

RULES

Official I.M.O.-rules will be followed (see below)

Following changes/exceptions to existing rules apply:

5.8. [addendum] *“The MÖlkkaari must be left out of a stable standing position after the throw. Otherwise it will be counted as a msthrow.”*

8.2./8.3. [x] Chapters deleted throughout the whole tournament. Can be reinstalled for half finals and/or finals by the organisers if needed.

Teams can agree on suspending certain rules for the time of the game. (applies only for “faults” 5.4 to 5.10)

However, it has to be played by official rules if one team insists on doing so (see also 7.2. Games without referees).

In case of major disagreements please contact the main referee or other tournament officials to explain the rules, make decisions and/or supervise the game.

Throughout half finals and finals all rules apply.

Main referee

Max Leimstättner

International Mölkky Organisation

I.M.O.



Tournament Rules

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1. Interpretation and scope

These tournament rules (the "Rules") as approved by the International MÖlkky Organisation (I.M.O.) and its members which may be amended or restated from time to time, shall apply to all tournaments which are approved or supported by the I.M.O. These are in particular all world and continental championships (e.g. Asian and European Championships). I.M.O. recommends applying these rules also to national championships. Of course, the tournament rules can also be used in any country for any other championship.

Members are responsible for translations into the language of their country. If there is any divergence in the wording, the English text is authoritative.

The Rules are a statement of generally accepted principles of best practice for the enjoyment of MÖlkky by all participants. However, the Rules are not intended to cover every possible situation that might arise in the course of a Tournament and accordingly are no substitute for the Tournaments main referees and discretion to determine the most appropriate resolution in any particular set of circumstances.

Any reference to the male gender shall be deemed a generic gender reference. Any references to players or opponents shall be deemed to include references to teams as appropriate.

The official languages of International Tournaments must be primary English and any official or predominant language of the country in which the Tournament is taking place.

National tournaments (e.g. "Open MÖlkky Finnish National Championship") are unaffected by this language regulation.

2. Basic rules

Tournament games should be played with official Mlkky-game-sets manufactured by the company "TACTIC GAMES OY".

In case of any disagreements between the teams, please refer to chapter 7 "Referees".

2.1. Assembly

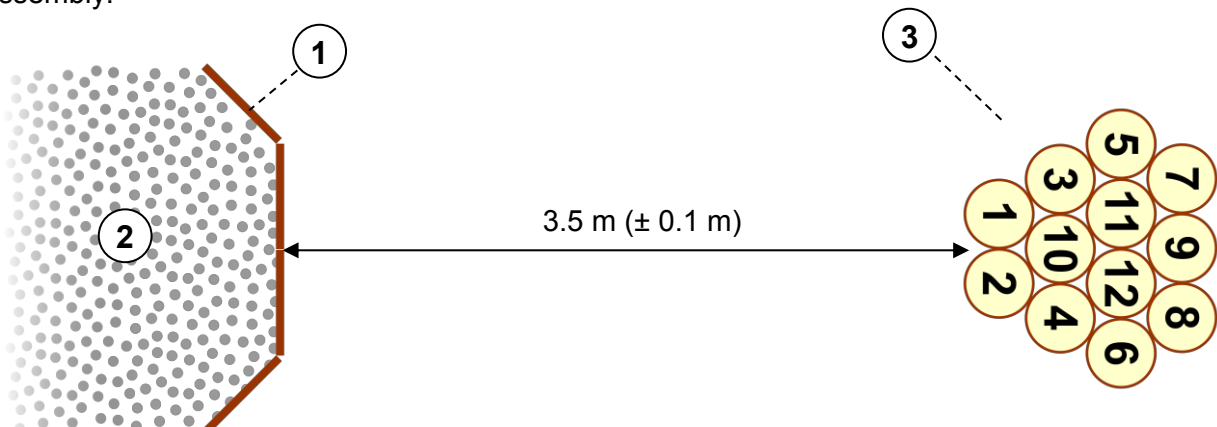
General

The tournament organiser decides whether the Mlkky sets are provided by him or if private Mlkky sets are to be used.

