

# #YEGCORPCHALL BUNNOCK RULES



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TO PLAY!**  
Join Today!



## **TEAM ROSTER (Minimum 4 players)**

Your team will consist of 4 players.

Substitutions are permitted between games.

## **REGISTRATION**

### **NO ID - NO PLAY - NO EXCEPTIONS!!**

Team Captains (or designate) will be responsible for bringing completed & signed team rosters to the registration with the minimum team required for your division. Roster & Registration information will be included in the Roster Book distributed in May.

Team Captains are responsible to see that each athlete registers with photo ID and proof of employment (i.e. Human Resource letter or Pay stub). It is the responsibility of each participant to have the proper ID.

Please have your minimum team of four (4) players, register together.

## **GAME DESCRIPTION**

Bunnock is fun and social game with similarities to horseshoes or bowling. Bunnock is a family game, for 2 to 8 players (and more!). Typically played outdoors, Bunnock is the perfect game for Camping, Family Gatherings, Bar-B-Ques, Picnics, Weddings, Company Events, Gifts and Tournaments.

This game is for every level of fitness and desire and can easily be enjoyed by young and old alike. In its most basic description, your team of four is trying to knock down all of your opposing team's Bunnock with the least amount of throws. For more information about the sport and to see a video of it visit: <http://www.bunnock.com>

### **CORPORATE CHALLENGE BUNNOCK SETUP & PLAY**

There are 20 white Bunnock (known as Soldiers), 2 black Bunnock (known as Guards) on each end of the pit.

There are 8 red Bunnock (known as Throwers). Teams take turns throwing.

The pit is 10 meters long and 3.5 meters wide (approximately).

After a coin or Bunnock toss to determine which team throws first, the team that wins the toss must decide if they want to pick the side they will throw from or to throw last and keep "the hammer".

The first player tosses both their Bunnock from behind the throw line and not beyond the side pit lines. They can also start with both feet on the line and take a step forward tossing their Bunnock. No person may take more than one step beyond the throw line while tossing.

The Bunnock may be tossed with any underhand style (no overhand tossing) that suits the

individual player.

The object of the game is to knock down all of the opposition's Bunnock pieces, beginning with the black Bunnock "guards" first, then the white Bunnock "soldiers".

The team that knocks down all of their opponent's bones with the least number of throws will be the winners.

If the team that threw first knocked down all of the bones, the other team is allowed to throw those throwers back, as they have the last throw (the hammer).

The team having the last throw may either:

I. TIE the game if they use the same number of throwers and knock down all of the opponent's bones. In the case of a tie please see the section on tied games.

II. WIN the game if they knock down all of the opponent's bones and have at least one thrower left.

## **RULES**

In the event that a soldier or soldiers are knocked down before both guards, they are set up one Bunnock width inside the nearest standing guard. If more bones are knocked down than the pace allows, they are placed one Bunnock width behind the reset bones. If any of these same bones are knocked down a second time, they are set up one Bunnock width on the outside of the closest standing guard. After being knocked down twice, should they get knocked a third or more times, they are placed upright, in the same orientation, where they landed, within the boundaries of the pit you are playing in.

If a soldier is knocked down at the same time as the first guard, that soldier is set up one Bunnock width inside the remaining guard (if it is the first time that soldier has been knocked down, or on the outside of the remaining guard if it is the second time it is knocked down). The first guard will remain down.

The throwing order may be interchanged any time during the game, but a player must throw both of their throwers before the next player can throw. If you have the hammer and are making your last throw of the game, each player may throw any number of bones (up to 2) in any order. All fallen Bunnock bones, including throwers, must not be touched, until your opponent has completed all their throws for that end, (unless it enters an adjacent pit, then it is to be moved to your cleared pile). When the end is complete, all fallen bones must be moved clear of the playing area. If a fallen soldier or guard is knocked down and it stands up before the bones are cleared at the finish of the end, it is considered up and must be knocked down again. If a Bunnock is knocked down and rolls and makes contact with the "cleared or down" pile, it is considered dead and down. If a player accidentally knocks or kicks down, the oppositions Bunnock, it will be considered down and does not get reset. If a Bunnock hits any object it is also considered dead.

