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V3.2c

toppling all field and base kubbs then that team immediately loses the game. A match is determined by the winner of best-of-three games.

E. Phase Breakdown

For the purposes of illustration, the sidelines, centerline, and baselines are marked. Marked lines that do not interfere with play are allowed.

Fig 1: Kubb Pitch Setup

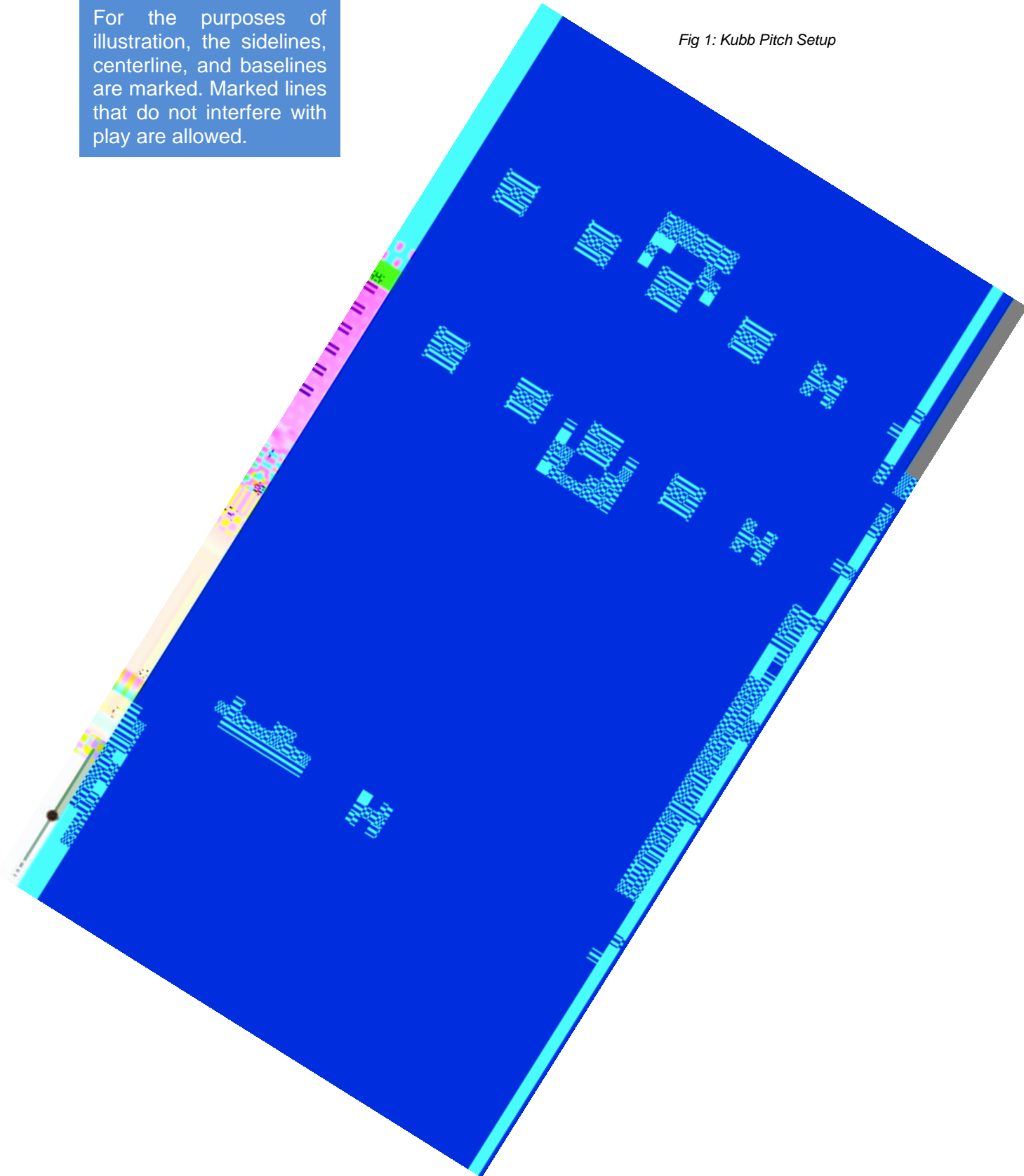




Fig 2: Phase Breakdown

A. Determine Sides and Order (Beginning Toss Phase)

Once both teams agree on an accurate setup of the pitch, sides and order are determined by the following rules:

