

Eurogorodki

COMPETITION RULES

As of 10 June 2023

Table of Contents

Foreword	3
1 Basic Terms	4
2 Equipment and Playing Field	6
2.1 Gorodok.....	6
2.2 Bit	6
2.3 Playing Field	6
2.3.1 Playing Surface	7
2.3.2 Catch Pit, Rebound Wall and Fence	8
2.3.3 Throwing Lane	9
3 Playing Figures	11
4 Course of Play	12
4.1 Safety Rules	12
4.2 Entry and Warm-up.....	12
4.3 Line-up before the Game	12
4.4 The Game	12
4.5 Line-up after the Game / after the Set	13
5 Rules of Play.....	14
5.1 Invalid Throw.....	14
5.2 Repeat Throw	14
5.3 Knocked-out and not Knocked-out Gorodok.....	14
5.4 Penalty Gorodok.....	15
5.5 Figure not Played	15
5.6 Interruption of the Game / Competition	15
6 Tournament and Game Formats	17
6.1 Game Forms and Game Modes.....	17
6.1.1 Game Mode „2x20 Bits“	17
6.1.2 Game Mode „5 Figures + Fax“	17
6.1.3 Penalty.....	18
6.2 Winner of a Game	18
6.3 Winner of a Tournament.....	18
6.4 Team Competitions	19
6.5 Simplified Rules	20
7 Tournament Participants	21
7.1 Playing Classes.....	21

7.2	Playing Attire	21
7.3	Team Officials.....	21
7.4	Team Captains.....	22
7.5	Rights and Duties of the Competitors.....	22
7.5.1	Rights of the Competitors.....	22
7.5.2	Duties of the Tournament Participants	22
8	Tournament Organization.....	23
8.1	Tournament Director and Deputy.....	23
8.2	Chief Secretary	24
8.3	Referee	24
8.4	Tournament Announcer.....	25
8.5	Referee Committee (SRK).....	25
8.6	Equipment Committee (INVK).....	25
9	Protest.....	27
9.1	Procedure for Submitting a Protest	27
9.2	Procedure for Resolving a Protest	27
10	Penalties for Rule Violations	28
	Appendix.....	29
	Correct Set-up of the Playing Figures	29
	Score Sheet for Ranking Tournaments „2x20 Bits“	32
	Score Sheet „2x20 Bits Mix-Team“	34
	Score Sheet „5 Figures + Fax“	35

This version is based on the competition regulations of the International Gorodki Federation IFoG / 2021
For better readability, the masculine form is used in this document. This refers to both male and female persons.

Foreword

Eurogorodki is a throwing sport in which a Bit (throwing stick) is thrown at figures made up of five Gorodki (wooden blocks). The aim is to knock the Gorodki out with as few throws as possible. The Bits are made of a plastic tube/rod. Depending on the playing class, throwing is done from a distance of 6.5 m or 13 m.

Besides Eurogorodki, which originated in Germany in 2001, Classic Gorodki (origin Eastern Europe) and Finnish Gorodki (Kyykkä) are also played.

These three Gorodki disciplines are organized internationally by the „International Gorodki Federation“ (IFoG). In Germany, Gorodki e.V. acts as the umbrella sports association.

1 Basic Terms

Throwing Field	Area from which the throw is executed. Either Kon (13 m) or Polukon (6.5 m).
Bit	Throwing stick made of plastic, used to throw at the Gorodki.
Gorodki	several wooden playing blocks.
Gorodok	a single wooden playing block.
Grip	Point at which the Bit is held.
Kon	Throwing field on the throwing lane. The front boundary of the Kon is 13 m from the front line of the city.
Polukon	Throwing field on the throwing lane. The front boundary of the Polukon is 6.5 m from the front line of the city.
Protective Strip	Intended to protect the Bit from damage on throws that are too short. The protective strip is made of rubber.
Game	Encounter between two individual players/teams. A game can be divided into sets.
Playing Field	consists of two playing surfaces and two throwing lanes running parallel to each other.
Playing Figure	a construction of five Gorodki.
Playing Surface	Surface on which the Bits are meant to land. This surface is divided into city, suburb and the protective strip.
Game Form	Distinguishes whether play is by a fixed number of throws (e.g. 2x20 Bits) or by a fixed number of figures to be played (e.g. 5 Figures + Fax).
Round of Play	Fixed number of players in team competitions who may throw consecutively as one team. In pair competitions a round of play consists of two players. In individual competitions a round of play consists of two consecutive throws by one player.
Playing Class	Classification of the competition by various criteria (individual, team, gender, age, throwing distance).
Game Mode	Mode by which the game is played, e.g. 2x20 Bits, 2x10 Bits, 5 Figures + Fax, 15 Figures.
Score Sheet	Kept by the referee during the game and shows the game mode as well as the order of the figures to be played.
Set	Part of a game. Depending on the game mode, a game can consist of several sets. The result of the game is determined from the results of the sets.
City	Square-shaped area (2x2 m) on which the playing figures are set up.
Penalty Mark	Line located 20 cm from the front line of the suburb, in the middle of the suburb and running parallel to it.
Invalid Throw (lost throw)	Throw not in accordance with the rules.
Suburb	Rectangular area between the front line of the city and the front line of the suburb.

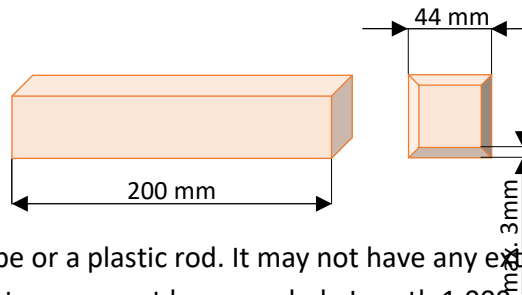
Repeat Throw	A renewed throw following a throw disturbed by external conditions.
Throwing Lane	Part of the playing field from which the throw is executed. The throwing lane is divided into Kon and Polukon and is bounded laterally by lines.

2 Equipment and Playing Field

2.1 Gorodok

A Gorodok is made of wood and has the shape of a cuboid with a square base. It may not be glazed/varnished and must not have any cavities or foreign fillings. The edge length of the square base is 44 mm and the length 200 mm, each with a tolerance of 2 mm. The end faces of the Gorodok may have an all-round chamfer of max. 3 mm. Each playing figure is built from five Gorodoki.

Figure 1: Gorodok



2.2 Bit

A Bit consists of a plastic tube or a plastic rod. It may not have any externally protruding metal parts. The following parameters may not be exceeded: Length 1,000 mm Weight 2,000 g Diameter 42 mm

Caps made of other materials (except metal) may be installed at the ends of the plastic tube; the diameter of the caps may not exceed the diameter of the plastic tube. The outer part of the caps may not protrude more than 20 mm beyond the end of the tube; metal pins/screws may be used for fastening. The internal volume of the plastic tube may be filled with any non-hazardous materials. The construction of the Bit must ensure its robustness and safety during play. A possible later temperature-related expansion of the Bits must be taken into account during manufacture in order to keep within the specified dimensions.

