



2023 Kubb Rules and Regulations

These rules are adapted from the U.S. National
Kubb Championship (Eau Claire, WI).
Rules are subject to change.
Updated - 11/9/23

Table of Contents

I. Setup and Overview

- A. Team Regulations
- B. Objective of the game of Kubb
- C. Game Components
- D. Setup of the game
- E. Playing the game - Overview
- F. Determining the Winner of a Series

II. In-Depth Phase Rules

- A. Starting the game: Determining side & order (Beginning toss phase)
- B. Throwing Batons (Baton Tossing Phase)
- C. Throwing Field Kubbs (Kubb Tossing Phase)
- D. Throwing Field Kubbs (Kubb Raising Phase)

III. Rules Enforcement

- A. Etiquette and the Spirit of the Game

B. General Rules

I. Setup and Overview

A. Team Regulations

1. All teams must have a minimum of two members. Players must be at least 21 years old. At least two members of the team must be present for league play.
2. If a team is more than 15 minutes late without having made previous arrangements with the opposing team, this team forfeits that game.
3. A team must have one player designated as the team captain. They are responsible for informing the team about rules & regulations, along with informing the team about game times/updates.
4. If a team misses two league nights without informing the league coordinator, the team won't be able to qualify for the playoffs.
 - a. If a team misses 3 nights, regardless of informing the coordinator. They won't be able to make the playoffs.
5. If a team informs the coordinator they won't make a league night (2 hours prior to game start), their games will go down nor as a loss or a win. However, the team that they play against will be marked with a win.

B. Objective

Be the first team to knock over the opposing team's kubbs and the king, by strategic throwing and placement of batons and kubbs, within the boundaries of the kubb pitch and the rules of the game.

C. Game Components

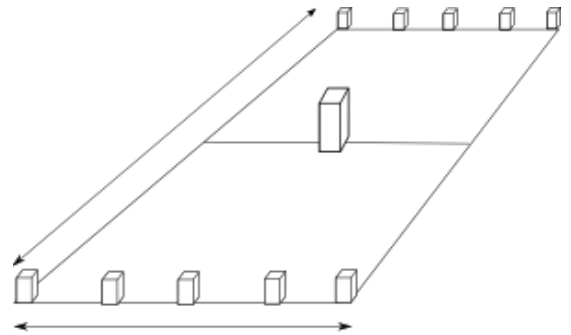
Two teams are required, with a minimum of two players per team. Teams may substitute players at any time. There are two playable areas at the Forgotten Star: Train Trains pitch, and Taproom Pitch.

D. Setup

Pitch marking stakes are placed so that a rectangle is formed, with a centerline intersecting the rectangle, and sidelines running on the long edges of the rectangle. The king is placed upright in the center of the pitch, and the kubbs are placed upright on the baselines, five kubbs on each side, equally spaced out no closer than a baton length to the corner stakes. Kubbs starting the game on the baseline are referred to as base kubbs. The baseline should run through the center of the kubbs.

E. Play Overview

1. After determining which team throws first and from which side (section II, A), the game begins with the attackers throwing the batons from behind their baseline, attempting to topple the base kubbs on the defenders baseline. Note that for the first game in a match, the beginning baton throw will be for choosing the side or the throwing order. However, for the following games (2, 3, 4, 5) teams will alter sides. There will still be a baton throw for these games, however, this will be for determining the throwing order.
2. Once all the batons are thrown, the opposing team gathers any base kubbs that have been knocked down during the turn, and throws them into the upfield (the far half of the pitch). Kubbs thrown into the upfield are called field kubbs, and are raised by the first team (now the defenders) where they came to rest. The second team (now the attackers) throws the batons, before they aim at the base kubbs, they first need to knock over any field kubbs, then they can aim at the base kubbs, then the king.
 - a. If they are unable to knock down all of the kubbs, then the king, the first team picks up all toppled kubbs, **these kubbs are dead and should be placed off to the side**. Play then continues to a second round. Rounds are continued until the game ends.
 - b. Teams only get one chance (one baton throw) per throwing possession to knock over the king)



The game is won by the team who topples all the kubbs in the upfield and on the baseline then topples the king. However, if a team topples the king at any time prior to toppling all field and base kubbs then that team immediately loses the game. A match is determined by the winner of best-of-five games.

F. Determining the Winner of a Series

If a game is canceled due to weather or other factors, and it occurs within the first 30 minutes of play, the game concludes as a tie. Beyond this 30-minute mark, the team that is ahead at the time of cancellation is declared the winner of the series. Nevertheless, in the event that the series is tied and a game is canceled midway through play, specifically in the case of game 3 or 5, the series is deemed a wash, resulting in a tie.