The game consists of:

- Skittles:
12 skittles numbered from 1 to 12, each of about 15 cm height and about 5.9 cm in diameter, each bevelled from 45°
- Throwing Skittle:
1 throwing skittle, called a Mlkky, of about 22.5 cm of length and about 5.9 cm in diameter.
I.M.O. proposes to provide the Mlkkys with the corresponding playing field number, thereby ensuring each Mlkky remains on the same field for the entirety of the tournament.
- Mlkky frame (see ① in the following figure):
1 Mlkky frame, called Mlkkaari, of about 96 cm total length, both legs are at an angle of about 45° to the throwing line.
If it is the turn of a player with wheelchair (or other such mobility device), the Mlkkaari can be straightened as desired. The player can have an assistant to aid him/her entering and leaving the throwing area.
- Assembly (see ③ in the following figure):
The skittles are placed at a distance of 3.5 meters (tolerance ± 0.1 m) from the Mlkkaari. The initial setup of the skittles is shown in the following figure.
- Throwing area (see ② in the following figure):
The throw must be within the throwing area, which is limited by the Mlkkaari to the front and a left and right sideline that may be marked as a line (see chapter 3.6 "Throwing area").
After a throw the throwing area must be left from the back.
See chapter 5.8 "Trespassing (walking over)" for further notes and rules for the throwing area.

Assembly:



2.2. Course of the game

Each team has only one throw per round.

Generally, all kinds of throws are allowed. However, the tournament organiser can choose to restrict the styles of throws in order to, for example, avoid damage.

It is unimportant whether the MÖlkky (throwing skittle) hits a skittle directly or indirectly (e.g. via a wall) or a skittle is directly or indirectly hit by another skittle in terms of this rule.

A skittle is not considered fallen when it is not entirely on the ground.

- If one skittle falls, the score = the number of the skittle
- If more than one has fallen, the score = the number of fallen skittles

After any throw, fallen skittles are put upright at the place where they fell. For this, they are lifted up by their base and the number is turned towards the player.

For indoor tournaments the organiser may restrict this rule (see chapter 3.4 "Indoor playing fields").

When a skittle is leaning against a fixed object (for example a wall), it is moved away from the object so that the MÖlkky fits lengthwise between the skittle and the object.

This skittle then counts as "not fallen".

Skittles moved by something other than direct or indirect contact by the MÖlkky thrown by a player involved in the game, are put back to their original position and are not considered as "fallen".

If a team scores 0 (zero) with 3 consecutive attempts, the set will end immediately with 0 points for this team.

2.3. End of a set

A set ends when the first team reaches exactly 50 points or all other teams end the set prematurely with 0 points (e.g.: 3 consecutive attempts with 0 points, fouls, etc.), in which case the remaining team also receives 50 points.

2.4. Definition of the terms "game" and "set"

A game can have several sets, for example a „best-of-5“-game has minimum 3 but maximum 5 played sets.

2.5. Fixture List, qualifications and first throw

The fixture list (playing schedule) must be published at minimum 1 week before the tournament.

At this time, the kind of evaluation for a team to continue the tournament must also be published.

For example (as it could look; the number represents priority):

1. number of won sets
2. point differences
3. in case of a tie direct compare of teams by won sets
4. in case of a tie direct compare of teams by points

The order of the first throws must also be determined by the organiser.

Two examples:

- according fixture list, afterwards alternating
- by tossing a coin, afterwards alternating, 5th set by MÖlkk-Out

3. Playing fields

3.1. Arrangement of the playing fields

The playing fields should be numbered and marked.

The minimum size of one outdoor playing field is 4 m width and 10 m length (starting at the throwing line). The surface should be like a football pitch (sand, gravel) or a clay court (crushed shale, stone, brick, or other unbound mineral aggregates).

Indoor playing fields may have a smaller size and a different surface.

Players who want to train must be careful not to interfere with tournament operations. The same applies to spectators.

