

Adult Kubb League Information

League Information

- All Doubles League teams must have a minimum of two members, maximum of eight. Players must be at least 18 years old.
- Teams will be scheduled for a 4-week season unless otherwise noted. Teams that do not play at least 4 games (due to weather cancellations) will be refunded a portion of their registration fee for each missed game after the season is completed.

Registration

Registration begins April 22nd, 2025 at 12:01 AM.

League Fees: \$50 per Doubles League team

Registration will be on a first come, first serve basis.

Schedule

Kubb leagues will take place on Wednesday's at Water Works Park, 425 West River Parkway, Minneapolis MN 55401. There will be two league offerings of 5:30pm-7pm and 7pm-8:30pm.

June League – June 4th – June 25th

July League – July 9th – July 30th

August League – August 6th – August 27th

- Questionable Weather: Check [Here](#) for weather updates. Games will be called by 3:30pm each day, if weather worsens after that time, they will be called at the site. We will do our best to notify teams of cancellations later in the evening. It is best to go to the webpage.
- In case of inclement weather the league coordinator will make every effort to communicate with team managers.

Game Rules

- At least two members of the team must be present for league play.
- Players on the same team will alternate turns.
- If a team is more than fifteen minutes late without having made previous arrangements with the MPRB Coordinator/Director, the games will be forfeited by that team.
- A player can only be signed up with one team per night.
- A team member can be inserted in a game at any time.
- Court courtesy - No heckling anyone while throwing.
- The main intent is to have fun and a good time – enjoy yourselves!

Play of Game

The teams determine which team throws first and which side each team will be on by doing a king toss. Each team throws one baton toward the king. Closest to the king without toppling it can choose to throw first or pick a side of the pitch to play from.

Team A (winning team of the king toss) throws two batons (two different players have to throw). Team B then throws four batons (at least three different players have to throw). Team A then throws six

batons, and six batons are then used through the remainder of the game. Batons must rotate within 30 degrees of vertical when thrown – no helicopter throws.

Once all the batons are thrown, the opposing team gathers any kubbs that were knocked down. That team throws (inkasts) them back across to the other half of the pitch (the opponent's side of the field). Kubbs thrown back into play are called field kubbs, and are raised by the first team where they came to rest. If a kubb comes to rest outside of the field of play, the team is allowed to throw that kubb again, after all kubbs have been thrown. If that kubb comes to rest outside the field of play a second time, it becomes a punishment kubb, and the other team is allowed to place it wherever they would like outside of one baton length of the king or marking stakes. The second team then throws their batons, first attempting to knock down any field kubbs, then the kubbs on the baseline, then the king.

If they are unable to knock down all of their kubbs and the king, then the first team picks up all knocked down kubbs, throws them into play as field kubbs, and then tries to knock them over with the batons. Play continues until the game ends. If at any time a team does not knock down all the field kubbs in their opponents half of the pitch, the other team is allowed to move up to the kubb closest to the center line and throw their batons from that new line. Kubbs and baton throws at the king are always thrown from the baseline.

Determining Winners

The game is won by the team who knocks down all the kubbs in their opponent's half of the field and on the baseline then knocks over the king. However, if a team knocks down the king prior to knocking down all the kubbs, then that team immediately loses the game.

League play will be on the point system. **One match point for each win.**

- Scores of all games must be recorded by entering them on the MPRB website – www.teamsideline.com/minneapolisparks
- In the event of a tie in the league standings, the tie breaker will be a). determined by the results of the games between the tied teams, and if still tied or b). a coin toss will determine the champion.

Duties of Team Managers:

- Managers have the ability to see the contact information for other managers in their league when logged in to their TeamSideline account. This should only be used to contact an opposing manager when there is short notice of a forfeit. The league director MUST be included on that communication as well.
- Managers are liaisons between the Minneapolis Park and Recreation Board and their teams.
- Managers are required to be available via phone / email on all game days or provide the MPRB league director contact information of someone who will be available.
- The office MUST be informed of any change of manager during the season.
- Managers are responsible for the following:
 - Online registration & payment
 - Notify and contact league director(s) of any game forfeits by 3:00pm on game day.
 - Conduct of players
 - Distribution of schedules

- Eligibility of their players
- Reading rules and regulations governing our athletic leagues
- Update winning team standings on Team Sideline