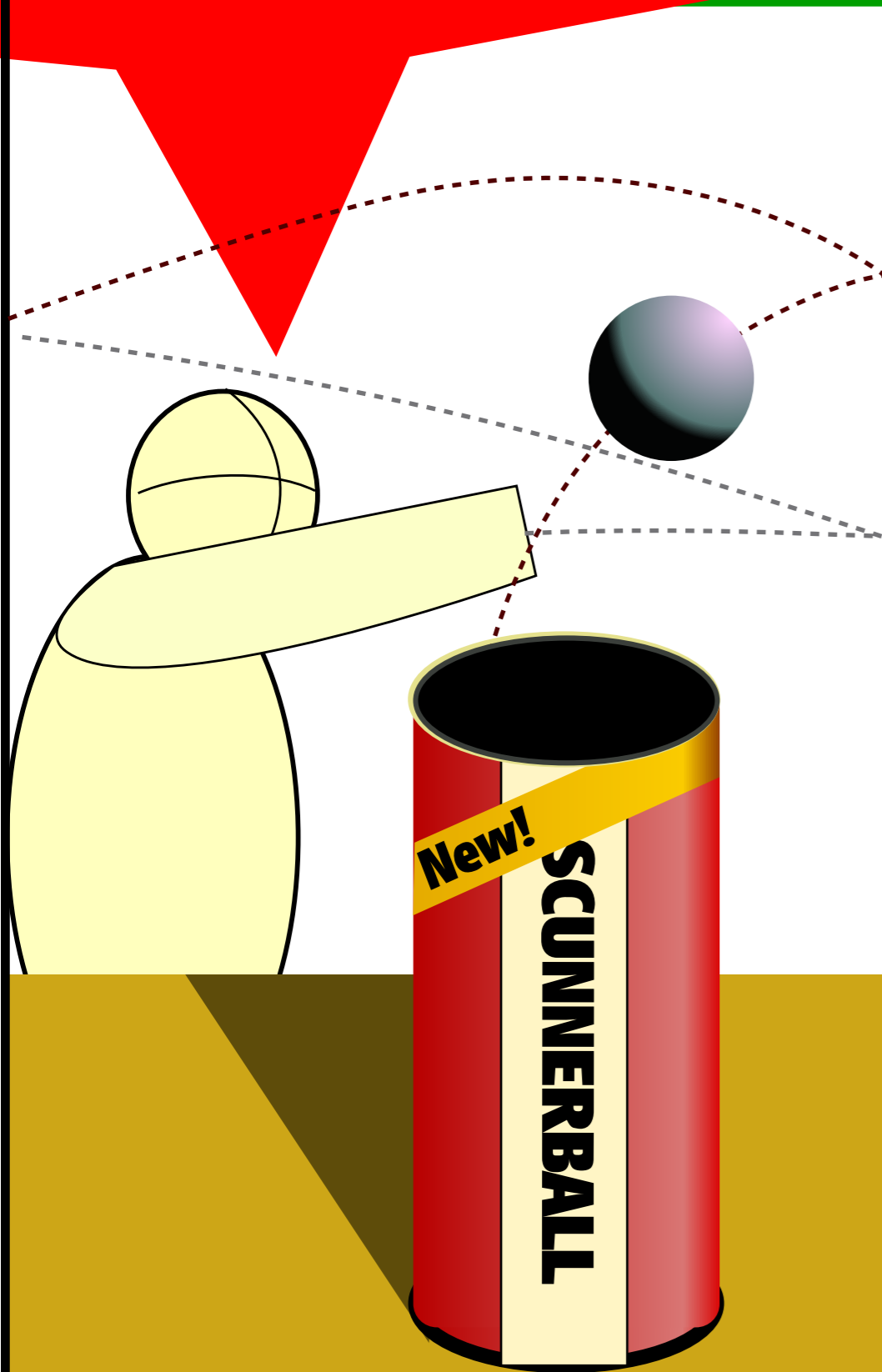


Scunnerball



Official Player's Rule Sheet

(c) The International Scunnerball Association 2008

Scunnerball

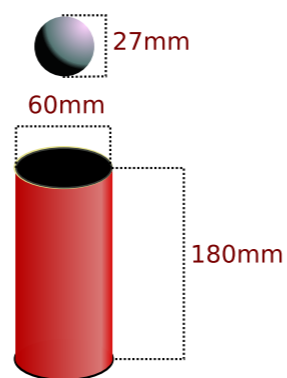
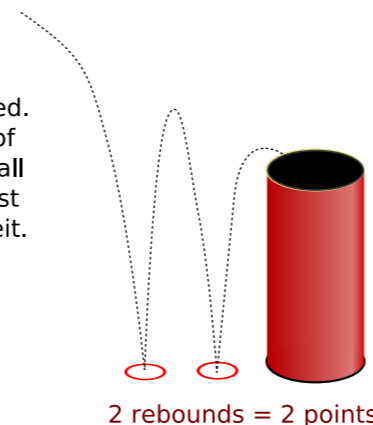
The Rules

Players aim to bounce balls so that they come to rest inside a cardboard tube placed at the centre of a wooden table. Players alternate throwing the balls, until the specified number of balls have been tubed. The player with the most points wins. In the event of draw, a sudden death game is played -- the first player to score a point wins the set.