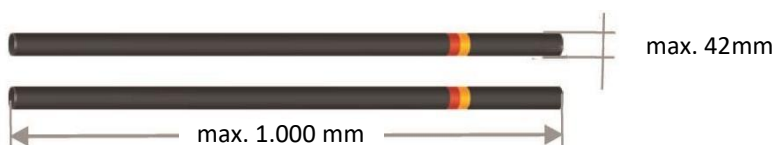


Figure 2: Bit made from a plastic rod

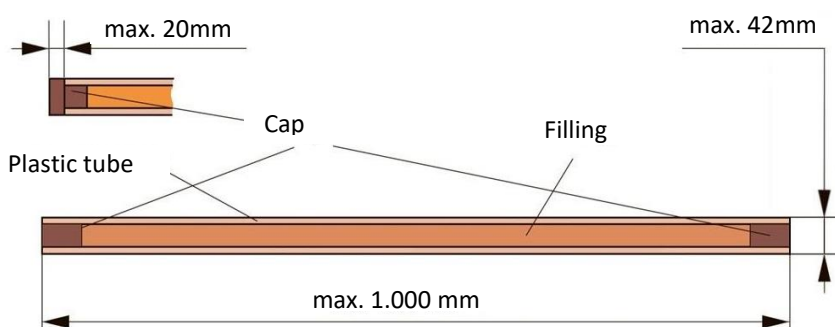


Figure 3: Bit made from a plastic tube

2.3 Playing Field

A playing field requires level ground with a recommended length of min. 22 m and width of min. 11 m. The playing field consists of two adjacent playing lanes, the catch pit, the rebound wall and the

fence. The playing lane is divided into playing surface and throwing lane. The height differences between the playing surfaces and the throwing lanes of the two playing lanes may not exceed 5 cm.

The division of the playing field is shown in Figure 4. Figure 5 and Figure 6 are also shown. Figure 4: Playing Field Division

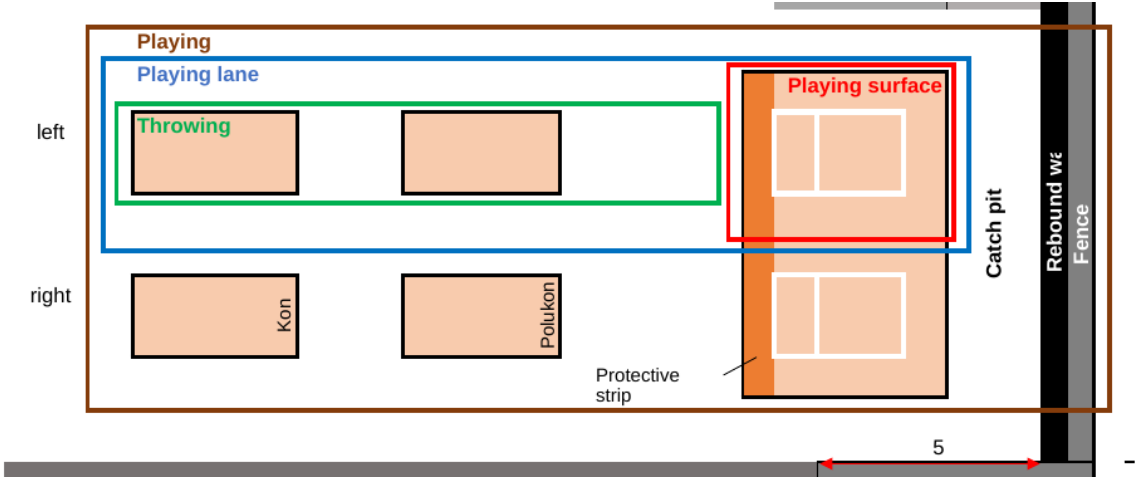


Figure 4: Playing Field Division

2.3.1 Playing Surface

Two adjacent playing surfaces must comply with the minimum dimensions of 6.5 m (width) x 3.5 m (length); the base must be hard and level (e.g. concrete, concrete slabs). The surface of the playing surfaces must be smooth; it preferably consists of metal plates (recommended thickness min. 4 mm), but impact-resistant, smooth and level plastic plates or other materials may also be used.

The markings for the city and the suburb are applied to the playing surface in a contrasting color. Directly in front of the front line of the suburb, a protective strip (made of rubber) is placed over at least the entire width of the suburb. This must not be narrower than 30 cm and is intended to protect the Bit from damage on throws that are too short. The protective strip must be laid flush with the edge of the plates.

After the rear line there must be at least 20 cm of surface. If there is a ramp after the rear line, this surface should be at least 25 cm.