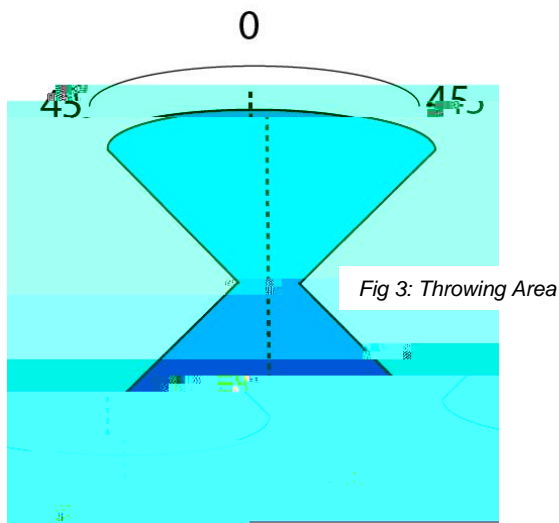
1. Each team chooses one player as a representative and selects a baton.
2. The two representatives stand behind opposing baselines facing each other.
3. One or both count to 3; on 3 they each throw a single baton according to the rules for throwing batons see Sec II.B below.
4. When the batons come to rest, the team whose baton is judged closest to the king without having knocked it over chooses throwing order or chooses which baseline to defend. If the winner chooses throwing order, the losing team may

choose which baseline to defend. If the winner chooses a baseline to defend, the losing team may choose throwing order. All games start with the 2, 4, 6 open. The opening team throws two batons, the second team throws four batons, and the opening team then throws six batons. Two different players need to throw the two batons, and at least three different players need to throw the four batons.

- (a) The baton may touch the king, but cannot knock it over.
 - (b) In the event of a tie, or if the king falls after having been impacted by both teams, re-throw until there is a clear winner.
 - (c) On the second and third games of a match teams switch sides and throwing order.
5. For any disagreements on initial baton or side selection, a random method (ex. coin flip) can be used to determine.
 6. Play then continues to the baton throwing phase.

B. Throwing Batons (Baton Tossing Phase)

1. Batons must be thrown underarm. The baton does not have to rotate, but if it does it must rotate end-over-end vertically. If the baton does not rotate, the baton needs to travel straight with no horizontal rotation from release to impact. Regardless of how thrown, the baton cannot go more than 45° off the vertical plane and must stay within the throwing area (see Fig. 3).



Note:

There are two distinct terms used when classifying a legal throw:

Throwing Area:

The hourglass shaped area that a baton must stay within during the throw to be considered legal.

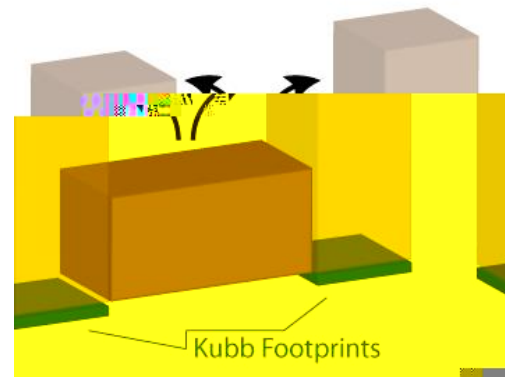
Vertical Plane:

The line that intersects the horizon that the Throwing Area must travel on during a throw.

2. If the opposing team failed to topple all of their field kubbs on the previous turn then an advantage line is created running parallel to the baselines and through the center of the field kubb closest to the center line. While throwing batons, players may advance to and throw from behind an advantage line.
3. Any supporting areas must remain behind the throwing line and between the sidelines throughout the throwing motion, and without assistance from other players.
4. Multiple kubbs can be toppled from a single baton throw.
 - (a) If any base kubbs are toppled and there is at least one field kubb still standing then the base kubbs are immediately raised to their previous locations they remain base kubbs.
5. No player may throw more than two batons in a single round.

6. Only one baton may be thrown at a time.
7. If a kubb is struck and, without ever becoming parallel to the ground, is pushed so that it is not legally in-bounds then the kubb is immediately

- (a) If the impacted field kubb was previously established (having been left standing in a previous round) then it is to be returned to the attacking team to be thrown and is treated as if it had not yet been thrown in this round.
 - (b) If the impacted field kubb was thrown in the current turn and has only been thrown once in the current turn, it is returned to the attacking team to be re-thrown.
 - (c) If the resting field kubb has already been thrown twice in this turn then it is a **punishment kubb** (see rules for punishment kubbs Sec II.D.11).
6. After all field kubbs have been thrown, any that have



(a)

components to the positions prior to the last throw. Kubbs thrown on a forfeited toss are to be removed from play and treated as though they were thrown out of bounds.

7. When an illegal action is taken that is not a penalty, and can be reversed with no changes to the state of the game, play will be halted until the illegal action is corrected. Examples include, but are not limited to: Picking up an untoppled kubb to rethrow, unintentionally kicking over a baseline kubb, or only throwing 5 batons after a kubb has been thrown by the opposing team.

C. Sportsmanship and Penalties

Advantage Line: A line running parallel to the baselines and through the center of the field kubb closest to the centerline, created when field kubbs are present. Batons may be thrown from an advantage line.

Attacking Team / Attackers: The team throwing batons in a given turn.

Base Kubb: A kubb which is still in its original position on the baseline. During the course of play a field kubb may come to be placed on the baseline, but it remains a field kubb. All base kubbs must be toppled before the king can legally be attacked.

Baseline: The short sides of the rectangular pitch or field of play. This is the side you are defending, and your opponent's baseline is the side you are attacking. All field kubb throws and attacks at the king must be done from behind the baseline. Regulation size is 5m, and the boundary is measured by the corner stakes.

Baton: