



Rules for Open Play

Preface:

The purpose of Kubb United's Rules for Open Play is to provide a set of rules for sanctioned U.S. Open tournaments and events. To become a sanctioned Open tournament please reach out to us at: [unitedwekubb\[at\]gmail.com](mailto:unitedwekubb[at]gmail.com)

Our vision is for this document to serve as a guide to U.S. Open tournament play as the game continues to develop and is refined. Any changes to this ruleset will be made utilizing a change log and a corresponding document explaining why. An open forum to help communicate those changes to the community will also be utilized.

Kubb United is committed to furthering the sport of kubb. Our goal is to partner with other events and tournament organizers to continue establishing rules that best benefit the tournament director, spectators, referees, athletes, and most importantly...the game itself.

We feel that the betterment of kubb comes from innovations and ideas from around the world. Tournaments, events, ideas, and discussions from the international community of kubb have been considered into the ruleset. The discussion and decisions made to improve the sport will always be held in a structured manner that encourages dialogue from the community.

The [U.S. National Kubb Championship Rules v3.2](#) will be used as the primary source of adjudication with the following adjustments and/or clarifications below:

Tournament structure

Kubb United sanctioned events will utilize a single game [Klassic System](#) for game pairings and placing. Single games will be played during 8 pairing rounds to seed teams into elimination brackets. Seeding will be broken down by:

1. Games won
2. Game points
3. Opponent points (Strength of Schedule)
4. Head to Head
5. Throw off (each team inkasts 3 kubbs, then throws 6 batons, with players throwing 3 batons each. Most hits will break the tie. If hits are tied, repeat the throw off until one team hits more kubbs than the other team.

The 16 top-seeded teams after the pairing rounds will move on to the championship elimination brackets. During the championship elimination bracket, there will be no time limits, and a "best of three" games will be played. The amount of consolation brackets will be dependent on tournament team count.

Any other brackets (consolation) will be 30 minute timed games only, tracked by the teams playing.

Pairing rounds will have a set time of 25 minutes. Games that go past time will be stopped when the active team is done throwing batons.

Additional Timing Rules

Due to time restrictions the need to make sure all teams are available to play at the start of each round is important:

- There is a 5 minute "Grace" Period
- 6-10 minutes late: If the game goes to time, the late team is assessed a game loss
- 11+ minutes late: The late team is assessed a forfeit.

Clarification: Throwing Motion

All supporting areas (ex. Two Feet) must be established behind the throwing line and between the sidelines throughout the entire throwing motion. The momentum of your throw cannot take you over the line, and forward motion during your throw must stop completely prior to crossing the line. A good habit to get into when throwing is to back away from the line prior to crossing it. Hit the king, win the game, back up and high five your team, then walk across the pitch for the handshake.

Additional Tournament Clarifications or Deviations from U.S. National Rules 3.2

- 2+ player teams will be accepted for U.S. Open sanctioned play, with a player required to throw three batons per turn.
- One substitution is allowed per game only, and no re-entry of the substituted player. It is expected that the two players that start a game finish the game, barring emergency, restroom break, or unscheduled absence.
- Referees will be active and available for games. There is an expectation that referees cannot be at every pitch during the rounds. If a situation arises requiring the consultation of a referee, halt play, and notify a referee.
- Referees are required by the tournament director to call fouls commensurate with their level, or to notify the head referee, when infractions are observed. This includes line infractions, illegal throws, and all other violations listed in the US National Kubb Championship 3.2 ruleset, and in compliance with the [Referee Manual](#).
- Pitches will be painted and no marking stakes will be used on the pitch (weather and field conditions permitting). If weather and/or field conditions require marking stakes to be used, the 100% rule (see below) will still be used.
- Any rules enforced on the throwing team during any throwing phase (ex. Foot faults) will result in the forfeiture of the last toss, unless declined by the non-throwing team.

Hand Chalk will be allowed at all U.S. Open Sanctioned tournaments

A player is allowed to use hand chalk or powder in a reasonable amount as determined by the referee. Chalk and powder cannot be applied directly to game components.

The 100% rule will be enforced at all U.S. Open Sanctioned tournaments

Initial baseline kubbs are setup on the line. This is the only time a kubb can touch the line, and gives baseline kubbs a distinct property field kubbs do not have.

Kubbs will be determined in-bounds if it has a footprint that is 100% in the field of play, without touching a marked line. As with the original (and most important) rule, if a kubb can be setup in-bounds, it MUST be setup in-bounds.

With the 100% rule, kubbs cannot be placed on a line (via punishment or “neighbor rule”)[see below]

In the event marking stakes are used due to poor weather or field conditions, the inside edge of the marking stake, where the stake touches the ground, will be deemed the line.

[The “neighbor rule” will be enforced at all U.S. Open Sanctioned tournaments](#)

The “neighbor rule” (a.k.a Elevated Award):

At the end of the kubb tossing phase, any kubbs that are elevated, not touching the ground, and have an in-bounds footprint as though the kubb were not elevated, become award kubbs.