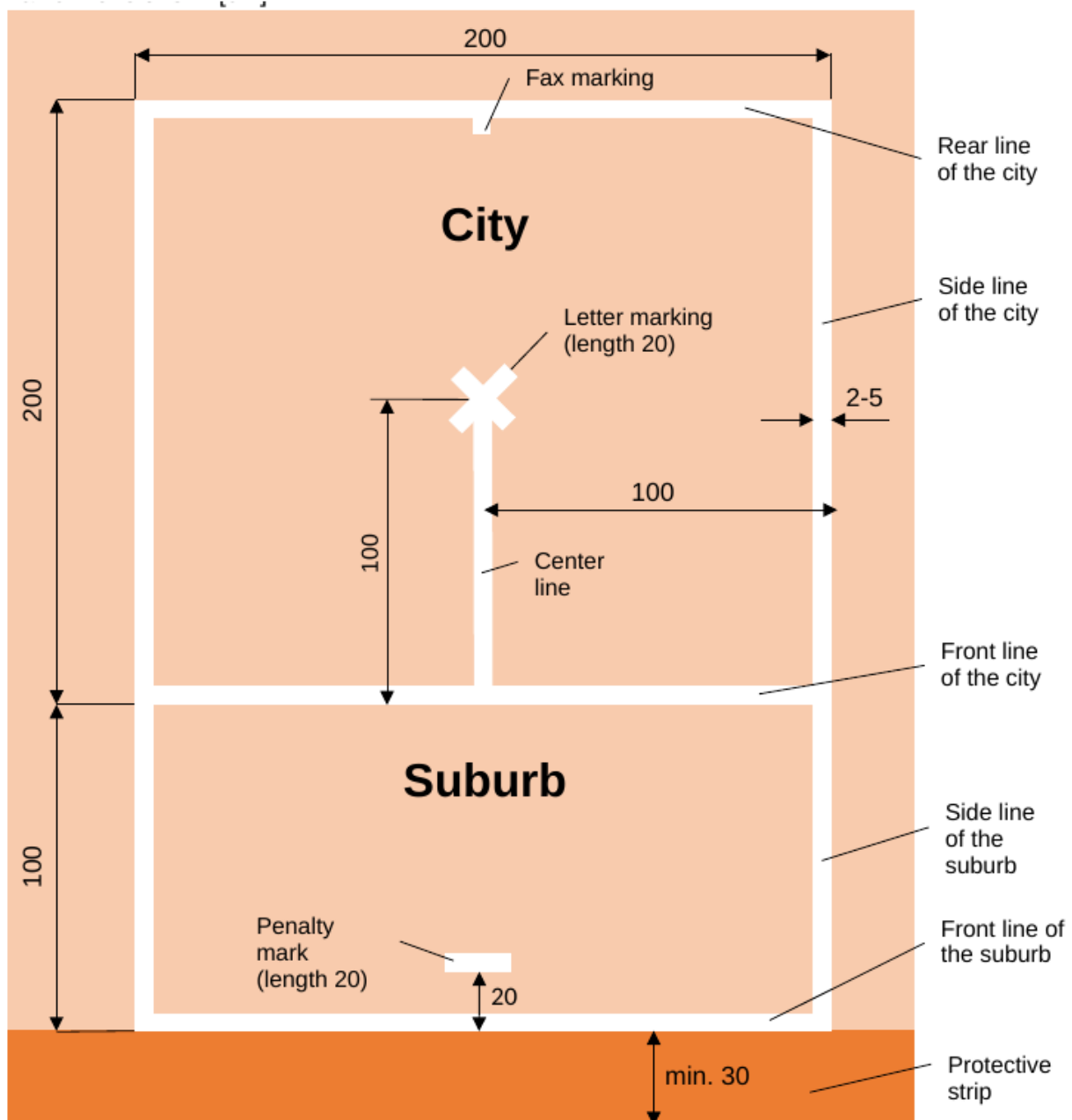


Figure 5: Playing Surface

2.3.2 Catch Pit, Rebound Wall and Fence

The catch pit is intended to prevent the Bit from rolling back onto the playing surface after impact against the rebound wall. A width of min. 1.2 m and a depth of min. 10 cm is recommended for the catch pit.

Directly after the catch pit, a rebound wall with a height of at least 1.3 m should be erected. The rebound wall must be made of an elastic and robust material in order to absorb the force of the throw. Behind the rebound wall, a fence at least 3 m high with a mesh size of no more than 32 mm should be erected. The rebound wall may also be mounted directly on the fence.

2.3.3 Throwing Lane

The throwing lanes are 2 m wide and are bounded laterally by marking lines. The front boundaries of Kon and Polukon are designed as strips/beams (min. height 30 mm). The lateral and front boundaries lie outside the Kon or Polukon; these boundaries may not be crossed during the throw.

The inner edges of the lateral boundaries of Kon and Polukon must coincide with the outer edges of the side lines of the city. The marking lines are to be applied in a contrasting color 2-5 cm wide. The distance from the inner edge of the strip/line of the Kon to the outer edge of the front line of the city is 13 m, for the Polukon 6.5 m. The throwing fields must be sufficiently hard and should prevent slipping when executing the throw. Preferred surfaces are synthetic coverings, asphalt, concrete slabs or paving stones.

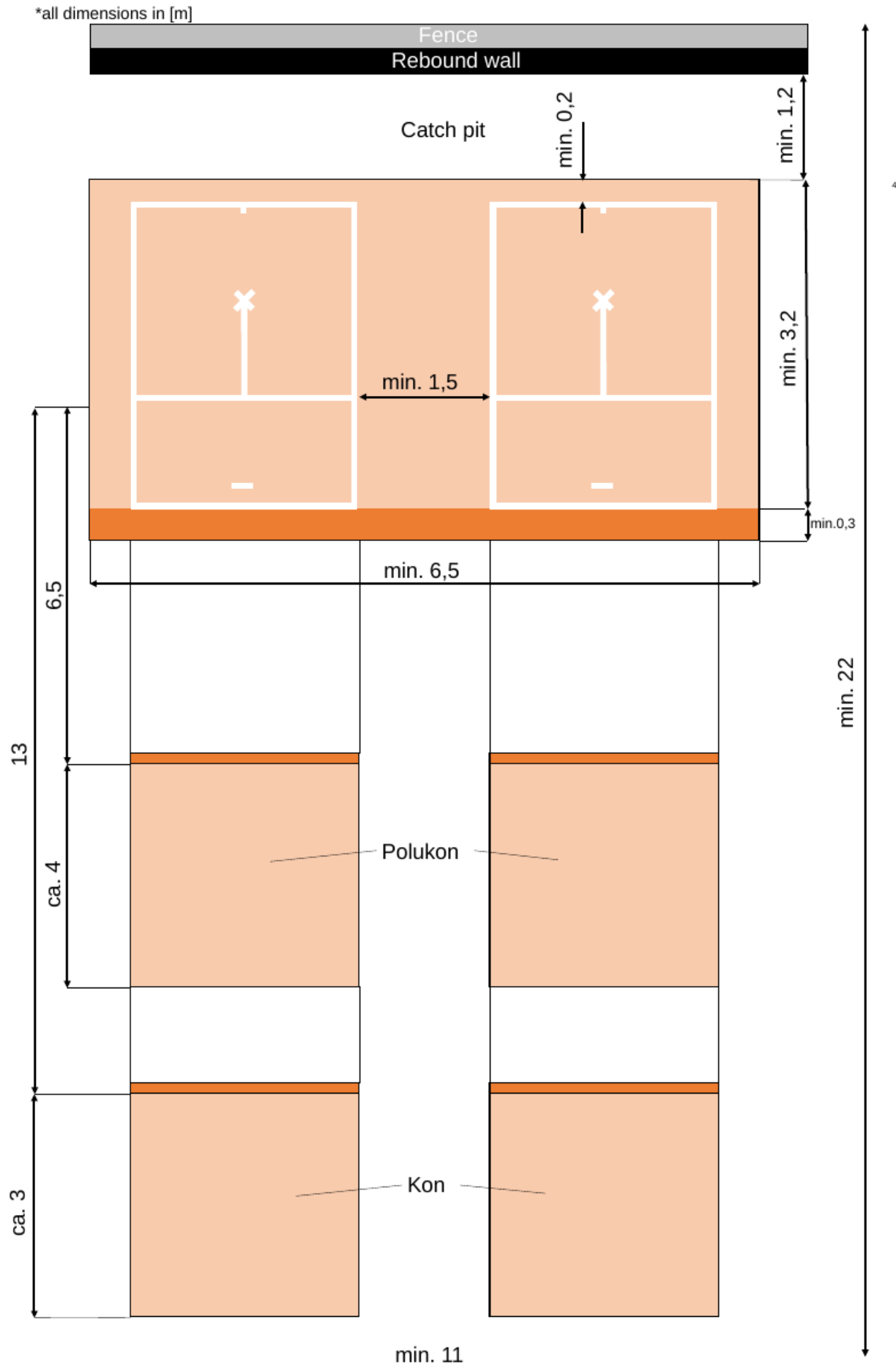


Figure 6: Playing Field

3 Playing Figures

In the game of Gorodki a total of 16 different playing figures are distinguished. The order and number of figures played in a game are determined by the tournament regulations. Figure 7 shows the numbering and designation of the playing figures. The prescribed set-up is shown in the appendix in the section Correct Set-up of the Playing Figures. Figure 7: Playing Figures Appendix Correct Set-up of the Playing Figures

If a player executes the throw with the left arm, the figures „No. 12 Sickle“ and „No. 16 Letter“ are set up mirror-inverted for him.

