



# U.S. National Kubb Championship® Rules

v2.0

These rules are authorized as official by the U.S. National Kubb Championship, and were created in order to create a fair and enjoyable tournament environment for players of all ages and skill levels. For more information on the U.S. National Kubb Championship or to ensure you have the most up-to-date version of these rules please visit [usakubb.org](http://usakubb.org).

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Please visit them at [www.VMKubb.com](http://www.VMKubb.com)

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# I. Setup and Overview

## A. 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.

## B. Game Components

	<b>Measurements (Metric) Official U.S. Nationals dimensions</b>	<b>Weights (Metric)<sup>1</sup> Recommended Tournament weights</b>
<b>10 Kubbs</b>	<b>7x7x15 cm</b>	<b>Each: Min: 0.3kg Max: 0.5kg Total: Min: 3.5kg Max: 4.0kg</b>
<b>6 Batons</b>	<b>30cm x 4.4 cm diameter</b>	<b>Each: Min: 0.2kg Max: 0.3kg Total: Min: 1.3kg Max: 1.6kg</b>
<b>1 King</b>	<b>8x8x30* to 9x9x30 cm</b>	<b>Min: 0.8kg Max: 1.3kg</b>
<b>6 field marking stakes</b>		

<sup>1</sup>Recommended weights were derived from measuring the current standard competition sets from Old Time Games, calculating the minimum and maximum weights, rounding to the nearest gram (rounding down for minimum, rounding up for maximum). Total weights are used to show that a set that has all minimum or maximum weight components does not meet the competition standard. As the benchmark, Old Time Games Swedish Competition KUBB Game sets are always considered tournament legal. \*King in Swedish Competition KUBB Game set from Old Time Games is 8.25cm

2 teams are required, with a minimum of 3 players per team. Teams may substitute players at any time, as long as they were registered with the team. Players can only be registered with one team in a tournament.

## C. Setup

**Corner stakes** are placed so that a rectangle is formed, measuring 5m x 8m. The **center stakes** are placed in the middle of the **sidelines** (long edges of the rectangle).

The king is placed upright in the center of the pitch, and the kubbs are placed on the **baselines** (short edges of the rectangle), 5 kubbs on each side equidistant from each other. Kubbs starting the game on the baseline are referred to as **base kubbs**. The baseline should run through the center of the kubbs. Your pitch should look like Fig 1:

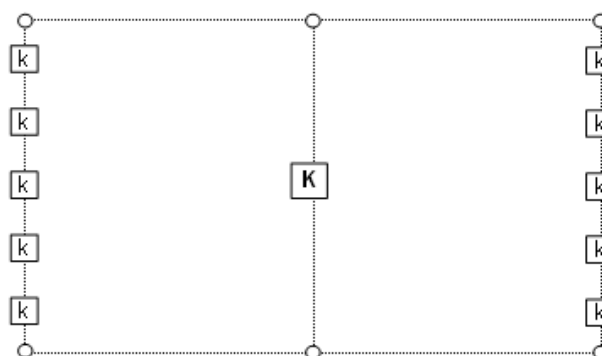


Fig 1: Kubb Pitch Setup

For the purposes of illustration, the sidelines, centerline, and baselines are marked. Tournament play does not require marked pitch lines, but marked lines that do not interfere with play are allowed.

## D. Play Overview

After determining which team throws first and which side each team will be the **defenders**, the game begins with the **attackers** throwing the batons from behind their baseline, attempting to **topple** the base kubbs on the defenders baseline.

