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TUKI TUKI VALLEY - NEW ZEALAND

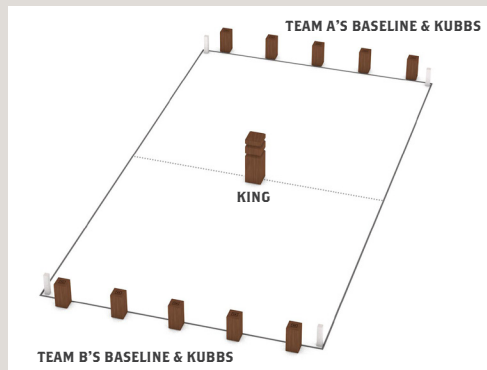
**THE**

# RULES OF KUBB

**NO HELICOPTERS**

## SETTING UP

The game consists of the following pieces: one king, ten kubbs, six throwing batons and four boundary markers. Place the pieces on the pitch as indicated in the diagram. A standard pitch is 8m x 5m but 8m can be reduced to 6m for beginners. It can be played on grass, sand, gravel or even snow.

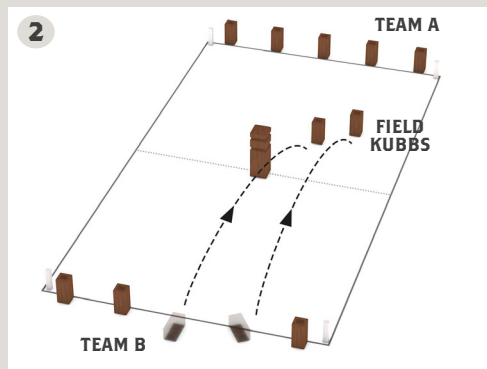


## THE OBJECTIVE

The aim is for one team to throw the batons to knock over all the kubbs on the opposing side of the pitch, then hit over the king. Should a team knock over the king before knocking over all the opposing kubbs, they lose.

## BASIC GAME PLAY

1. Team A throws all 6 batons from behind their base line at Team B's kubbs.
  2. Team B then throws back any toppled kubbs into Team A's half where Team A will stand them up where they landed. These are now field kubbs.
  3. Team B then throws all 6 batons to knock down Team A's kubbs, starting with any kubbs standing within the field (field kubbs). Any base line kubbs knocked over while there are still field kubbs standing must be stood back upright on their spot on the base line once all the batons are thrown.
- The two teams take turns to repeat these 3 steps until one team has knocked over all the opposing team's kubbs, at which point they can use any remaining batons (always throwing from the base line) to knock over the king to win.



## CHOOSING WHO STARTS

At the same time, one person from each team throws a baton towards the king. Whoever lands closest to the king WITHOUT hitting it, starts.

## BATON THROWING

Batons are divided among the team. They must be held by an end (not in the middle) and thrown under-arm, end-over-end. Overhand, sideways and "helicopter" style baton throws are against the rules and should be considered as a throw and a miss. Multiple kubbs can be knocked down with one baton throw.

## KUBB THROWING

Toppled kubbs are thrown back into the field of the opposing team, always from behind the base line. Kubbs must land within the area bounded by the halfway line, the side lines and the opposing team's base line. Kubbs landing outside are considered out of bounds and can be placed anywhere within these boundaries by the opposing team (a minimum of 1 baton length from the king). If a kubb lands on the line, it's considered in. After field kubbs are thrown, any that are touching each other should be stacked vertically. Neither batons nor kubbs can ever be thrown from outside the side boundaries of the pitch.

## TEMPORARY BASELINE

Should a team fail to knock over all their field kubbs, the opposing team may throw their batons (not kubbs) from an advanced baseline position in-line with the untoppled field kubb of their choice. Usually the closest to the opposing side.

## THE KING SHOT

When throwing at the king, the player must throw the baton between their legs with their back to the king. Optionally, you may enforce throwing with your less-favoured hand (still between legs).

## TECHNICAL NIGGLE

A kubb which has been knocked over and then subsequently rights itself is classed as not being fallen but a kubb is classed as fallen if the kubb ends up lying against another fallen kubb or baton. When standing up a field kubb you may hinge the kubb up to stand on either end favourable to you, but you must do so without lifting it from the ground nor sliding it. When the hand first lets go of the kubb it cannot touch the kubb again to correct it or stabilise it from falling of its own accord.

## QUICKER GAMES

You can play that whenever a field kubb is knocked over, it stays down for the rest of the match. A shortened kubb pitch (6mx5m) will also quicken the game.