Grass cannot support an elevated kubb. To determine if a kubb is elevated, imagine taking away the grass, and if the kubb would remain elevated, it is an elevated kubb.

Award kubbs are collected by the attacking team at the beginning of the kubb raising phase.

At the end of the kubb raising phase the attacking team places award kubbs upright and on the ground anywhere on their opponents half of the pitch in bounds provided they are at least one baton-length (30 cm) from the king or any field marking stakes (if field marking stakes are used).

[Clarifications to the U.S. National Kubb Championship Rules Updates for 2016:](#)

2016 U.S. National Kubb Rule Update: 2.B.11 – “Friendly Fire - batons”

If you topple an upright kubb on your own half of the pitch with a baton, that kubb and any other kubbs (on your side or your opponent’s side) will be reset, and the thrown baton is forfeited.

If you topple an upright kubb on your own half of the pitch, and the king is toppled prior to all other opponents’ kubbs being toppled, you lose the game.

If you topple an upright kubb on your own half of the pitch, and the king is toppled on the game-ending king throw, the king is reset, and the thrown baton is forfeited.

2016 U.S. National Kubb Rule Update: II.C.4.b – “Friendly Fire - kubbs”

If you topple an upright kubb on your own half of the pitch, that kubb and any other kubbs on your side of the pitch will be reset, and the thrown kubb is considered out of bounds and will be removed from play immediately.

2016 U.S. National Kubb Rule Update: II.D.10 – “Kubbs that come to rest on the long edge”

It is the interpretation of Kubb United that grass cannot support kubbs.

When determining if a kubb comes to rest on the long edge, imagine taking away the grass, and flatten to the side it would naturally fall to.

If you cannot determine which side it would naturally fall to, it must be flattened to an in-bounds position, if possible. If both sides would be in, it is the defender’s choice.

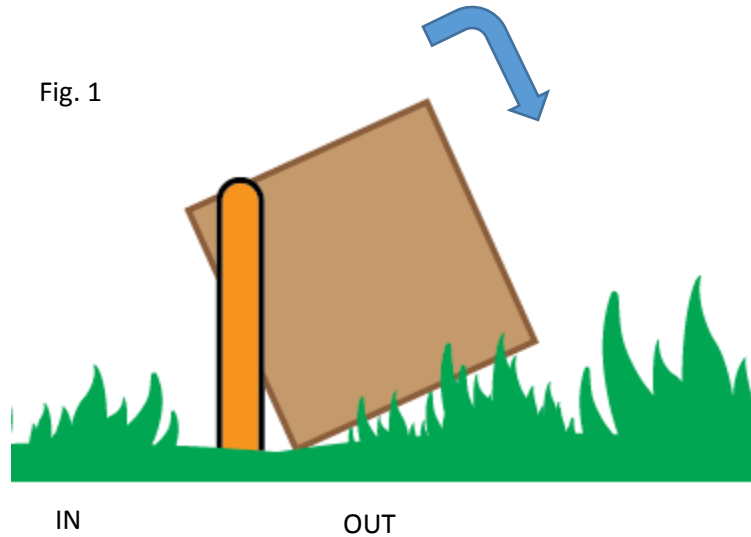


Fig 1: In this scenario, the kubb would be deemed to be supported by grass. If the grass was taken away, the kubb would flatten. Therefore, the kubb is flattened to the right (OUT).

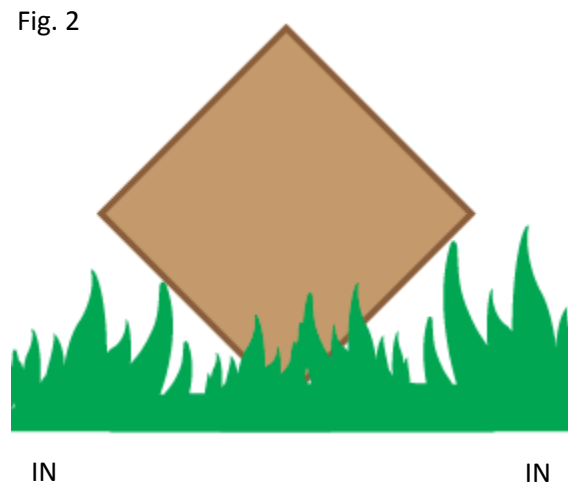


Fig 2: In this scenario, it is hard to judge which side the kubb would flatten to without grass. Since both sides are IN, the defender may choose which side to flatten to.

If one side were IN and one side were OUT, you would be required to flatten to an in-bounds position.

Change Log:

To ensure you have the most recent version, visit <http://www.kubbunited.com/rules-of-kubb/>

Version	Approver	Date
1.0	Evan Fitzgerald (President)	7.1.16
1.1	Evan Fitzgerald (President)	8.1.17

Change descriptions:

1.0 – New rules published

- 1.1 – Changed architecture of sentence to include the newly published referee manual, and to ensure referee levels are observed when making calls. Changed “throw off” rules to incorporate inkasting.