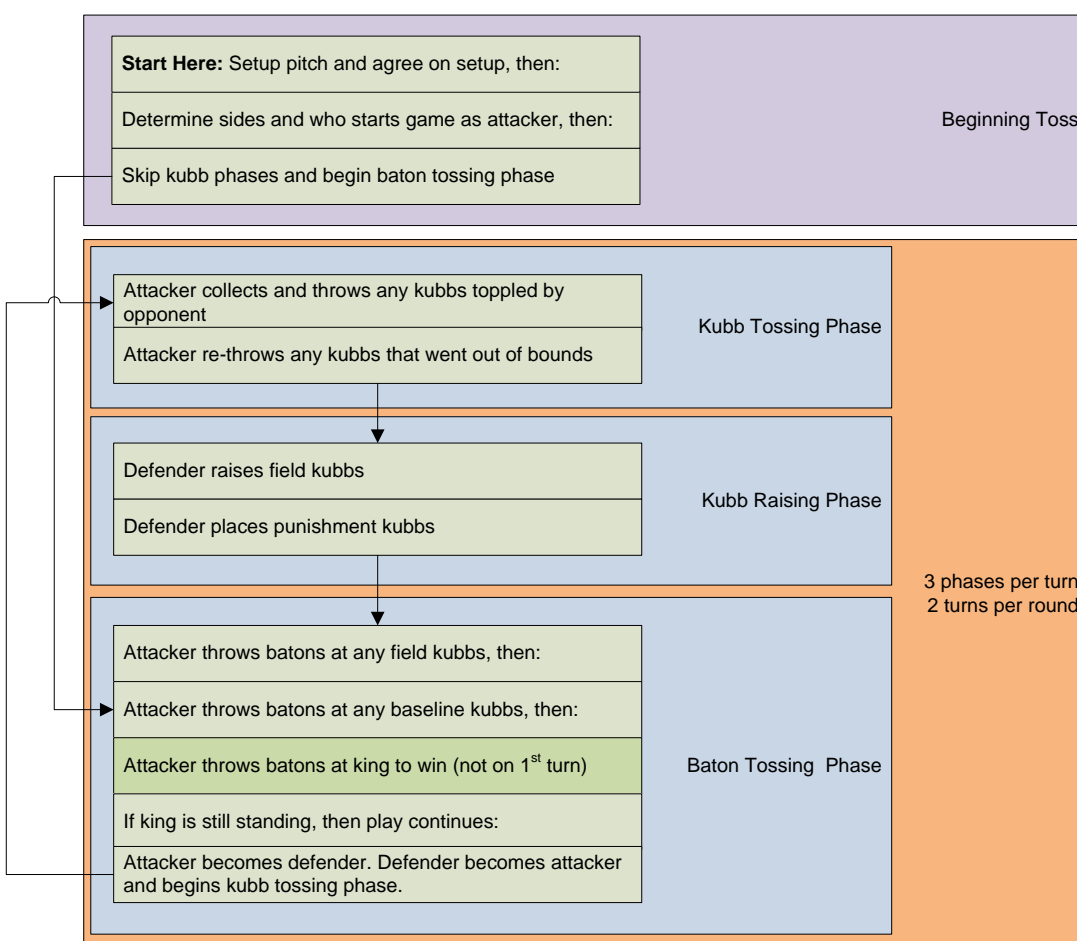
Once all the batons are thrown, the opposing team gathers any base kubbs toppled during the **turn**, and throws them into the **upfield** (the far half of the opponent's pitch). Kubbs thrown into the upfield are called **field kubbs**, and are raised by the first team (now the defenders) where they came to rest. The second team (now the attackers) throws the batons, first attempting to topple any field kubbs, then any base kubbs, then the king.

If they are unable to knock down all of their kubbs and the king then the first team picks up all toppled kubbs, throws them into play as field kubbs, and play continues to a second **round**. Rounds are continued until the game ends.

