

## Bunnock Rules

### Team Participants

- Teams will consist of 4 Bunnock players (any gender)
- Unlimited alternates between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub). See Eligibility/E-Sub rules [here](#).

### Event Format

- Round-robin event followed by Finals.

### Rules

#### Object

- The object of the game is to use the Red Throwers to knock down all of the opposition's Bunnock (Bones), beginning with the black Guards first, then the white Soldiers.
- The team that knocks down all of their opponent's bones with the least number of throws will be the winners.

#### Bunnock Setup

- There are 20 white Bunnock (known as Soldiers), 2 black Bunnock (known as Guards) set up in a line on each end of the pit.
- There are 8 red Bunnock (known as Throwers) which teams take turns throwing.
- The pit is 10 meters long and 3.7 meters wide (approximately).
- A Foul Line is located directly in the centre of the pit between the two ends.
- At the end of a game, you will leave the Bunnock on the field, volunteers will be on hand to reset for the next game. If there is a concern about the way they have been set up, please consult an Official. Their decision will be final.

#### Games 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 TIME RUNS OUT: If when the announcement is made that the games are over, after 25 minutes, and your game is not yet completed, the final throws for each team will be made with the team having the Hammer making the final throw. If the team throwing their Bunnock when the announcement is made does not have the hammer, they will throw all of their Bunnock throwers, then the team

with the hammer will throw them back to complete the game. The team with the most Bunnock down at that point will win the game. In the event of a tie please see (TIED GAMES).

## Playing

### Throwing

- A coin or Bunnock toss is used 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".
- Players toss both their Bunnock Throwers with any underhand style (no overhand tossing) in an attempt to first knock down the Guards ( Black Bunnock) and then proceed to knock down the Soldiers ( White Bunnock).
- The first player tosses both their Bunnock Throwers from on or behind the throw line ( the line that the Bunnock are setup on ) and not beyond the side pit lines. You are allowed to 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 second, third and fourth players then proceed to throw their two Throwers.
- The order of throw may be changed at any time during the game, but each player must throw both of their Throwers before the next player can begin.
- On the final throws of the game, the remaining Bunnock throwers may be split between the 4 players with one person not throwing more than 2 Bunnock.
- Throws must pass the Foul Line (middle of the pit where the alignment tools are stored) before hitting the ground or it will be considered a dead throw. It can also not hit the alignment tool that is stored on the foul line or it is a dead throw.

### Fallen Bunnock

- 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.
- All Bunnock (including throwers) that have been knocked down will remain where they lay until your opponent has completed all of their throws. Exceptions: 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 (between the Guard and the Soldiers). If more Soldiers are knocked down than the space allows, they are placed one Bunnock width behind the previously reset bones. If any of these

reset Soldiers are knocked down a second time, they are set up one Bunnock width on the outside of the closest standing Guard. Should these same Soldiers 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 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 opposition's Bunnock, it will be considered down and does not get reset.
- Any Bunnock knocked down with a thrower that hit the ground before or on the Foul Line shall be reset in their original position as that throw is considered dead.
- If a Bunnock hits any object it is also considered dead and can be removed immediately (so keep jackets, purses, water bottles etc well away from the row of Bunnock).
- If any of your Bunnock enters an adjacent pit, then it is to be moved to your cleared pile ( please be sure the play in the adjacent pit is stopped before removing your Bunnock bone).
- If a fallen Soldier or Guard is knocked down and it rolls and stands up again before the Bunnock bones are cleared at the finish of the end, it is considered up and must be knocked down again by a Thrower.
- When the end is complete, all fallen Bunnock must be moved at least 1M clear of the Bunnock that are still in play.
- When the end is complete, all fallen Bunnock must be moved clear of the playing area.

### **Ending a Game**

- If the team that threw second (they have the hammer) knocks down all of their opponents Bunnock bones first, they will be declared the winner.
- If the team that threw first knocks down all of their opponents Bunnock bones first, the opposing team is allowed to throw those Throwers back, as they have the last throw or the "Hammer". They will only be allowed to return the number of Throwers the opposing team used to knock down the final Bunnock bone.
- The team with the Hammer then may choose any player(s) to return the throws (up to 2 bones each).
- The team with the Hammer may either:
- TIE the game if they use the same number of Throwers to knock down all of the opponent's bones. In the case of a tie please see the section on tied games.
- WIN the game if they knock down all of the opponent's bones and have at least one Thrower left.
- Officials

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

### Scoring

- Winning teams will be awarded 2 points.
- If the game ends in a tie, each team will be awarded 1 point.

### Tie Breaker

- For tied games in the round robin event each team gets 1 point.
- For ties in the scoring at the end of the Round Robin event, teams involved will be involved in a quick tie break event. After coin toss to create the pairing if more than 2 teams are involved, 1 player from each team will throw 2 Bunnock throwers at a row of Bunnock soldiers. The team that knocks down the most Soldiers down will advance to the Finals. If there is still a tie after one player from each team has thrown, then a different player from each team will throw 2 Bunnock until the tie is broken.
- If there are more than two teams tied for the spot(s) to get into the Finals, then they will be paired by coin toss and each team will have a chance to throw Bunnock to try to advance.
- In the single knockout bracket event for a tie, all the Bunnock is to be reset, 1 player from each team will throw 2 Bunnock throwers at a row of Bunnock soldiers. The team that knocks the most Soldiers down will advance. If there is still a tie after one player from each team has thrown, then a different player from each team will throw 2 Bunnock until the tie is broken.

### 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.

### Corporate Challenge Points

- Each team that participates will receive 10 PARTICIPATION points.
- Top teams in each division will be awarded CHALLENGE points as follows:
  - 1st place - 10 points
  - 2nd place - 8 points
  - 3rd place - 6 points
  - 4th place - 4 points
  - 5th - 8th place - 1 point
- A maximum of 4 Gold, Silver and Bronze medals will be awarded to the winning teams in each division.

### Team Cancellation/No Show Penalty

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

LAST MINUTE CANCELLATIONS: (Within 48 hours of your event start time)

Teams that provide written notification by email 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 GAME:

A company missing two (2) games throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE game, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team.

Missing a game may also happen if a player is injured and it is determined not eligible to continue playing.