



## Rules of Klontieball

As approved on 25th of april 2022

### 1. Set-up Playing Field:

- a. A plastic bottle should be in the center of the field and should be filled with a liquid approximately  $\frac{3}{4}$  of the bottles capacity
- b. The distance between the bottle and the line of players is: 6 meters.
- c. There is no minimum distance between players from the same team.
- d. Initially each player should have their drink in front of them and should not block it with their bodies.

### 2. Start of the Game:

- a. Each team goes to their designated side of the field.
- b. The team captains decide which team starts by playing 'rock, paper, scissors, best out of three'
- c. The drink of each player should only be opened when the referee declares that it's time to open the drink
  - i. Opening the drink beforehand or taking a sip of the drink may result in getting a new drink before the start of the game.

### 3. Course of the Game:

- a. The team that won 'rock paper scissors' starts the game, which player of the team starts is decided by the team itself.
- b. The first player throws the shoe towards the bottle, if the player hits the bottle the rules of '*bottle knocked over*' should be applied
  - i. You are only allowed to throw the shoe above the shoulder. Other throwing techniques can return in to a penalty (see 6.D.)
- c. After the initial team throws the shoe it's the turn of the opposing team to throw the shoe.
  - i. This will be repeated until the end of the game (see rules '*end of game*')
- d. When the shoe comes back around to the initial team the player next to the previous player should throw the shoe

- i. It is not allowed to change this cycle, nor to let a player throw more than once in the cycle.

#### **4. Bottle knocked over:**

- a. When one player manages to knock over the bottle, everyone from that team starts drinking and may continue until the following set of rules are applicable.
- b. The other team should put the bottle in its original position and bring the shoe back to their line.
  - i. If everyone of the team is back behind the line they should scream 'STOP', indicating that the other team should stop drinking
- c. If the bottle falls over again after the defending team puts it a right side up then the attacking team can start drinking again.
  - i. If the bottle falls over 10 seconds after the defending team has yelled 'Stop' then it counts as 'natural causes' and the attacking team cannot start drinking.

#### **5. End of Game**

- a. If a player manages to finish their drink they should indicate this by putting the drink above their head in an upside down position.
  - i. A little amount of foam or drops are allowed to come out of the can, that is punishment enough.
  - ii. Players can indicate if they think that other players are actually not done with their drink (more foam comes out than allowed). The referee decides if the amount of foam is feasible
    - 1. If the amount is not feasible the referee will decide between three things: giving the player a new drink or let the other team play 2 extra turns or let the player continue until the bottle is knocked over again.
- b. If a player has finished their drink (within the proper limits) the player is excluded from the field, from then on they can not participate in the game in any way.
  - i. A player is allowed to not indicate that their drink is empty so they can stay in the game so they can help their team (see 6.C.). However they risk the chance that their drink can be knocked over and get a new drink (see 6.B.)
- c. A team wins if everyone of the team has finished their drinks.
- d. The losing team should then finish their drink as fast as possible.

#### **6. Miscellaneous**

- a. If a game takes too long to finish the referee can decide that both teams can take multiple steps towards the bottle.
- b. When the drink of a player has fallen, the fallen drink should be finished by the player and he/she should get a new drink.

- i. You are allowed to defend your drink for example by putting your feet in front of the drink. You can only do this when the other team has letten go of the shoe.
- c. If only one person is left in a team, the last person that finished their drink is allowed to help, but only with running and either getting the shoe or repositioning the bottle. It is not allowed to help the last person with their drink or with throwing the shoe.
- d. If an offence has happened on the game then the referee can decide between two things: give the player a new drink or let the other team throw another shoe.