If both teams win two games (in the five game series) and there is less than 15 mins in the hour of play, rather than conducting a full third game, the two teams will compete in “throw off”. The objective of the “throw off” is to be the first team to knock over all of the opposing base kubbs or to be the team that toppled the most base kubbs when the game time expires. The “throw off” does not require teams to throw kubbs upfield, once a kubb is knocked over, it is pulled off the pitch and is declared a dead kubb. The team that won the first game chooses the throwing order or chooses which baseline to defend. Hence the importance of the first game. You still start the game with a baton throw towards the king to determine the 2-4-6 open.

If a team holds a 2-1 game lead, the trailing team can still level the series, but they must accomplish this outside the final 5 minutes of the hour. Should the series become tied with more than 5 minutes remaining in the game hour, a "Sudden Death" situation ensues. This entails each team receiving two rounds of throwing, involving 6 batons each for a total of 12 batons. The match still commences with a baton throw at the king, which determines the team that throws first; there is no 2-4-6 open rule. The first team to either topple all of the opposing base kubbs or hold the upper hand in the number of base kubbs toppled when both teams complete their two rounds of throwing emerges victorious. In the event of a tie when both teams have completed their two rounds, the first team to knock down a block secures the win, underscoring the significance of the throw off.

If it is tied 1-1 in games and if the third game commences and isn't fully completed when the time runs out, the team that is in the current lead at the time will be declared the winner. This is determined by the number of kubbs a team has knocked down.

II. In-Depth Phase Rules

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 (this is done at the beginning of each FULL game):

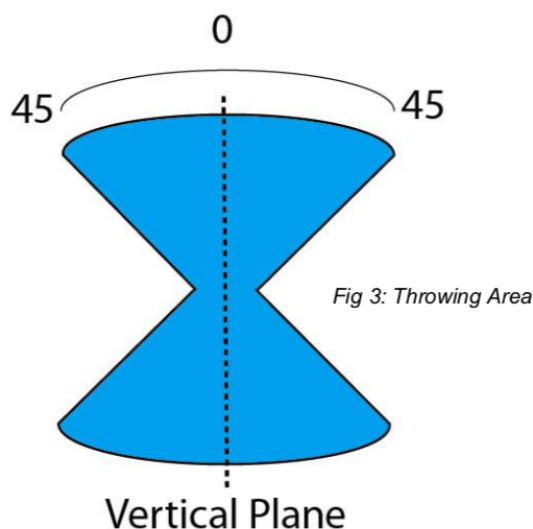
1. Each team chooses one player as a representative and selects a baton.
2. The two representatives stand behind opposing baselines facing each other.
3. One or both count to 3; on 3 they each throw a single baton according to the rules for throwing batons.
4. When the batons come to rest, the team whose baton is judged closest to the king without having knocked it over chooses the 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 the throwing order. For the first game in a match, the beginning baton throw will be for choosing the side or the throwing order. However, for the following games (2, 3, 4, 5) teams will alter sides. There will still be a baton throw for these games, however, this will be for determining the throwing order.

- 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' batons, re-throw until there is a clear winner.
5. All games start with the 2, 4, 6 open. The opening team throws only two batons, the second team throws only four batons, and the opening team then throws all six batons. Two different players need to throw the two batons, and at least two different players need to throw the four batons. After the 2, 4, 6 opening, the rest of the team throws throughout the game will be in groups of 6.
 6. For any disagreements on initial baton or side selection, a random method (ex. coin flip) can be used to determine.

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. Most kubb games are played on grass, however, here at the Forgotten Star, we play on a gravel like pitch. Our surfaces allow the baton to slide more than usually, allowing the batons to slide and sometimes turn into a roll. By having a baton roll like that, it alters the game and creates an unfair advantage. Technically, it is not an illegal throw, however, teams should be aware about this scenario and inform teammates to aim for the kubb rather than trying to do a "slide throw". However, that being said, batons will slide on accident every game. If either a coordinator or other teams see baton sliding as a common occurrence, a warning will be given. Further action will take place if the issue keeps on coming up.
3. 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.
4. Any supporting areas must remain behind the throwing line and between the sidelines throughout the throwing motion, and without assistance from other players.
5. 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.
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 returned to the location it last was legally in-bounds.
8. If a kubb is struck and there is a question as to whether a kubb will fall over, a reasonable amount of time shall be provided to determine if the kubb falls over. Kubbs that fall that were not struck as a result of the present throw are placed back in their original position prior to the throw.
9. If a kubb is struck and, without ever becoming parallel to the ground, comes to rest leaning on a game component, the attacking team may ask to temporarily halt play. The defending team is to move the supporting piece(s) a minimum amount required to determine if the leaning piece will fall, without touching the kubb in question. Once a determination has been made, pieces are to be set back as close to their original positions as possible. If a piece falls, it is considered to have toppled the remainder of the phase.
10. It is possible for a toppled kubb to be knocked over, then through the course of motion, to come to rest standing on one end. In this case, the kubb is still considered toppled, and it is customary to put a token on the toppled kubb.

