

General:

The aim is to first knock down all opposing kubbs in one move with the batons and then knock over the king from the baseline with just one throw. Anyone who knocks down the king either intentionally or during a game action loses immediately.

Players are only allowed to compete for one team. Each team has 3 to 6 (EM6 6) consistent players in each set.

The game elements have the following width dimensions: 1 king 9 cm, 10 kubbs 7 cm and 6 batons 4.4 cm.

Corner and center pegs are only a guide and can therefore be removed for a short time by the active team.

The playing field is 5 x 8 meters.

Beginning of the game:

At the same time, one player from each team throws a stick from a baseline to the king. The team whose throwing stick lands closer to the king can either choose the side of the board or decide which team goes first. The other team decides what remains. A team that knocks over the king loses only the throw off.

For further sets, the sides change and the other team starts.

Throwing the batons:

The starting team has 2 batons. The other team starts with 4 batons. The game is then played with 6 batons.

As far as possible, all team members must throw the same number of batons. The throwing sequence can be freely selected.

The batons are always thrown from your own baseline. However, if the opposing team has not dropped all of its field kubbs, a new throwing line is created from the field kubb that is closest to the center line. The throwing line and the extended side lines may not be crossed with the feet as a result of the throwing movement.

The batons must be thrown from below. Their horizontal angle in the direction of flight must be a maximum of 45° before they touch a target or the ground. Incorrect throws will not be repeated. Targets that are knocked over must be immediately set up in their previous location.

Basic kubbs may only be knocked down if all field kubbs are felled with the same throw at the latest.

Throwing the kubbs:

The kubbs thrown by the opponent must always be thrown into the opponent's field from their own baseline. In each turn, the Kubbs are divided evenly among at least 3 team members as far as possible. The throwing sequence can be freely selected.

Kubbs can be pushed in and out of the field.

Kubbs are validly thrown in if they would be in the opponent's playing field with 100% of their footprint after being set up. The side lines run along the outer edges of the corner and center pegs.

The kubbs left invalid after the first round of throwing must be thrown a second time by the person responsible. Kubbs that are still invalid after the second round of throw-ins will be thrown in by the opposing team. This is done once from the baseline of the team throwing in. If the kubbs remain invalid, both teams take turns throwing until they remain valid.

Setting up the kubbs:

Thrown Kubbs are upright into the field by the opponent over one of the two short sides. If an installation area is blocked, the next possible valid installation area must be used. Laying down and standing up again in the other direction and lifting or turning the kubb is generally not permitted.

If field kubbs that were already in the opponent's half of the game fall over when they are thrown in, they must be upright in the new place. Kubbs that were in their own half of the game must be set up immediately at their previous location.

Kubbs thrown in by the opponent must be set up at least one throwing stick length from the king.

Finally, valid kubbs that did not touch the ground are placed in any valid position by the thrower.

Kubbs that are crooked can be put back upright 10 seconds after the end of a turn.

Special situations:

Base kubbs that have been knocked over prematurely are put back in their previous place after the turn is over.

Kubbs are also considered knocked over if they are partially pushed out of the playing field (not for basic kubbs), stand up again after a rollover or are only supported by another game element.

Even disruptive or seemingly supportive game elements may not be moved before the throw.

Game elements that are clearly dropped accidentally are not considered thrown.

If targets fall over on your own, they will be immediately put back in their previous place.

Tie-Break Rule:

Due to time constraints, the tie-break rule may be used. From a set playing time onwards, one opposing Kubb is completely removed from the game per turn. This takes place immediately before the batons are thrown and affects the Kubb closest to the opponent's baseline. If there are several base kubbs, the passive team can freely choose a base kubb. The team that started the set is the first to remove an opponent's kubb. In the event of further tie-breaks, this advantage passes to the other team.

During a tie-break, any remaining batons may be thrown at the king.