3.2. Playing fields without fixed boundary

The game is not limited to the marked playing field, the lines serve only as orientation lines.

The fallen skittles are put upright, as usual, at the place where they fell, even if this place is in another playing field.

3.3. Playing fields with a fixed boundary (e.g. curbs on boule fields)

The game is limited to the boundary.

The fallen skittles are put upright with a distance of one MÖlkky length to the boundary (perpendicular to their current location).

3.4. Indoor playing fields

The tournament organiser may restrict the rules by the following items:

- skittles are in front of assembly line (less than 3.5 m from the throwing area):
When the skittles stop moving in front of the assembly line, they are placed back on the assembly line (perpendicular to their current location).
- playing field restricted to marked playing field:
The game is limited to the marked playing field. In this case, the fallen skittles are put upright with a distance of one MÖlkky length to the boundary or line (perpendicular to their current location).

3.5. Entering the playing field

Entering the field is only allowed after consulting the referee.

In games without a referee, this must be agreed with the opposing team beforehand.
(Exception: putting upright the skittles after a throw)

3.6. Throwing area

In order to provide a better monitoring of the "Trespassing"-rule the sidelines of the throwing area can be drawn by players or the referee upon agreement.

4. Number of players

4.1. General

At the beginning of the game the captain of the team reports the players for this game in their order of play. In the following set, the line-up (player, order) can be changed.

During the set, no changes are permitted (with the exception of a player injury, this decision depends on the main referee). If players of a team fail due to illness, a solution can be found by the main referee.

4.2. For tournaments with 4 players per team

Teams with 4 players are allowed to have up to 2 substitute players.

4.3. For tournaments with 3 players per team

Teams with 3 players are allowed to have up to 1 substitute player.

4.4. For tournaments with 2 players per team

Teams with 2 players are allowed to have up to 1 substitute player.

4.5. Player and team

A player may only play for one team during the tournament.

5. Faults

5.1. General

Any rule violation must be announced immediately (before the next throw) to the referee (if it is a game with a referee) or the teams involved. Any claim after the next throw is thus obsolete. If there is no agreement on a game without a referee, one of the main referees must be contacted.

After any throw, listed below, fallen skittles are put upright at the place where they fell. (Exception see chapter 3.4 "Indoor playing fields")

5.2. Over-scoring

If a team scores over 50, the team's score is lowered to 25 points and playing continues.

5.3. Misthrows

A misthrow is a specific kind of throw:

- A misthrow is a throw which does not knock down any skittle.
- A misthrow brings zero (0) point to the team.
- If a team has a three (3) misthrows in a row, it is out of the set with zero (0) points.

5.4. Dropping the MÖlkky

If an active player drops the MÖlkky whilst standing inside the throwing area, the throw is counted as a "Misthrow" with all its consequences.

Exceptions:

- The MÖlkky is dropped after picking it up from the ground.
- The MÖlkky is dropped whilst being handed between players or between a player and the referee.
- The MÖlkky will be temporarily put on the ground (in order e.g. whilst being handed between players or between a player and the referee).

5.5. Exceeding time frame

If not defined differently by the tournament organiser the following rule apply:

If the time frame is exceeded for a second time within the same game, the possibility of a throw will be forfeited (misthrow = 0 points).

(see also chapter 8.2 "Time frame for throwing")

5.6. Absence of a player

If a player of a team for whatever reason is absent or cannot throw, the alleged throw of this player is considered a misthrow (0 points).

5.7. 37-points rule

If a team has 37 or more points and commits one of the following faults (chapter 5.8 to 5.10), the score will revert back to 25 points, i. e. this case is considered as a mishrow and an over-scoring (more than 50 points)!

5.8. Trespassing (walking over)

The following events from entering until leaving the throwing area by the active player are considered as a rule offense "Trespassing":

- Moving or touching the MÖlkkaari (exception new alignment).
In case of games without a referee, the "Alignment" must be announced.
In case of games with a referee, only he is allowed to realign the MÖlkkaari.
- Touching the ground beyond the MÖlkkaari or the sidelines with any part of the body or shoes.