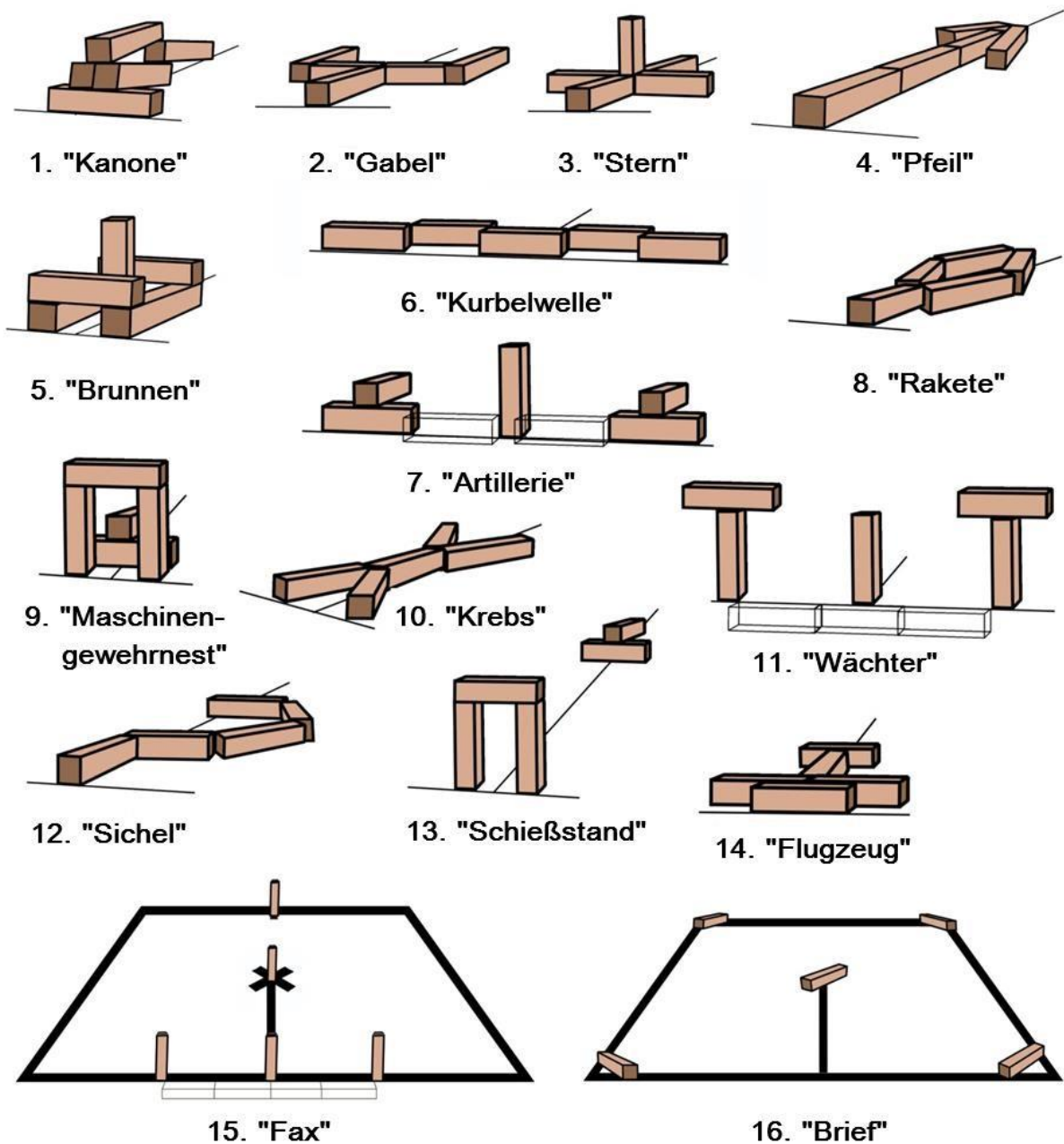


Figure 7: Playing Figures

4 Course of Play

4.1 Safety Rules

To ensure safety when playing Gorodki, all persons present at the facility must observe the following safety rules:

- Play is only with break-proof Bits approved according to the rules of play.
- Players must ensure that no other persons are in the throwing sector or in the immediate vicinity of the throwing point when the throw is executed. A safety distance of 3 m must be maintained behind the player as well as on the side of the throwing arm.
- The throw may only be executed after a signal from the referee.
- No throw may be executed if persons other than the referee are on the playing surface.
- When setting up the playing figures, the person setting up must position themselves with their back to the rebound wall.
- During the game, the warm-up or training, the playing surfaces may not be entered by persons not involved in the game.
- The consumption of alcohol and drugs, as well as smoking, are prohibited on the playing field. Persons who, due to their physical or mental condition, pose a danger to themselves or others may not be admitted to the game.

4.2 Entry and Warm-up

Before the start of play, players have the right to warm up. The warm-up duration in individual competitions is 10 minutes, in pair and team competitions 5 minutes for each player of the team. The warm-up begins directly after the entry, following clearance by the referee.

For the entry, each player lines up with the Bits in hand at the level of the front boundaries of the Kon of their playing lane. Along the outer side lines of the playing lane (on the right lane to the right and on the left lane to the left), the players march to the playing surface after a signal from the tournament management and simultaneously on all fields. The referee marches in the middle between the two players and clears the warm-up.

During the warm-up, the announcer introduces the athletes and the referees. The referees check the score sheets for correctness.

4.3 Line-up before the Game

After the tournament management announces the end of the warm-up, the players (with the Bits) and the referee line up on the rear line facing the audience; the referee stands between the two players or teams. The referee greets both opponents and starts the game.

4.4 The Game

The aim of the game is to knock the Gorodki out of the city and the suburb with as few throws as possible. The game is started by the player/team on the right playing lane. This player executes two throws in succession, after which the opponent on the left lane takes their two throws. A Bit counts

as „thrown“ once it has left the throwing field. A throw begins with the start of the swing and ends when the throwing player reaches a stable balance after the release.

For the set-up of the playing figures in individual competitions, one assistant may be used per player. If a player has no assistant, he sets up the figures for his opponent and the opponent's assistant sets up for the player who has no assistant. Players and assistants may not leave the playing field without the referee's permission.

Female participants, children, youths and seniors throw exclusively from the Polukon (6.5 m). Male participants aged 15 and over play from the Kon (13 m); if 1 to 4 Gorodki are knocked out, the men take the further throws from the Polukon (6.5 m) until the figure is completely cleared. The figures "Letter" and "Fax" are played entirely from the Kon by the men.

During the warm-up and the game, when entering and leaving the throwing field, players may not step over the front boundary lines; they should leave the throwing field over the lateral boundaries.