All teams must reset the Bunnock after each game.

## **FOUL LINE**

The foul line will be in the center of the pit. All Bunnock thrown must not hit the ground before the foul line or it will be considered a dead throw and removed from the playing area. If any Bunnock are inadvertently knocked down by a "dead" thrower it shall be placed back in the position it was in before the throw. If a Bunnock bone hits the Bunnock alignment tool that is located on the foul line,

then the throw will also be considered dead.

## **BUNNOCK SETUP**

The Bunnock shall be setup using the lines on the Bunnock alignment tool as a guide. The Bunnock alignment tool will be found on the infield of the pit and placed on the foul line. Place the tool on the front side of the Bunnock setup line, within the pit width, and setup the Bunnock tightly against each other and against the setup tool. The Bunnock setup tool shall then be placed back on the foul line in the infield of the pit you are playing on. Games officials will be on hand to assist with instruction on using the alignment tool.

## **BUNNOCK IS CONSIDERED DOWN**

A Bunnock shall be considered down if it is not standing upright on its base. If it is leaning on a fully upright Bunnock then it shall be considered up. If a Bunnock is knocked slightly over and is leaning on a downed Bunnock, the downed Bunnock is to be removed horizontally out from under the one that is leaning against it. If the leaning Bunnock does not fall, it is considered up and is played how it is positioned.

## **GAME DURATION**

The duration of a game will be 25 minutes with an announcement coming at the top and 30 minute mark of each hour to begin a new game. There will be another announcement at 25 minutes after the hour and 5 minutes to the hour announcing that the game has ended. There will also be an announcement at 4 minutes to the hour and 26 minutes after the hour, to call you to your Bunnock pit for your next game. If the game is not yet completed please see (IF TIME RUNS OUT) for details on how to determine a winner.

## **TIED GAMES**

For the round robin event a tie will be 1 point. For ties in the round robin standings to get into the double knockout event, teams involved will be paired by coin flip and throw one bone per team at the row of soldiers and the most soldiers down will advance to the single knockout. If there are more than two teams tied for the spot(s) to get into the single knockout, then they will be paired by coin toss and each team will have a chance to throw Bunnock to try to advance. For the single knockout event, for a tie all the Bunnock is to be reset, each team will throw one Bunnock (one per team, not one per player) until a guard is knocked down in the least amount of throws.

## **IF TIME RUNS OUT**

If when the announcement is made after 25 minutes, the game is not yet completed, the final throws for each team will be made with the team having the hammer making the final throw. The team with the most Bunnock down at that point will win the game. In the event of a tie please see (TIED GAMES).

At the end of a game, it is courteous to shake the hands of your competitors. You must reset the Bunnock before leaving the playing area so they are ready for the next game. Once the Bunnock have been reset, players are not allowed to "adjust" any of the Bunnock in the row. If there is a concern about the way they have been setup, please consult an official. Their decision will be final.

BUNNOCK is a family game for the enjoyment of all, therefore good sportsmanship is expected. Abuse or profanity will not be tolerated and may result in the disqualification of your team and removal from the site.

### **OFFICIALS**

Bunnock officials wearing red "Official" jackets will be present to help with calls and to provide instruction if necessary.

### **ALTERNATES**

Substitutions are allowed as long as they have signed the waiver and the gender ratio remains intact.

### **EQUIPMENT**

All Bunnock sets will be provided onsite. If you wish to rent or purchase a set for practice please contact Greg 780-970-2386.

### **TEAM CANCELLATION / NO SHOW PENALTY**

Cancellations must be in writing either emailed or faxed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

#### **LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)**

Teams that provide written notification (by email or fax) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

#### **NO SHOWS: (No notification of cancellation)**

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

#### **MISSING A MATCH:**

A company missing two (2) matches throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. PLEASE BE COURTEOUS, if you think your team will miss ONE match, please call the Corporate Challenge office with at least 24 hours' notice so that we can inform the challenging team.

### **TEAM PRACTICES & DEMONSTRATIONS**

Practice time may be available and will be announced before the event. CONTACT Greg @ 780-970-2386 to sign up.