In order to avoid this rule offense, it is easiest for the player to go back one step after the throw. However, the player can also turn around and then leave the throwing area.

With trespassing the throw is counted as a mishrow (0 points).

5.9. Wrong player sequence

If a player throws outside his turn, it is counted as a mishrow (0 points).

The order of the players is continued as if the right player had thrown, even if a player throws twice in succession.

5.10. Wrong team sequence

If a team throws outside its turn, the achieved points will be nullified and the team receives the penalty "mishrow" (0 points) on its next regular throw, that means the team loses the right for its next throw.

The order of the teams is continued as if no one had thrown.

6. Fouls

6.1. General

Fouls can be:

- Actions which break the rules that have no predefined consequences.
- Misbehaviour according to Fair Play.
- Ignoring the instructions of the referee.
- Any aggression towards referees or players.

If a foul is committed the referee will call out the foul and announce the cause, a warning or penalty, and the minimum consequences evolving from a subsequent foul.

Depending on the severity of the foul penalties can be assigned, either for a specific offence, or as a consequence of a previous warning or foul.

Severe misbehaviour such as heavy insulting, game manipulation, or violent assaults can directly lead up to the loss of a game without a previous warning and will be reported to the tournament management for possible further investigations and penalties, e.g. exclusion from the tournament.

6.2. Warning

Indication that a subsequent foul will lead to a penalty. Can only be assigned once per team per game (or even outside the games).

6.3. Penalties

Handicap evolving from a foul can be one of the following penalties:

loss of throw:

- If the foul happens in course of throw or while the player is still in the MÖlkkaari, the team loses the points achieved.
- In all other cases the team loses the right for its next throw.
- Both cases are handled as misplay with all its consequences, see chapter 5.3 "Misthrows".

loss of set:

- The team loses the actual set (0:50 points).

loss of game:

- The team loses the game (0 : minimum number of sets to win the game; every set with 0:50 points).

disqualification:

- The team is completely excluded from the tournament.

7. Referees

7.1. General

The tournaments must have at least one main referee whose decision is final. Other referees are provided as required.

The main referee(s) must be introduced to the players at the beginning of the tournament.

The principle applies: "The referee is always right."

7.2. Games without referees

The games can also be played without referees. The teams are responsible for the implementation of the rules. The teams must agree before the game how it will be refereed.

In case of disagreements, one of the main referees can be contacted.

8. Miscellaneous

8.1. Mölkk-Out

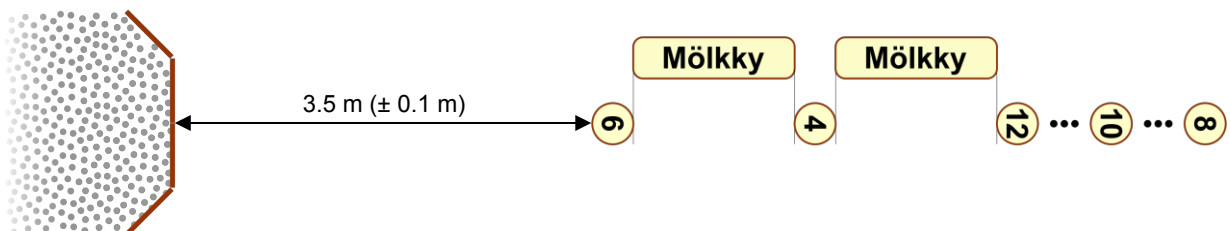
Mölk-Out is a game variant that can be used in tournaments to decide which team starts the next set. It is not part of the following set, so the order of the players may be different.

The skittles 6, 4, 12, 10 and 8 are placed in a straight row, each with an interval of one Mölkk length and normal distance (about 3.5 m) from the throwing area.