The **game** is won by the team who knocks down 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 kubbs & base kubbs then that team immediately loses the game. In a **match** the winner of best-of-3 games is determined to be the winner. Fig. 2 depicts the phase breakdown

## E. Phase Breakdown

Fig 2: Phase Breakdown



## II. In-Depth Phase Rules

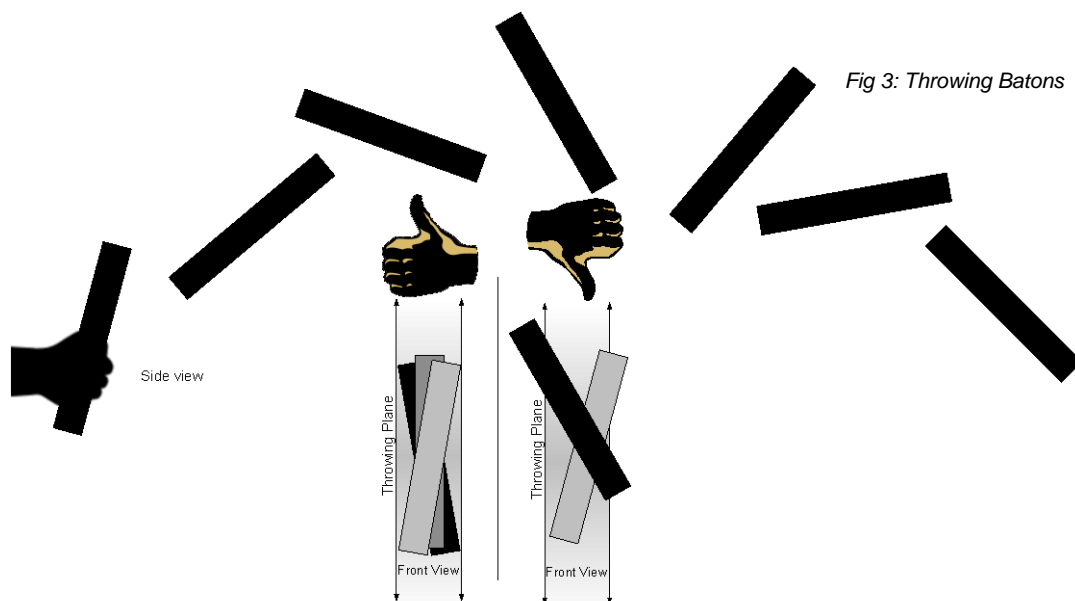
### A. Determine Sides and Order (Beginning Toss Phase)

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

1. Each team chooses one player as a representative.
2. The two team 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 whether they want to throw first or choose the baseline to defend. If the winner chooses to throw first, the losing team may choose which baseline to defend. If the winner chooses a baseline to defend then the losing team may throw first.
  - a. The baton may TOUCH the king, but cannot knock it over.
  - b. In the event of a tie, 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. Play then continues to the baton throwing phase.

### B. Throwing Batons (Baton Tossing Phase)

1. When throwing batons, the baton must be thrown underarm. The baton does not have to rotate, but if it does it must rotate end-over-end vertically. Regardless of how thrown, the baton cannot go more than 10° off the throwing plane (see Fig. 3). Batons that travel outside the throwing plane will result in a Warning and forfeiture of the toss (see Sec. III.A).



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. To be in bounds, both feet must be behind the baseline or advantage line, and between the sidelines when throwing batons. No other part of the body may touch the ground, and no other aid or assistance can be used during the throw. For the purposes of throwing batons assume that the sidelines extend to the horizon in both directions. Throws from out of bounds will result in a Warning and forfeiture of the toss (see Sec. III.A).
  - (a) If a player takes a step or leaps while throwing the baton then both feet must start and end behind the **throwing line** and between the sidelines. Players may not cross the throwing line, or step out of bounds due to forward momentum.
  - (b) For players that require the assistance of a wheelchair, the center of the front wheels (where they contact the ground) count as feet.
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.
  - (b) Base kubbs can be legally toppled in the same throw as the last of the field kubbs provided the field kubb(s) were struck first.
5. No player may throw more than 2 batons in a single round. Any player throwing more than 2 batons in a round will incur a penalty.
6. Only one baton may be thrown at a time. Throwing more than one baton at a time will result in a Warning and forfeiture of the tosses (see Sec. III.A).
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 returned to the location it last was legally in-bounds.
8. If a kubb is struck and, without ever becoming parallel to the ground, comes to rest leaning on another game piece play temporarily halts. The defending team is to remove the supporting piece(s) without touching the kubb in question. If the kubb falls it is considered toppled, otherwise it is to remain as it stands. The attacking team can call the referee for oversight during this process.
9. Once all batons have been thrown:
  - (a) If the king has been toppled, the game is over. However, if during the first turn of the game the attacking team topples all 5 of their

opponent's base kubbs with their first 5 throws, they cannot throw their last baton. The king cannot be legally attacked during the first turn.

