

General:

The goal is to use the batons to knock over all opposing Kubbs first, then from the baseline (in the final with only one throw) to topple the King. Anyone who knocks down the king either intentionally or during a game action loses immediately.

Players may compete for only one team. Each set is played with 3 to 6 (6 in EM6) consistent players per team.

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

Corner and center stakes serve only for orientation and may be temporarily removed by the active team.

The playing field measures 5 x 8 meters.

Starting the game:

One player from each team throws a baton simultaneously from the baseline toward the King. The team whose baton lands closer may choose either which side of the pitch to play on or which team starts. The other team makes the remaining choice. A team that knocks over the King during this initial throw only loses the toss.

For each subsequent set, sides are swapped, and the other team begins.

Throwing the batons:

The starting team throws 2 batons; the other team starts with 4. Thereafter, play continues with 6 batons.

As far as possible, all team members must throw the same number of batons. The throwing order is freely selectable.

Batons are thrown from one's own baseline. If opposing field Kubbs remain standing, the nearest field Kubb to the centerline temporarily defines a new throwing line. During the throwing motion, players' feet may not cross the throwing line or its side extensions.

Batons must be thrown underhand. Their flight angle in the horizontal direction may not exceed 30° before hitting a target or the ground. Faulty throws are not repeated and any Kubbs knocked down in such throws must be reset immediately in their previous position.

Baseline Kubbs may only be knocked down if all field Kubbs have been toppled by the end of the same turn.

Throwing the kubbs:

Kubbs toppled by the opponent are always thrown from one's own baseline into the opponent's half. Each turn, the Kubbs to be thrown must be distributed as evenly as possible among at least three team members. Throwing order is optional.

Kubbs can be pushed in and out of the field.

Kubbs are validly thrown if, after being set up, 100% of their base area stands within the opponent's field. The sidelines are defined by the outer edges of the corner and center stakes.

The kubbs that remain invalid after the first throwing round must be thrown again by the player who caused it. Kubbs that are still invalid after the second attempt are thrown by the opposing team—once from their baseline. If Kubbs again lie invalidly, both teams alternate throws until all are valid.

Setting up the kubbs:

The opponent are upright the thrown kubbs one by one over one of the short edges into the opposing field. Blocked positions are replaced by the nearest valid spot. Rotating or lifting the Kubb, or tipping it in another direction, is not allowed.

If field kubbs that were already in the opponent's half fall over when thrown, they must be raised at their new position. Kubbs that were in your own half must be set up again immediately in their previous position.

Kubbs thrown in by the opponent must be set up at least one baton length away from the King.

Finally, valid kubbs that did not touch the ground are placed by the throwing team at any valid position.

Crooked kubbs may be set upright again 10 seconds after the end of a turn.

Special situations:

Baseline kubbs knocked down too early are reset to their previous positions once the turn ends.

Kubbs count as knocked down if they are even partly pushed out of the field (except baseline kubbs), if they roll over and stand up again, or if they stand only because they lean against another element.

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

Elements clearly dropped by accident do not count as thrown.

Targets that fall over on their own are immediately reset in their previous position.

Tie-Break Rule:

If time is short, the tie-break rule may apply. Starting from a specified playing time per turn, one opposing kubb is completely removed. This happens directly before throwing the batons and affects the kubb closest to the opponent's baseline. If multiple base kubbs are present, the passive team may choose one. If multiple base Kubbs are present, the passive team may choose one. The team that started the set removes an opposing Kubb first. With each additional tie-break, this advantage switches to the other team.