As soon as the player has reached the throwing field, the referee checks the correctness of the set-up figure and the safety on the field, then clears the throw with „one whistle“. The player is not permitted to execute two throws with the same Bit in one round of play. Should a Bit break during the competition, the player may finish playing that day with one Bit. The referee decides on the defect of a Bit. If the player disagrees with the referee's decision, he may lodge a verbal objection; then the equipment committee decides on the admission of the Bit. For the next day of competition, the player must again present two intact Bits.

4.5 Line-up after the Game / after the Set

After the end of a set, the players line up with the Bits in hand on the outer side lines of the city facing each other. After the referee announces the interim results of the set, the players change lanes and the player on the right lane begins the next set.

After the end of the game, the players (without Bits) and the referee line up on the rear line facing the audience; the referee stands between the players. After the referee announces the final results, the players leave the field after the referee's permission. When leaving the field, care must be taken not to disturb the players on the adjacent fields during their game.

5 Rules of Play

5.1 Invalid Throw

The throw is considered invalid and the position of the Gorodki is restored if:

- the throw is made before the referee's whistle.
- the player, while executing the throw, steps over the front or lateral boundary markings of the throwing field or touches the surface outside the boundaries with any part of the body. The lines or strips/beams lie outside the permitted area.
- the player or assistant carry out actions aimed at delaying the game or disturbing the opponent. The referee or the referee committee decide on this.

Signal = two whistles → invalid throw

5.2 Repeat Throw

If one or more Gorodki have changed their position as a result of a vibration of the playing surface, due to wind or other external influences, before the Bit has flown past the Gorodki or touched them, the original position is restored and the throw is repeated.

Signal = three whistles → repeat throw

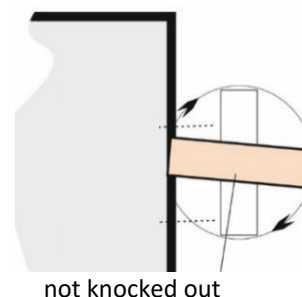
If one or more Gorodki have changed their position as a result of a vibration of the playing surface, due to wind or other external influences, after the Bit has flown past the Gorodki without touching them, the original position is restored. The throw is counted as valid.

The referee may order a repeat throw if he is not sure of his decision or if he determines a serious obstruction of the player by external influences during the execution of the throw.

5.3 Knocked-out and not Knocked-out Gorodok

A Gorodok is considered knocked out if it has completely crossed the „Rear Line of the City“, the „Side Line of the City“ or the „Side Line of the Suburb“. A Gorodok that leaves the suburb over the „Front Line of the Suburb“ is not considered knocked out.

If a Gorodok touches the line while rotating about its own axis, the position is determined only after it has come to a complete standstill.



The position of a Gorodok lying outside next to the line of the city or the suburb is

visually from above by the referee. If the vertical projection of the Gorodok does not touch the line, it is considered knocked out. As an aid, a control Gorodok can be placed on the line to determine the position precisely. If the control Gorodok touches the Gorodok being checked when placed, the latter is not considered knocked out.

Gorodok determined

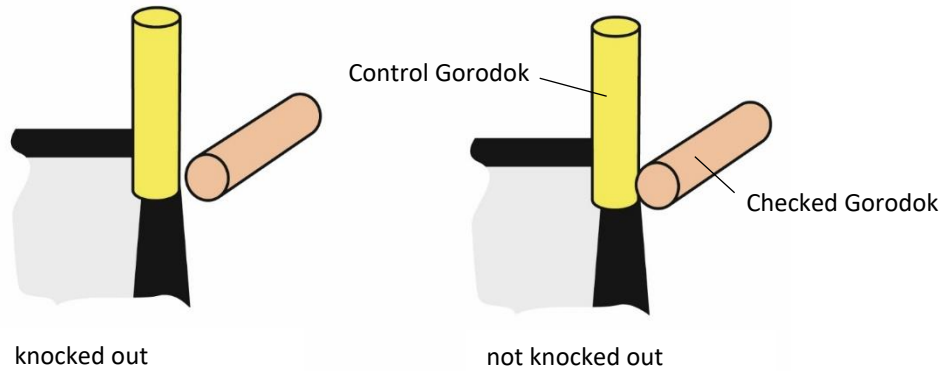


Figure 9: Control Gorodok

If a Gorodok breaks after being hit by the Bit and less than half of the Gorodok remains lying on the city or the suburb, the Gorodok is considered knocked out. If the larger part remains lying on the city or the suburb, the broken Gorodok is replaced by a whole one and the game continues.

If an already knocked-out Gorodok returns into the city or suburb and thereby changes the position of another Gorodok, the original position is restored and the knocked-out Gorodok is removed. If it concerns a Gorodok still in motion, it is placed back at the point of collision.

5.4 Penalty Gorodok

A penalty Gorodok is a Gorodok that touches the front line of the suburb, crosses it, or has landed at a distance of less than 20 cm from the front line of the suburb. It is placed horizontally on the penalty mark if at least one Gorodok has been knocked out of the figure. If not a single Gorodok has been knocked out of the figure, or if it is the figures "Letter" or "Fax", the penalty Gorodok is placed vertically in the middle of the penalty mark. Several penalty Gorodki are placed flush next to each other, centered along the imagined extension of the penalty mark.

If a Gorodok that does not count as a penalty Gorodok remains lying on the suburb in such a way that it obstructs the placing of penalty Gorodki, possible penalty Gorodki are placed flush next to this Gorodok along the imagined extension of the penalty mark. The penalty Gorodki should be placed as centrally as possible.

5.5 Figure not Played

If during the game, before the end of a set, it is determined that a figure was not played (skipped), this figure is made up. It is set up as soon as the figure lying on the playing surface has been completely knocked out. If a figure that was not played is determined after the end of the game or set, the points are counted as played (the skipped figure is not counted).

5.6 Interruption of the Game / Competition

Competitions or individual games may be temporarily interrupted or cancelled if:

- the playing field does not comply with the regulations.
- the weather conditions do not allow a proper continuation.
- medical assistance must be provided.

If the interruption of play has not lasted longer than 15 minutes, the game is continued without a renewed warm-up. The position of the Gorodki on the playing surface is not changed during the interruption, or is restored as it was before the interruption.

In the event of an interruption of more than 15 minutes, the players have the right to a warm-up of 5 minutes. The position of the Gorodki on the playing surface is restored after the warm-up as it was before the interruption.

If the interruption lasts longer than 2 hours, the set is started over from the beginning.

6 Tournament and Game Formats

Gorodki tournaments are held as individual and team competitions and may differ in game mode. The playing classes contested and the game mode are determined in the tournament regulations.

In an individual competition, one individual player plays against another individual player.

Team competitions can be contested in different playing classes. A team consists of two or three, four or more players and may include substitute players. The composition of the playing classes of the individual team members may also differ. Exactly how many players form a team and which playing classes must or may be represented is determined in the tournament regulations.