11. If the team attempting to hit the King in order to win the game successfully knocks down an opponent's field kubb, that particular field kubb is then considered "down" or "out".
12. If field kubbs located in the attacking team's half of the pitch are hit by the attacking team's batons, those field kubbs and any toppled kubbs in the opponent's half of the pitch, and king on game-ending king throws, are immediately placed back in their previous location. The baton is forfeited.
13. Once all batons have been thrown:
 - a. If the king has been toppled, the game is over.
 - b. If the game is not over, the defender may reset any leaning kubbs to vertical. The game progresses to the kubb tossing phase.

C. Throwing Field Kubbs (Kubb Tossing Phase)

1. After the attacking team has thrown all the batons the defending team becomes the attacking team and gathers any kubbs toppled by their opponent then throws them to the upfield as field kubbs.
2. Kubbs may be held and thrown in any manner, but must be thrown with an underarm motion (they may rotate in any direction when thrown).
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. If a thrown field kubb impacts a previously thrown field kubb then they are each to be raised where they finally come to rest. It is therefore possible to knock kubbs into and out of play during the course of throwing field kubbs. It is important that the field kubbs are not touched by any player until all field kubbs have been thrown.
 - a. This applies to previously established field kubbs from prior rounds as well; if one is impacted by a thrown field kubb then it is to be raised in its new position and remains a field kubb.
 - b. If the thrown field kubb impacts a field kubb in the throwers half of the pitch, the previously standing field kubb is placed back to its original location, and the thrown kubb is considered out of bounds.
5. If a thrown field kubb impacts a field kubb in play and the struck field kubb comes to rest after impact in such a way that it cannot be raised in bounds:
 - 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, the team then can place this kubb anywhere in the pitch at least one baton's length from the king.
- 6. After all field kubbs have been thrown, any that have only been thrown once, that come to rest in such a way that it is impossible to raise them in bounds, are returned to the attacking team to be re-thrown.
 - a. For purposes of determining whether a kubb is in bounds, judge where the center of the kubb is relative to the center of the boundary. If 50% of the kubb is in, it is declared in bounds.

D. Standing Field Kubbs (Kubb Raising Phase)

1. After all field kubbs have been thrown - and re-thrown as necessary - kubbs are to be raised upon one end while keeping an edge on the ground. The two areas where a kubb could potentially be raised are called the footprints. If both footprints are not obstructed and in bounds the defending team may choose on which end to raise the kubb.
2. If a thrown field kubb comes to rest on one end and is at least 50% in bounds, then it is considered "raised" and is not to be moved by the defending team.
3. Any field kubb that can be raised in bounds must be raised in bounds.
4. Defenders cannot raise kubbs in such a manner that forces other kubbs out of bounds when other kubb raising options are available.
5. If a field kubb cannot be raised on one end due to being obstructed by the king, a pitch marking stake, or another kubb, then it must be raised on the unobstructed end.
 - a. If both ends are obstructed and either end can be unobstructed by raising another kubb first then the defending team must do so.
 - b. If neither end can be unobstructed then the field kubb may be raised on either end, touching the obstruction, and as close as possible to the potential footprint it had if there had been no obstruction. Pitch marking stakes are not allowed to be removed to raise a kubb.
 - c. If one end is obstructed and the other end is out of bounds then it must be raised on the inbounds end touching the obstruction, and as close as possible to the potential footprint it had if there had been no obstruction.
Note: It is entirely possible the kubb will end up being out of bounds.
 - d. A kubb leaning on another kubb or other obstruction is raised upon the end closest to the field. If that end is out of bounds, raise the supporting kubb, then re-lower the leaning kubb to its previous position, and raise it in bounds.
6. Any field kubb that, after having been thrown, comes to rest horizontally on top of one or more other field kubbs is to be lowered directly to the pitch, touching the

lower kubb. **Note:** *Defender chooses what side to lower if both ends are unobstructed and in-bounds*

