

## Rules Indoor Kubb

### Game idea:

You compete against my team. Our teams can consist of one and up to six people. Together, your team tries to knock over my team's kubbs with throwing sticks. The king standing in the middle of the playing field must be the last to be hit. If you are the first to knock over all of my team's kubbs (both those on the playing field and those on the baseline) as well as the king, you win the game. The indoor Kubb set is ideal for all hard surfaces.

### Game preparation:

Before we start the game, we form two teams. You and your teammates can decide how big the playing field should be. A length of 6 meters is very good for aiming and hitting. A width of 3 meters is perfectly adequate. If we are beginners, it makes sense to play with 8 kubbs first instead of all 10. To mark out the playing field, we should use the 6 markers. If we play more often, simple masking tape can also be useful as a marker. We have to position ourselves opposite each other behind the baselines created by the baseline kubbs. To decide which team starts the first round, we take a throw-out. Each team tries to get as close as possible to the king with a targeted throw. The team whose throwing stick is closest to the king but does not knock it over is the lucky team and starts the game.

### Course of the game:

You are the starting team and receive the six throwing sticks. Each team member receives the same number of throwing sticks, if possible. Now you try to bring down the opposing team's kubbs by throwing the rods. The stick should be thrown from below and move with its longitudinal axis in the direction of the throw. This means that diagonal and horizontal throws (helicopter throws) are not allowed.

After you have completed your throws, I collect all the throwing sticks and fallen kubbs and now it's my turn. I now throw the fallen kubbs into your half of the field. Ideally, I try to throw the field kubbs as close to the center line as possible. This makes them easier to hit due to the shorter distance. I should also try to throw the field kubbs as close together as possible so that my team has the chance to hit two or more kubbs with one throw. You place the kubbs over the edge where they landed. You can decide in which direction the kubb is tilted to be placed. If the kubb is on the center line or one of the outer lines, you must place it so that at least half of its base protrudes over the center of the line. I have a maximum of two attempts to hit the opponent's half of the field. If my Kubb lands outside the opponent's half of the field on the second attempt, you may position the Kubb freely in your own half of the field. The kubb must be at least one throwing stick length away from the king or the corner points. We now call the kubbs to be thrown field kubbs. First all the field kubbs have to be knocked over, then it's on to the baseline. Now it's your turn again. If I have not succeeded in knocking over all the field kubbs, you will be given a new imaginary throwing line up to the kubb closest to the center line. The aim should always be to hit the front kubbs first so that your opponent is not allowed to advance as far.

### End of the game:

If you manage to knock over all the field and baseline kubbs, you can throw at the king from the baseline. If you manage to knock over the king, you win the game.

However, if you knock over the king before you have knocked over all the field and baseline kubbs, you have lost the game.