- The order of the players will be announced to the referee before the Mölkk-Out starts.
- A coin toss can be used to decide which team will throw first.
- In teams of 3 or 4 players each player has one throw.
- In teams of 1 or 2 players each player has two throws.
- The throwing order of the teams looks like this:
Team A first throw, team B two throws, team A two throws, team A last throw;
short form for teams of 4 players: A BB AA BB A
short form for teams of 3 players: A BB AA B
short form for teams of 2 players: A BB AA BB A
short form for teams of 1 player: A BB A
- Fallen skittles will be put back to their starting position.
- Achieved points are counted together as usual.

The team with the higher score wins. Should there be a tie; each player gets another throw until one team has scored more points.

Assembly for Mölkk-Out:



8.2. Time frame for throwing

If not defined differently by the tournament organiser the following rules apply:

Players have 60 seconds to complete the throw.

Players can either measure the throwing time of opponent themselves or request assistance through the main referee or other tournament officials (if available).

When a player exceeds the time frame for a throw the first time during a game, he receives a time warning. If the time frame is exceeded again within the same game, the possibility of a throw will be forfeited (mishrow = 0 points).

8.3. Time-out

Time-outs can be called by the team captain once per set, e.g. to determine the further strategy. The time-out can be a maximum of twice the time frame for a throw.

8.4. Change of equipment (e.g. MÖlkky)

The main referee may change the equipment being used at any time. The players are only permitted to change the equipment in use in a game in progress if the equipment is defective and if both teams are in agreement.

Contraventions may result in loss of the game (decision by main referee).

8.5. Fair play

The idea of fair play is crucial for the sport.

At the tournament a positive atmosphere and fair play are encouraged.

Each player is asked to respect the other players and to limit the enjoyment of alcoholic drinks to a reasonable level.

If this is not observed, the main referee may issue a warning and, in consequence, send players off!

So please be "quiet" during a throw so that the playing teams can concentrate on the game.

8.6. Completeness of this Directive

Any points not covered within this document are at the discretion of the organiser.

9. Indoor tournaments

This chapter is a summary of the possible exceptions for indoor tournaments.

9.1. Style of throwing

Chapter 2.2 “Course of the game”

Generally, all kinds of throws are allowed. However, the tournament organiser can choose to restrict the styles of throws in order to, for example, avoid damage.

9.2. Size of the playing fields

Chapter 3.1 “Arrangement of the playing fields”

Indoor playing fields may have a smaller size and a different surface.

9.3. Additional possible rules for indoor playing fields

Chapter 3.4 „Indoor playing fields”

The tournament organiser may restrict the rules by the following items:

- *skittles are in front of assembly line (less than 3.5 m from the throwing area):
When the skittles stop moving in front of the assembly line, they are placed back on the assembly line (perpendicular to their current location).*
- *playing field is restricted to marked playing field:
The game is limited to the marked playing field. In this case, the fallen skittles are put upright with a distance of one MÖlkky length to the boundary or line (perpendicular to their current location).*

10. Glossary

Fault	A playing fault like trespassing, misthrows, etc. In most cases, a fault leads to loss of points. (see chapter 5 “Faults”)
Foul	Misbehaviour, ignoring instructions of referees, etc. A foul may result in penalties, from warning to disqualification. (see chapter 6 “Fouls”)
Game	A game (can) consists of multiple sets. (see chapter 2.4 “Definition of the terms “game” and “set””)
Misthrow	Fault made during a throw (see chapter 5.3 “Misthrows”)
Mölkkaari	Frame, limiting the front boundary of throwing area (see chapter 2.1 “Assembly”)
Mölkky	In general: the game itself, manufactured by “Tactic Games Oy”, Finland registered trademark, owned by “Tactic Games Oy”, Finland In particular: the throwing skittle (see chapter 2.1 “Assembly”)
Set	One set ends when one team reaches 50 points. (see chapter 2.4 “Definition of the terms “game” and “set””)
Trespassing	Walking over the Mölkkaari (also involves moving it with feet) (see chapter 5.8 “Trespassing (walking over)”)

11. List of revisions

Date	Subject
2018-04-29	First issue