6.1 Game Forms and Game Modes

An individual or team game can be played in the following game forms:

- By a fixed number of throws (e.g. 2x20 Bits). The number of knocked-out Gorodki is counted. Each knocked-out Gorodok scores one point; accordingly, a completely cleared playing figure earns 5 points.
- By a fixed number of figures to be played (e.g. 5 Figures + Fax). The throws needed to knock out all figures are counted.
- a combined form of the two described variants.

Examples of score sheets are attached in the appendix; it is recommended to use these sheets. Depending on the game mode, a game can consist of two or more sets. Examples of different game modes are presented in the following subsections. Appendix

6.1.1 Game Mode „2x20 Bits“

The game mode „2x20 Bits“ is the most common in Eurogorodki; it is played according to the game form „fixed number of throws“.

A game consists of two sets with 20 throws or Bits each at a maximum of 15 figures. In the first set, the playing figures are played one after another from Figure No. 1 Cannon to Figure No. 15 Fax. After the players have changed lanes, the figures are played in reverse in the second set, from Figure No. 15 Fax to Figure No. 1 Cannon.

If the player needs fewer than 20 Bits to clear all 15 figures in one set, he receives 5 bonus points for each throw not made.

Example: In the first set the player completely cleared the figure „No. 15 Fax“ with the 18th throw, thus „saving“ 2 throws or Bits. For the 15 cleared figures he receives 75 points (15 x 5 pts.), to which 10 bonus points are added for the 2 saved throws (2 x 5 pts.). The result of the first set is therefore 85 pts.

6.1.2 Game Mode „5 Figures + Fax“

The game mode „5 Figures + Fax“ is often used in final games; it is played according to the game form „fixed number of figures to be played“ and the number of won sets is counted. If it stands 2:0 after

two completed sets, the game is over; otherwise a third set is played. The winner of a set receives 1 point; in a draw both players each receive 0.5 points.

In each set 6 figures must be knocked out, the order of which is prescribed:

first set: Figures No. 1, No. 2, No. 3, No. 4, No. 5 and No. 15

second set: Figures No. 6, No. 7, No. 8, No. 9, No. 10 and No. 15

third set: Figures No. 11, No. 12, No. 13, No. 14, No. 16 and No. 15

If it is a draw after the third set, an additional game is played to determine the winner.

6.1.3 Penalty

If it is a draw after the last set in knockout games, a penalty is carried out to determine the winner.

In the penalty, the players execute two throws in succession until one of the players has gained an advantage. An advantage is gained by needing fewer throws than the opponent to completely knock out a figure. Figures No. 1 to No. 16 are played in order until one of the players has gained an advantage.

The determination of the throwing lanes in the additional game is decided by lot.

6.2 Winner of a Game

A game is considered won if a player or a team:

- in games with a fixed number of throws, has more points than the opponent at the end of the game. The result of the game is the sum of the knocked-out Gorodki of all sets. In case of a tie at the end of the game, the player who scored more points in the last set has won.
- in games with a fixed number of figures to be played, has needed fewer throws than the opponent at the end of the game. In case of a tie at the end of the game, the player who needed fewer throws in the last set has won.
- in games by number of won sets, has more points in total than the opponent after the last set. The sets can be played by a fixed number of throws or a fixed number of figures to be played. For the overall result of the game it does not matter how many Gorodki were knocked out in the respective set or how many throws were needed. Each won set scores 1 point. In case of an equal result in a set, the players each receive 0.5 points.

Before the decisive (third, fifth, ...) set, the playing lanes are drawn by lot.

If it is a draw after the last set in knockout games, a penalty is carried out to determine the winner.

6.3 Winner of a Tournament

The determination of the final results of the competition can be done in different ways. The following variants are recommended:

- Summation of all rounds of play
2, 3 or more games can be played during a tournament. The winner is determined from the sum of all completed games.
- Preliminary round(s) with subsequent final round(s)

After one or more preliminary rounds, which can consist of several games, a final round is played. The final round can consist of one or more games. The results of the preliminary round(s) are cancelled before the final round(s).

In competitions with a fixed number of throws and summation of all rounds of play, the winner is the one who has achieved the highest total score (most knocked-out Gorodki). In the event of a tie between two or more participants, placement is decided by:

- 1) the result of the last game.
- 2) the result of the last set of the last game.
- 3) the highest number of 5-point throws in the last game.
- 4) the highest number of 5-point throws of the last set of the last game.
- 5) the highest number of 4-, 3- and 2-point throws in the last game.

In competitions with a fixed number of figures to be played and summation of all rounds of play, the winner is the one who has achieved the lowest total score (fewest throws made). In the event of a tie between two or more participants, placement is decided by:

- 1) the result of the last game.
- 2) the result of the last set of the last game.
- 3) the result of the second-to-last game.
- 4) the highest number of throws in the last game in which the figure was knocked out with one throw.
- 5) the highest number of throws in the last game in which the figure was knocked out with two, three and four throws.

6.4 Team Competitions

The order in which the players execute their throws in team competitions may be changed within the team after each completed round of play. The prerequisite is that in each round of play all players of the team come to throw and each player executes two throws, except the substitute players. In each round of play the substitute player may be exchanged. The team captain determines the order in a round of play.

If, in a team competition in which the team consists of at least three players, one player is missing, the throws of the missing player are counted as missed throws. If two or more players are missing before the start of the game, the team may not compete. The game is counted as a defeat for the team with too few players. In competitions in which the winner is determined from the sum of the knocked-out Gorodki, „0“ points are recorded in the score sheet for this team.

If the opposing team does not appear for the game or the number of participating teams is odd, then the team plays the game without an opponent.

A player who is late at the start of the game may fill up the team and take part in the game from that point on, provided his name was previously entered in the score sheet. This player no longer has the right to a warm-up.

If a player misses the figure No. 12 "Sickle" or No. 16 "Letter" without hitting a Gorodok with the Bit, or makes an invalid throw, these figures are rearranged for the next player in the team if he throws with the other hand.

6.5 Simplified Rules

For children or beginners, simplified rules can be established. It is possible, for example, to adapt the size of the playing field, the playing surface and the throwing distance. The size and weight of the Bits and the Gorodki can also be chosen according to the respective requirements.

At events with Gorodki newcomers, particular attention must be paid to the safety of the participants and spectators.

7 Tournament Participants

7.1 Playing Classes

The exact division into playing classes and age groups for a Gorodki tournament is determined by the tournament regulations.

For playing classes in individual competitions, the following division by age is recommended:

- | Designation | Age | Throwing distance |
|--------------------|----------------|---------------------------------------|
| ▪ Children U10 | up to 10 years | individual |
| ▪ Children U12 | 11 to 12 years | Polukon |
| ▪ Children U14 | 13 to 14 years | Polukon |
| ▪ Juniors U18 | 15 to 18 years | Junior men Kon / Junior women Polukon |
| ▪ Adults O19 | from 19 years | Men Kon / Women Polukon |
| ▪ Seniors O55 | from 55 years | Kon or Polukon |

The age of the participant is determined as of 31 December of the competition year.

The basis for admitting a player to a Gorodki tournament is timely registration by his club.

