

KUBB

game instructions

GAME RULES

NUMBER OF PLAYERS: 2-12 (divided into two teams)

•**Set Up:** the 'field' 10 x 8m (33 x 26 feet) 5 kubbs are placed in even intervals on each teams baseline. The king is placed in the center of the field.

•All tosses must be made underhand and from behind the baseline.
(note: If the baton spins horizontally it is an illegal throw.)

•**To begin:** One player from each team must toss a baton towards the king. The closest player to the king, without knocking it over goes first.

•**Phase 1:** The team determined to go first (Team A) tosses their six batons to knock over as many of their opponents (Team B) kubbs as possible.

•Team B must then toss any kubbs knocked over onto Team A's side of the field. They get two attempts to do this correctly before Team A is allowed to place them how they see fit. Kubbs are then made to stand upright.

•**Phase 2:** Team B must throw their batons, knocking down the kubbs located in the field. If any baseline kubbs are knocked over while field kubbs remain standing, they are simply stood back up in their original location.
(note: if not all field kubbs are knocked down the opposing team may throw from the nearest to center kubb on their side during their next turn. Excluding throws to knock over the king.)

•**Phase 3:** If Team B has remaining batons, they may attempt to knock down their opponents baseline kubbs.

•**Phase 4:** If Team B still has remaining batons after knocking down all field and baseline kubbs they may throw at the king.

•Once a team is out of batons it is the next teams turn to throw and the process is repeated until one team wins.

WINNING

•The first team to knock over all kubbs on their opponents field followed by the king wins.

•Should any player knock over the king before the kubbs that team automatically loses. This includes knocking a kubb into the king.