Each game is conducted between two players. The starting player is decided by coin toss. Players stand opposite each other. Players alternate positions after each set. Each match consists of a number of sets. Each set consists of a number of balls. A ball is considered complete when the ball in question has been tubed. Players alternate throws, except that when a ball is tubed, the scoring player throws again. If all balls in a set are tubed by one player, the other player is "totally scunnered".

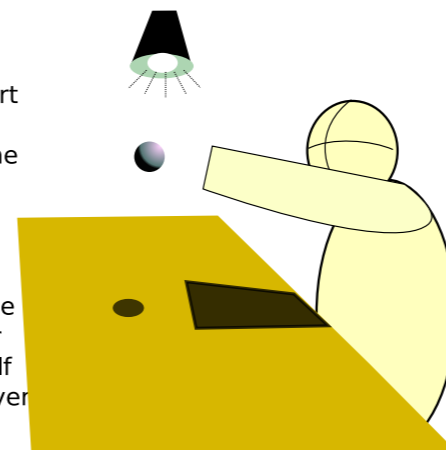
A point is scored if the ball enters the tube and settles there. If it bounces back out, no point is scored. The ball must bounce a minimum of once before entering the tube. A ball which enters without a bounce must be retrieved and that throw is forfeit.

Each additional bounce counts for one additional point. The bounces must be upon the table. Each bounce must be at least one ball height.



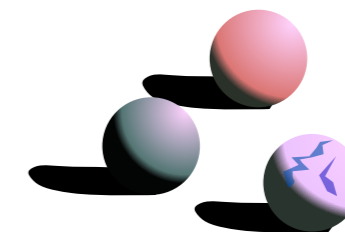
Balls should be 27mm Superballs. The tube must have a 60mm opening, and a height of 175mm. The table must be a minimum of 700mm wide, 1000mm high and should be wooden. The tube shall be placed at the centre of the table, directly between the opponents. In the event the tube moves or falls over, the umpire shall replace it at the centre and return any balls that have fallen out.

Any throw style may be used. No part of a player's hands may extend beyond the edge so they are over the table. The umpire should call foul if this is observed. Once a player has released the ball, touching the ball again will forfeit the throw. The opponent may not catch or otherwise interfere with the ball until it is clear that the ball cannot enter the tube. If this rule is broken, the throwing player may re-throw.



Scunnerball

The Rules (continued)



Each ball has its own characteristics

At the beginning of a set, players take turns to select balls. If the game involves an odd number of balls, the player winning the coin toss chooses one extra ball. If a ball is caught on the same side of the tube as the thrower the player may retain that ball. If a player has no balls, his opponent must pass him one to allow him to play. The opponent may choose any ball to pass.

When all balls have re-entered the tube, if there are still balls to be played, then the tube is again emptied and players re-select

The player winning the majority of the sets wins the match. If it is still tied, a sudden death game is played. The first player to tube the ball wins.

In a World Cup game, the following structure is used:

Quarter Finals Three sets of five rounds.
Semi Finals Three sets of seven rounds.
Finals Five sets of seven rounds.

Know The Lingo

Totally scunnered: losing without scoring a point

Around the world: bouncing the ball into the tube, only to have it run right around the rim and bounce back out.

A Scunnerball: a bouncy ball used to play Scunnerball.

Snookers: multi-bounce shots. A player who needs to score multiple bounce shots to win 'requires snookers'.

Offside: a throw where the throwing hand is over the table

Rimshot: bouncing the ball off the rim of the tube without it going in.

Top break: the highest number of points scored in a consecutive run of throws. Since players throw again after scoring a point, they can keep on racking up points.

No-balls: balls that fail to reach the table.

Cock shot: a ball which is caught by the opponents groin.

Good shot: what the commentator should announce if a ball is scored.

Crossan, put that down: expression used when a player makes a dangerous throw.

Dangerous play: throwing the balls in a manner likely to lead to cock shots.

Pole dancer: a ball which runs up the side of the tube, then drops in.