- (b) If the game is not over the defender may reset any leaning kubbs to vertical (provided they are not moved or turned) and the game progresses to the kubb tossing phase.

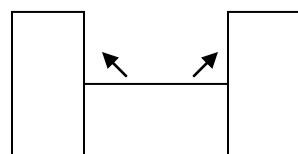
### **C. Throwing Field Kubbs (Kubb Tossing Phase)**

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. To be in bounds both feet must be behind the baseline and between the sidelines when throwing kubbs. No other part of the body may touch the ground and no other aid or assistance can be used during the throw. For the purposes of throwing kubbs the sidelines extend to the horizon in both directions. Throws from out of bounds will result in a Warning and the kubb is to be treated as if it were thrown out of bounds (see Sec. III.A).
  - (a) If a player takes a step or leaps while throwing the kubb then both feet must start and end behind the throwing line and between the sidelines. Players may not cross the throwing line, or step out of bounds due to forward momentum.
  - (b) For players that require the assistance of a wheelchair, the center of the front wheels (where they contact the ground) count as feet.
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.
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.

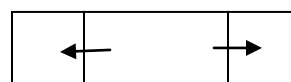
- (b) If the impacted field kubb was thrown in the current turn and has only been thrown once in the current turn, it is returned to the attacking team to be re-thrown.
  - (c) If the resting field kubb has already been thrown twice in this turn then it is a **punishment kubb** (see rules for punishment kubbs Sec II.D.8).
6. After all field kubbs have been thrown, any that have come to rest in such a way that it is impossible to raise them in bounds according to the rules for raising kubbs (see Sec II.D below) 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. If there is a disagreement between the teams, the referee or another non-biased party can make the ruling.
  - (b) If it is not immediately apparent whether a kubb can be raised in bounds it should be temporarily raised after all other kubbs have been thrown so a clear determination can be made. If it is determined to be in bounds and there are any kubbs to be re-thrown then it should be laid back down in its original position until all re-throws are completed.
7. Any player that throws a field kubb must throw at least one baton in that round.

#### D. Standing Field Kubbs (Kubb Raising Phase)

1. After all field kubbs have been thrown—and re-thrown as necessary—they are to be raised upon one end while keeping two corners on the ground. If both ends are unobstructed and in bounds the defending team may choose on which end to raise the kubb.

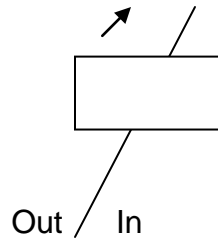


Looking from the side

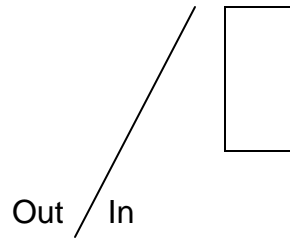


Looking from above

- (a) Kubbs that come to rest on the long edge of the kubb are to be “flattened” in the unobstructed and in-bounds direction closest to the pitch before being raised.
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.



Becomes:



4. If a field kubb cannot be raised on one end due to being obstructed by the king, a field marking pin, or another kubb, then it must be raised on the unobstructed end.

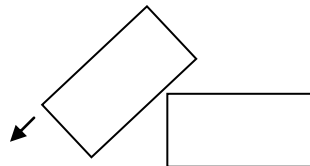
(a) If both ends are obstructed and either end can be unobstructed by raising another kubb first then the defending team must do so.

