

- Game Play
 - Beginning Match
 - To start each match, teams will “lag” which is the process of having one player from each team toss a baton at the King at the same time. The closest baton to the King, without knocking it over, wins.
 - The team that wins the lag can choose whether to throw first or choose their side.
 - Matches will start with a 2, 4, 6 open. This means the first team that throws batons will only use 2 batons to start. The other team will then throw 4 batons and then the first team will throw 6. Play will continue with 6 batons for the remainder of the game.
 - Baton Throwing
 - When baton is thrown, it must travel end-over-end. No helicopters!
 - Both feet must be in-bounds. Use the side boundaries as a guide and extend them as an imaginary line. Same is true for the horizontal boundaries (line you must stand behind).
 - When a baton is thrown, if it strikes a baseline Kubb first and also knocks over a field Kubb, both will be considered toppled (assuming all other field Kubbs are also toppled)
 - Kubbs that were struck by a baton and did not topple completely and are resting on other pieces can be asked for checking. The defense must remove the piece beneath without disruption to see if the Kubb does indeed topple.
 - Kubb Throwing (Inkasting)
 - Kubbs must always be thrown from behind the baseline.
 - If a Kubb thrown knocks over a previously standing Kubb, both Kubbs must remain at their final resting place. However, if the previously standing Kubb’s final resting place is out of bounds, the team will have a chance to re-throw the Kubb twice before a penalty is assessed.
 - If a Kubb thrown the first time is not 50% in-bounds after standing, the team gets another chance to throw again.
 - A Kubb that is thrown and lands on top of other Kubbs will be rewarded with the “neighbor rule”. Kubb must be fully elevated and not touching any part of the ground.
 - Kubb Standing
 - When standing Kubbs, it must be 50% or more in-bounds to be considered legal.
 - You must use a hinge-like motion when standing Kubbs. No twisting or turning.
 - Once you begin to lift the Kubb, you must complete the move. You cannot set it back down and lift it in another direction.
 - If the Kubb is obstructed in any way when lifting by a stake, the King or any other Kubb, you must lift it in the other direction.
 - Any Kubb that is laying on an end/corner must be flattened (with gravity) so it can be lifted with a hinge-like motion. However, if the Kubb laying on end would be out of bounds if flattened, you must flatten the Kubb towards the in-bound portion of the pitch.
 - A Kubb that is in bounds when flattened yet out of bounds when lifted in either direction is considered a “Kubbadox”, in which case the team can re-throw the Kubb twice before penalty.
 - Any Kubb that has been thrown twice and failed to remain in-bounds after lifting will result in a penalty. The team that is standing the Kubbs has the ability to pick up the penalty Kubb and place it anywhere on their side but it must be at least one baton length away from the King or a stake.
 - The defense will make all final judgement calls regarding Kubb standing.
 - End of Regulation
 - One 5-Minute warning will be given to all players. No other warnings will be given after that.
 - At the 1:00 hour mark, time will be called and sudden death rules will apply. The team that is holding any baton will be considered in a turn.
 - If the team with batons is in the middle of a turn, they now have the ability to remove a standing Kubb from their opponent’s side.
 - If the team has not thrown any batons yet, they must first throw the Kubbs, they must be stood, then a Kubb can be removed.
 - You MUST remove the furthest Kubb from the King starting with a baseline Kubb, followed by the field Kubbs.