked down all kubbs, then an imaginary throwing line is created from the kubb on the playing field which is nearest to the middle line. It is forbidden to cross the throw line with the feet during the throwing motion. The thrower must be standing inside the extended sidelines.

The baton must be thrown from below. The horizontal angle of the baton in the direction of flight may amount to a maximum of 45° before they touch a target or the ground. Incorrect throws are not repeated. Thereby knocked down targets must be directly as well as possible repositioned at the old position.

Base kubbs may only be knocked down, if all field kubbs be knocked down not later as in the same throw. Any base kubbs which are knocked down beforehand are set up again in the old position after the end of the turn.

## Throwing the kubbs:

The kubbs that are knocked down by opponents are always to be throwing back from their own baseline into the opponent's field. In each turn all kubbs are divided equally between of a minimum of 3 team members as far as it is possible. The order is free of choice.

Kubbs can be knocked into and out of the playing field.

Kubbs are valid, if after put up at least 50 % their base area in the opponent's field.

To begin with, all kubbs are to be thrown one after the other. After then the invalid kubbs are thrown by the causal player again. If kubbs are invalid also after the second throw in, then they can be thrown in by the opponent team. This takes place once from the baseline of the team whose turn it is to throw in. Should kubbs again lie invalid, both teams throw so long alternately until they are valid.

## Setting up the kubbs:

Thrown Kubbs are upright into the field by the opponent over one of the two short sides. Is the set-up spot blocked, the closest possible valid set-up spot must to be used. Placing or re-positioning in another direction, picking up or turning the kubb is principally not allowed.

Field kubbs which stood previously in the opponent's field they must be positioned upright at the new position. Kubbs which stood in the team's own field and base kubbs must be repositioned at the old position.

Thrown Kubbs from the opponent team must be upright with a minimum distance of a length of baton from the King.

Lastly, valid Kubbs that did not touch the ground, will be placed by the throwing team in any valid position.

Crooked kubbs can be reset perpendicularly 10 seconds after the end of a turn.

## Special situations:

Kubbs count as knocked down also if they, are with more than 50 % moved out of the field (not base kubbs), land upright after a somersault or are only supported by another game piece.

Also disturbing or seemingly supportive game piece may not be moved before.

Clearly accidentally dropped game piece rated to not as throw.

Should targets fall down by themselves, then they are put back directly upright at the old position.

## Tie-Break Rule:

In exceptional cases, the tie-break rule can be applied. By a defined time, one opponent kubb per turn is to be removed from the game entirely. This takes place directly before throwing the batons and relates the closest kubb to the opposing baseline. If there are more base kubbs, the passive team can select one freely. The team, that started the set, can remove the first opponent's kubb.