(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 position it would have been raised in had there been no obstruction.

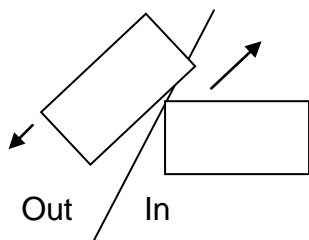
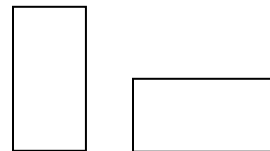


(c) If one end is obstructed and the other end is out of bounds then it must be raised on the inbounds end touching the obstruction, and as close as possible to the position it would have been raised in had there been no obstruction.

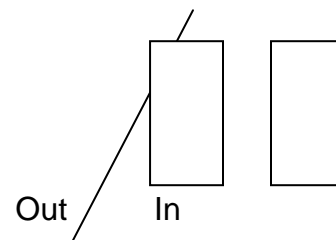
(d) A kubb leaning on another kubb or other obstruction is raised upon the end closest to the field. If that end is out of bounds, raise the supporting kubb, then re-lower the leaning kubb to its previous position, and raise it in bounds.



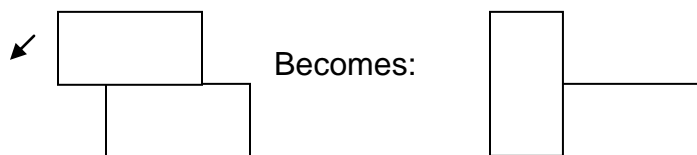
Becomes:



Becomes:



- 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.



- 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.
  - If this is impossible on either end due to obstructions or the boundary of the pitch then the top-most field kubb is shunted or slid to the ground in a manner that keeps it in bounds, touching the kubb it lies on.
- 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. The intent is for the kubb to be raised only once (barring temporary standing to determine in/out of bounds). Raising a field kubb on both ends for evaluation when both ends are in bounds will result in a penalty.
  - Unless absolutely required due to uneven ground the kubb should not be twisted at all. Debris may be cleared prior to lifting, but altering the natural state of the pitch is not allowed. (*Moving a twig is legal; pulling a clump of grass is illegal*) Twisting a kubb when not required due to uneven ground or altering the pitch will result in a penalty.
  - 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 from the king and at least one baton-length from any field marking pin.

# III. Rules Enforcement

## A. General Rules

1. Unless stated differently, rules will be enforced by the elected referee for the tournament. The referee 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 (i.e. unintentional line violations or out-of-plane throws) 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 three games) for each Match Penalty incurred.
  - (d) A player is not allowed to continue tournament play for a Personal Ejection they are given. If this makes a team illegal (less than 3 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.
2. The team captain may call for a referee to provide oversight during a game. When the captain calls for referee oversight, play will be halted until the referee calls for the play to continue.
3. Referees can enforce rules at any time before, during, or after the tournament. Referees do not need to be called upon to assign penalties.
4. 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.
5. 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.
6. The referee may, at the request or with the consent of the opposing team, decline to enforce an assigned penalty.

## B. Sportsmanship and Penalties

1. Distracting your opponent with gestures, sounds and/or comments is not allowed. (Warning → Game Penalty → Match Penalty)
2. Throwing a baton or kubb before the pitch is clear of people, or the opposing team is not one meter away from the pitch. (Warning → Game Penalty → Match Penalty)
3. Throwing a baton or kubb from out-of-bounds (Warning)
4. Raising a field kubb on both sides for evaluation purposes (Warning → Game Penalty → Match Penalty)