An athlete may, by decision of the organizers, be admitted to the competition of a playing class if his sporting qualification corresponds to the level of the playing class (unless otherwise specified in the regulations). The tournament organizer decides on the final division into the playing classes.

Transgender persons participate in Gorodki tournaments in the men's playing class.

7.2 Playing Attire

Players and their assistants should wear sports clothing appropriate to the weather and the conditions of the competition. Members of a team or club should be equipped with a uniformly colored top. It is recommended to display the player number and the name of the club on the clothing.

7.3 Team Officials

The team official is appointed by the respective sports club and noted at registration. The team official is the leader of the team. He is responsible for ensuring the discipline and compliance with the competition rules of his athletes.

The team official participates in the draws of the competitions and is present at the meetings of the committees when these are held together with the team officials.

During the games, the team official may stay with the players or the team and support them. In individual competitions, the team official may also act as an assistant, but not in team and pair competitions.

The team official must not interfere in the affairs of the referee committee if he is not a member of the referee committee.

7.4 Team Captains

In team competitions a team captain is appointed. In the absence of the team official, the team captain assumes the duties of the team official. If the team captain leaves the playing surface, he informs the referee of the name of the player who acts as team captain in his absence.

7.5 Rights and Duties of the Competitors

7.5.1 Rights of the Competitors

During the competition, the players have the right:

- to a warm-up period before the start of play. This is 10 minutes for individual competitions and 5 minutes per player for teams.
- to ask the referee for an explanation of his decision if there are doubts about it. If the player disagrees with the referee's decision, he may turn to the tournament director. In team competitions only the team official has this right.
- to lodge a protest against the referee's decision.
- in case of violations of the rules of play or the tournament regulations, to lodge a protest against the game evaluation. All protests are submitted in writing to the referee committee within one hour, about which a corresponding entry is made in the score sheet after the end of the game.
- to turn in writing with an objection to the referee committee within one hour after rejection of the protest.
objection to the referee committee.
- to receive medical care.
- to an assistant in individual competitions.

7.5.2 Duties of the Tournament Participants

During the competition, the players have the duty:

- to know the rules of play and the tournament regulations and to follow them;
- to behave appropriately towards the referee and the opponent in the spirit of fair competition.
- to avoid actions that delay the game or can be regarded as such. This applies to both the player and the assistant.
- not to undertake any actions that could disturb the opponent.
- to officiate a game as referee if the tournament management assigns him to do so.

8 Tournament Organization

The tournament organizer must provide certain technical support for the conduct of the tournament. The organizers should consider the following when planning:

- Preparation of the playing facility (according to the rules).
- Sufficient Gorodki. At least 12 per field.
- All Gorodki used during the game must be equal in weight and size.
- Brooms and water squeegees for cleaning the fields.
- Scales and a measuring device (e.g. folding rule) to check the Bit dimensions.
- Catering with food and drinks.
- Sufficient sanitary facilities near the fields.
- Visual information for participants and spectators (game schedules, result lists).
- Score sheets, whistles, stationery and other necessary office material.
- Power supply and loudspeaker system.

For the proper conduct of a tournament, the appointment of the following posts or committees is required:

- Tournament Director
- Deputy Tournament Director
- Chief Secretary
- Referee
- Referee Committee
- Equipment Committee

The following posts or committees are additionally recommended:

- additional secretaries
- Tournament Announcer

8.1 Tournament Director and Deputy

The tournament director is responsible for the organization and conduct of the competition in accordance with the rules of play and the regulations. His instructions are binding for all participants.

The tournament director should be identifiable by a bib or similar. His tasks include:

- to check the condition of the playing facility.
- to draw up a tournament schedule and conduct the tournament according to it.
- to designate the referees for the individual games.
- to promptly take up all organizational questions arising during the tournament and to respond to them accordingly.
- to receive written protests.
- to convene meetings of the referee committee and to invite athletes or team officials to them in order to decide on protests.
- to provide information on the course and results of the competition.
- to check the results of the competition and to provide them, after the tournament, in the form of a tournament report.
- to monitor the course of play on the fields and to correct clear wrong decisions of the referees.

- to dismiss referees who do not fulfill their duties from refereeing.
- to disqualify participants by decision of the referee committee.
- to interrupt or cancel the game in unfavorable weather conditions or in case of defects in the playing facility.

The deputy tournament director is responsible for the conduct of the competition in the areas assigned to him. In the absence of the tournament director, he assumes the tasks of the tournament director. One or more deputies can be appointed.

The tournament director assumes or delegates the tasks arising in the context of the tournament organization.

8.2 Chief Secretary

The tasks of the chief secretary include:

- to check the registrations for correctness.
- to carry out the draws and record their results.
- to draw up a game schedule and, after approval by the tournament director, to inform the participants.
- to record the meetings of the referee committee.
- to properly carry out the tournament documentation.
- in coordination with the tournament director, to assign the referees.
- to hand out the score sheets to the referees and, after the game, to check them for correctness.
- to provide the tournament announcer with information and to monitor his activity.
- to draw up a tournament report.

The chief secretary may appoint several secretaries to support him in his work.

8.3 Referee

For each game, a referee is assigned by the chief secretary. If needed, a referee assistant can be brought in to keep the score sheet. The referee is on the playing surface and is responsible for game management and compliance with the rules of play. His tasks include:

- to pay attention to the condition of the playing surface and a sufficient quantity of Gorodki.
- the referees should check the Bits before each game (during the warm-up) for intact condition and the presence of the marking.
- to monitor compliance with the safety rules during the warm-up and the game.
- to check the order and correctness of the set-up of the figures.
- to clear the throw with a whistle and to determine the number of knocked-out Gorodki, as well as to announce it loudly.
 - to mark the position of the Gorodki with chalk if there is a risk of an invalid throw or a displacement of Gorodki.
- to justify his decisions on requests from the participants.

- to take up a position at every point of the game from which he can clearly recognize the correctness of the set-up of the figure, the player during the throw, the landing place of the Bit and the movement of the Gorodki on the playing surface.
- to keep the score sheet.
- to monitor the clearing of the playing surface. The players should clear all Gorodki from the playing surface and take their Bits with them.
- to announce the result of the game to the players and to have the score sheet signed by the players.
- to hand over the score sheet to the chief secretary and, if necessary, explain game results.
- to inform the tournament management about the defects that have occurred and missing aids etc.

The referee may not provide any assistance to the players during the game, except for medical help.

If a referee assistant is assigned to the game, he is responsible for keeping the score sheet. In team competitions he monitors the throwing order of the players.

8.4 Tournament Announcer

If an announcer is present at a tournament, he assumes the following tasks:

- to inform those present at the sports facility about the course and organization of the competition (scores, next games, game results, ...).
- to introduce clubs, participants and referees during the warm-up.

8.5 Referee Committee (SRK)

The composition of the SRK is determined by the tournament organizer. The following structure is recommended for forming the SRK:

- Tournament Director
- Deputy Tournament Director
- Chief Secretary
- at least two further persons competent in the view of the organizer

The work of the SRK is led by the tournament director. The SRK ensures the proper and rule-compliant conduct of the tournament and decides on protests and disqualifications. The decision is made by simple majority; in the case of an equal number of votes, the vote of the tournament director counts double.

