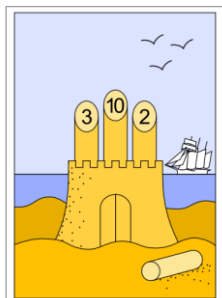


Tournament Directive Mölky

prepared by: Walter Aust
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valid since: January 1st, 2017



Bonner Mölky Club e.V.



Beachmölky Hamburg
Bonner Mölky Club (BMC e. V.)
Deutsche Mölky Meisterschaft (DMM)
Mölkkolution
Nürnbergin Pölkyveikot (NPV e. V.)

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Basic rules:

Assembly

General

The tournament organiser decides whether private game sets or MÖlkky's will be admitted or provided by him.

The game consists of:

- Skittles:
12 skittles numbered from 1 to 12, each of about 15 cm height and about 5.5 cm in diameter, each bevelled from 45°
- Throwing Skittle:
1 throwing skittle, called MÖlkky, of about 22.5 cm of length and about 5.5 cm in diameter
- MÖlkky frame (see ① in the following figure):
1 MÖlkky frame, called MÖlkkaari, of about 96 cm total length, both legs are at an angle of about 45° to the throwing line.

Assembly (see ③ in the following figure):

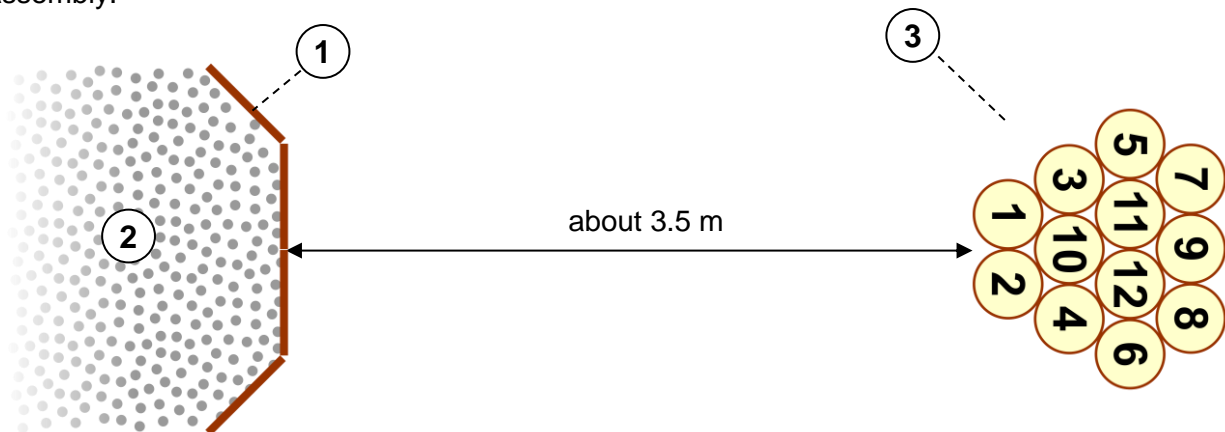
The skittles are placed at a distance of approximately 3.5 meters from the MÖlkkaari. The initial setup of the skittles is shown in the following figure.

Throwing area (see ② in the following figure):

The throw must be within the discharge zone, which is limited by the MÖlkkaari to the front. After a throw the throwing area must be left to the back.

If the player steps over or touches the MÖlkkaari or goes off to the side, this count as a misthrow (see "Misthrows and over-scoring").

Assembly:



Course of the game

Each team has only one throw per round.

All kinds of throws are allowed.

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

If one skittle is fallen, the score = the number of the skittle

If more than one are fallen, the score = the number of fallen skittles

After a throw, fallen skittles are put upright at the place where they fell.

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 between the skittle and the object.

If a team has got three times 0 points in a row, the set will end with 0 points for this team. (see also "Misthrows and over-scoring")

End of the game

Game (set) ends when first team reaches exactly 50 points or no other team is left.

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

If only one team is left in a (game) set, it wins the (game) set with 50 points.

(2017-01-01, adapted to international rules)

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.

Playing fields

Arrangement of the playing fields

For large competitions (e.g. German MÖlkky Championship (DMM)), the playing fields should be numbered and marked.

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

Playing fields without fixed boundary (e.g. at DMM)

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.

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

If a cone leans against a boundary, it is put upright with a MÖlkky distance perpendicular to this boundary.

Number of players

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 referee). If players of a team fail due to illness, a solution can be found by the main referee.

During a set, no changes are permitted (except for the offense of a player, this decision depends on the referee).

For tournaments with 4 players per team

At the tournament persons participated in a team of 4.

Furthermore, up to 2 substitutes can be possible in one team.

For tournaments with 3 players per team

At the tournament persons participated in a team of 3.

Furthermore, 1 substitute player in a team can be possible.

For tournaments with 2 players per team

At the tournament persons participated in a team of 2.

Furthermore, 1 substitute player in a team can be possible.

Player and team

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

If players of a team fail due to illness, a solution can be found by the main referee.

Misthrows and over-scoring

Over-scoring

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

Trespassing

With trespassing Molkkaari the throw is counted as a misthrow (0 points). If the team has 37 or more points, the "37-points rule" applies.

Stepping below Molkkaari

At Beachmolkky, a step below the Molkkaari, as in the case of trespassing, is considered as a misthrow (0 points). If the team has 37 or more points, the "37-points rule" applies.

37-points rule

If a team has 37 or more points, it falls with trespassing back to 25 points, i. e. this case is considered as a misthrow and an over-scoring (more than 50 points)!

(2015-02-21, adapted to international rules)

Misthrows

If a team misses (has no scores) three times in a row, it is out of the game with 0 points.

Only 1 team in the (game) set

If only one team is left in a (game) set, it wins the (game) set with 50 points.

(2017-01-01, adapted to international rules)

Referees

General

All major competitions (such as DMM, MMT) must have at least one main referee whose decisions are final.

Other referees are provided as required.

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

If a rule is encountered, a warning is issued. In the case of a further rule offense, the result of the throw is interpreted as a fault.

A disqualification occurs if the instructions of the referee are not followed several times.

Depending on the situation, this may result in either the loss of the current game or the exclusion of the affected team from the tournament.

Games without referees

It can also be played without referees. The teams are responsible for the implementation of the rules. The teams control each other.

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

Miscellaneous

Mölk-Out

Mölk-Out is a game variant that can be used in tournaments to decide which team starts the next game set.

The skittles 7, 9, 11, 12, 10 and 8 are placed in a straight row, each with the distance of two MÖlkky lengths and normal distance (about 3.5m) situated on the drop zone.

- The order of the players will be announced to the referee before the start
- A coin toss will which team is the first to throw
- In teams of 4 players each player has one throw
- In teams of 2 players each player has two throws
- Fallen skittles will be put back to its 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.

Timeframe (at competitions)

Players within the throwing area have about 20 seconds to complete the throw. Prior to this, the team has 20 seconds to the launcher instructions or tips. Overall, the team has 40 seconds to do the throw.

Fair play

The fair play idea is the focus also of this sport.

At the tournament good mood and fair play is desired.

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 referee may be issued with a warning and, in consequence, a place-reference.

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

Completeness of this Directive

Everything not written is left to the organizer.