5. Unnecessary twisting of a kubb during raising (Warning → Game Penalty → Match Penalty)
6. Altering the pitch or game components - use of foreign substances such as chalk or baby powder on game pieces constitutes alteration. (Warning → Game Penalty → Match Penalty)
7. Placing a punishment kubb illegally (Warning → Game Penalty → Match Penalty) The punishment kubb is placed legally after the penalty is enforced.
8. Throwing any game component overarm (Warning → Game Penalty → Match Penalty)
9. Intentionally knocking over game components outside the rules (Warning → Game Penalty → Match Penalty)
10. A player throwing more than two batons (Warning → Game Penalty → Match Penalty)
11. Substituting a player not registered on your team (Match Penalty and the unregistered person cannot continue to play.) *Registration rules are governed by the tournament organizer*
12. A player participating with two separate teams (Personal Ejection)
13. A player attempting to compromise tournament rules and/or standards (Personal Ejection)
14. Intent to injure any person (Personal Ejection)
15. Directing obscene language or gestures to a player, tournament official, or referee (Personal Ejection)
16. Intentionally creating an unsafe environment (Personal Ejection)

## IV. Glossary

**Advantage Line:** If the Attacking Team throws all 6 batons and does not topple all of the field kubbs in the defending teams' half of the pitch, then an advantage line is created running parallel to the baselines and through the center of the field kubb closest to the centerline. Batons may be thrown from anywhere on the advantage line, but all field kubb throws as well as all attacks at the king must be done from behind the baseline.

**Attacking Team / Attackers:** The team throwing 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:** The throwing pin. A game requires 6.

**Centerline:** A line parallel to the baselines running through the center of the king. This line demarcates the two halves of the pitch, and the boundary is measured by the center stakes.

**Center Stakes:** Pins staked into the ground used to mark the centerline. These pins are to be placed on the sidelines so they can be used to determine sidelines as well as the centerline.

**Corner Stakes:** Used to mark the 4 corners of the Kubb pitch.

**Defending Team / Defenders:** The team raising kubbs (not throwing) in a given turn.

**Field Kubb:** A base kubb which has been toppled and, having been thrown back onto the field, has "joined the game". All field kubbs must be toppled before base kubbs can legally be attacked.

**Game:** The play of Kubb between the setup and the king being toppled.

**King:** The centerpiece of the game and of the Kubb set. Be the first to topple him and win, but do it out of order and lose. Hail him!

**Kubb:** The eponymous game piece. A game of kubb requires 10.

**Match:** Best of three games.

**Obstruction:** A game component that interferes with raising field kubbs including kubbs, the king, center and corner stakes.

**Punishment Kubb:** Teams are allowed one fault per kubb while throwing field kubbs (the kubb comes to rest in such a manner that it cannot be raised in bounds). If the second throw of the kubb is also judged to be a fault then the kubb is referred to as a punishment kubb and the defending team can place it anywhere in their half of the pitch provided that it is no closer than one baton length to the king or any field marking pin.

**Phase:** Common sections of a given turn, there are four phases of a game; the beginning throw phase, the kubb tossing phase, the kubb raising phase, and the baton tossing phase.

**Pitch:** The kubb field of play; a 5m by 8m rectangle including surface such as grass, sand, or any measurable amount of snow.

**Round:** A game round is a set of two turns, each team attacking once and defending once.

**Sideline:** The long sides of the rectangular pitch or field of play. Regulation size is 8m, and the boundary is measured by the corner stakes.

**Token:** A natural marker used to note a toppled kubb that may have come to rest righted, or to denote a field kubb that was placed on the baseline (ex. Grass clippings, twig, or a rock)

**Toppled:** A piece that has been struck by another piece as the result of a throw and becomes parallel to the ground. 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 is customary to put a token (ex. grass clippings) on the toppled kubb. Pieces that fall due over due to wind, uneven ground, or being jostled by a player are NOT considered "Toppled", and should be righted as close as possible to their previous location and orientation as can be determined.

**Throwing Line:** The line behind which a player throws their batons – either the baseline or an advantage line

**Turn:** A game turn is a combination of the kubb tossing phase and the baton tossing phase by a single team.

**Upfield:** The far half of the opponent's side of the pitch.

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*Kubb förenar människor och skapar fred på jorden*  
*Kubb unites people and creates peace on Earth*