- a. If this is impossible on one end due to obstruction or the boundary of the pitch then it must be done on the unobstructed and in bounds end. The bottom kubb cannot be moved until the elevated kubb is resolved.
 - b. If this is impossible on either end due to obstructions then un-raised kubbs must be resolved in a legal manner that allows the elevated kubb to be lowered directly to the pitch.
7. Once a player begins to raise a kubb on one end it cannot then be laid back down in order to be raised on the other end, barring temporary standing to determine in/out of bounds.
 8. Kubbs raised by the defending team are to be self-supported. Raised kubbs cannot be supported by another game component.
 9. Reasonable and essential forces allowed to push or tamp on a kubb in order to create self-support.
 - a. *Twisting a kubb is never allowed.*
 - b. *Debris from the pitch may be cleared prior to raising a kubb, but altering the natural state of the pitch is not allowed. (Note: Moving a twig is legal; pulling grass from the pitch is illegal)*
 - c. *Debris may not be used to create nonessential support to a kubb.*
 10. Kubbs that come to rest on the long edge of the kubb (when four corners of a kubb are not supported by the ground or playing surface) are to be flattened in an unobstructed and in-bounds direction closest to the pitch (with gravity) before being raised. If a long edge of the kubb is completely vertical, it is the choice of the defending team which way to flatten the kubb. Flattening against gravity to make the kubb in-bounds is not allowed. However, if a kubb comes to rest on the long edge so that it is in contact with another game component and due to contact with that game component the unobstructed direction is both with gravity and would create a situation where the kubb is out-of- bounds, after any field kubb(s) that was supporting the kubb on edge is raised, the kubb is allowed to be flattened against gravity to make it in- bounds, if possible.
 11. If a field kubb that was thrown twice has come to rest in such a way that it cannot be raised in bounds then it becomes a punishment kubb. Punishment kubbs are collected by the defending team and placed anywhere on their half of the pitch provided that they are at least one baton-length (30cm) from the king and at least one baton-length from any pitch marking stakes.

III. Rules Enforcement

A. Etiquette and the Spirit of the Game

1. Kubb is a game that expects high standards of etiquette and courtesy. Among the basic considerations of etiquette are such things as concern for spectators, other players, and respect to the direction of the tournament coordinator and decisions by all officials of the game.
2. These rules have been designed in spirit to promote a fair and enjoyable tournament environment for all kubb players, regardless of age, sex, or ability. One of the objectives of the U.S. Championship is to determine the relative skills of the players, however, the spirit of the game will take precedence. The spirit of the game of kubb demands good sportsmanship, courtesy, and honorable conduct. The spirit should influence both the interpretation and application of the rules of the game and more importantly, the conduct of the participants.

B. General Rules

1. Some phases and situations in kubb can be complicated and potentially indefinable by any ruleset. If a situation is not covered in these rules, the decision shall be made in accordance with fairness, with decisions being influenced by the spirit of the game. Often a logical extension of the closest existing rule or the principles embodied in the rules will provide guidance for determining the resolution.
2. Unless stated differently, rules will be enforced by the league/tournament coordinator. The coordinator will enforce all penalties. Penalties include: Warning, Game Penalty, Match Penalty, and Personal Ejection.
 - a. Warning is a verbal warning to the team. Warnings may be issued more than once for multiple infractions of the same rule at the discretion of the referee.
 - b. One baton is forfeited for the remainder of the game for each Game Penalty incurred. A Game Penalty cannot be given without first giving a Warning.
 - c. One baton is forfeited for the remainder of the Match (best of five games) for each Match Penalty incurred.
 - d. A player is not allowed to continue tournament/league play for a Personal Ejection they are given. If this makes a team illegal (less than two active players), the team will forfeit all remaining games, and be disqualified. The player who received the Personal Ejection may be subject to a ban from future kubb tournaments/ leagues.
3. The team captain may call for a coordinator to provide oversight during a game. When the captain calls for a coordinator oversight, play will be halted until the coordinator calls for the play to continue.

4. The coordinator can enforce rules at any time before, during, or after the tournament/league game. Coordinators do not need to be called upon to assign penalties.
5. Any rules enforced, during any throwing phase, on the non-throwing team will result in a replay of the last thrown game component, if requested by the throwing team. Reset game components to the positions prior to the last throw. The throwing team replays the last throw.
6. Any rules enforced on the throwing team (including warnings) during any throwing phase will result in a forfeiture of the last toss. Reset game 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 un-toppled kubb to rethrow, unintentionally kicking over a baseline kubb, or only throwing 5 batons after a kubb has been thrown by the opposing team.