8.6 Equipment Committee (INVK)

The INVK is responsible for checking the Bits, the Gorodki and the fields and confirming that they comply with the prescribed rules.

Before his first game, each player must have his Bits checked by the INVK (requirements according to 2.2 Bit) and marked (e.g. sticker). Play is only allowed with marked Bits.2.2Bit

The tournament organizer decides on the composition of the INVK; it should consist of at least three persons.

9 Protest

9.1 Procedure for Submitting a Protest

If the player disagrees with a decision of the referee, the player or the team captain or the team official may lodge a protest against the referee's decision if a controversial moment has occurred during the game which influenced the course of the game or the result. The deadline for submitting the protest is one hour after the end of the game.

If a participant of the tournament disagrees with an action or decision during the tournament regarding the conduct of the competition, he may lodge a protest after a verbal announcement about it. The deadline for submitting the protest is one hour after the verbal announcement.

A protest is lodged in writing with the tournament director (his deputy or the chief secretary) and contains the following information:

- First and last name of the person submitting the protest;
- Date and time of the occurrence of the disputed situation;
- a detailed account of the disputed situation, with reference to a violation of the rules of play or the tournament regulations.

9.2 Procedure for Resolving a Protest

The review of a protest submitted according to the rules must begin within one hour from the time of submission of the protest.

Involved in the review of the protest are:

- the referee committee;
- the party that submitted the protest;
- participant against whose actions the protest was raised.

The meeting of the SRK is led by the tournament director or, in his absence, by his deputy. If a protest was lodged against the tournament director, the meeting is led by his deputy. If the person lodging a protest or the person against whom the protest was raised belong to the SRK, they have no voting right in the decision-making. Resolutions of the SRK are passed by simple majority of votes. In the event of a tie, the decision for which the tournament director voted is made. In this case he may not abstain. If a protest was lodged against the tournament director, the vote of the deputy tournament director decides.

Meeting results are documented in a record, in which the decisions of the SRK are justified with reference to the corresponding points of the rules of play and the tournament regulations. The completed meeting record is handed to both parties involved.

If a player's or team's second protest, which is not related to the first dispute, is also rejected with justification by the SRK, this player or team is deprived of the right to lodge further protests until the end of the competition. If a protest was rejected by the SRK, no further protest on this point of dispute may be submitted.

10 Penalties for Rule Violations

No.	Violation	Consequences
10.1.	The throw is executed before the referee's whistle.	The throw is counted as "invalid".
10.2	During the time from the start of the throw until reaching a stable balance of his body, the player has touched with a part of the body a point on the side line, a boundary strip or outside the Kon (Polukon).	The throw is counted as "invalid".
10.3	The playing equipment does not comply with the rules of play.	Prohibition of the use of equipment that does not comply with the rules.
10.4	Use of playing equipment that does not comply with the rules of play.	Disqualification of the player by the tournament management.
10.5	Crossing or stepping on the boundary strips or lines of Kon and Polukon when entering or leaving the throwing field.	-first violation: Verbal warning -second violation: Warning with entry in the score sheet. -Each further violation: One point is deducted from the game result (game by fixed number of throws) or one Bit is added to the result (game by fixed number of figures to be played).
10.6	The player or his assistant delay or disturb the game or carry out actions that can be interpreted as such.	-first violation: Warning with entry in the score sheet. - Each further violation: The player loses a throw attempt. This throw counts as „invalid“.
10.7	Leaving the playing surface without the consent of the referee.	-first violation: Warning with entry in the score sheet. - second violation: The player loses a throw attempt. This throw counts as „invalid“. - third violation: the player is disqualified for this game.
10.8	Gross unsporting behavior.	Disqualification of the player by the tournament management.

Appendix

Correct Set-up of the Playing Figures

The set-up of the figures, except the figure „Letter“, takes place in the middle of the front edge of the front line of the city, without going beyond the marking lines.

All Gorodki located on the front, rear or side lines of the city must be arranged so that the outer edges of the vertical projections of these Gorodki coincide with the outer edges of the marking lines of the city.

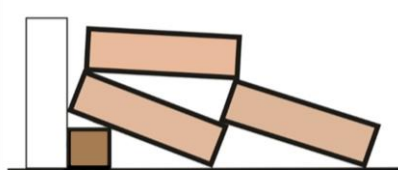
The accuracy of the distances between the Gorodki is checked by the horizontally placed control Gorodok.

Adjacent Gorodki must touch each other.

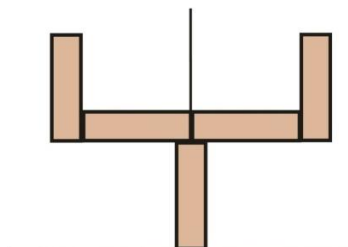
The Gorodok located on the middle marking in the figures “Fax” and "Letter" is placed in the middle of the lines.

The correct set-up of the playing figures is shown for each figure in the following illustrations:

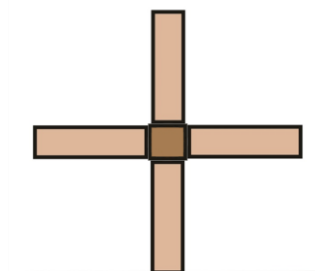
1. 1. Cannon



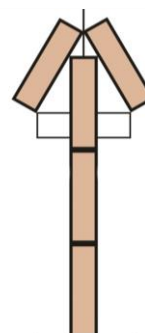
2. 2. Fork



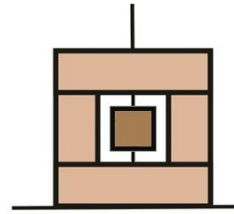
3. Star



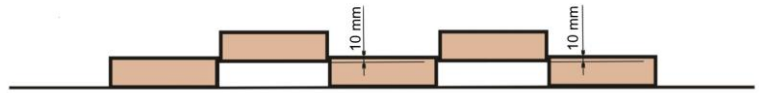
4. Arrow



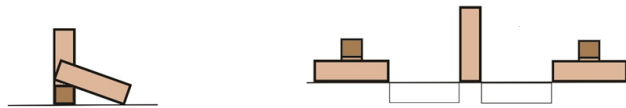
5. Well



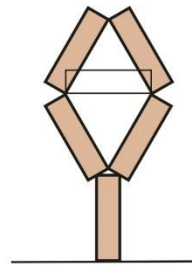
6. Crankshaft



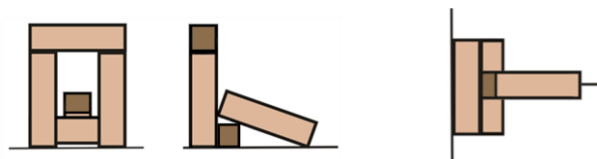
7. Artillery



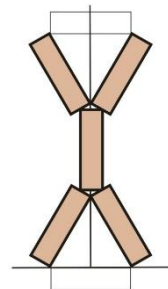
8. Rocket



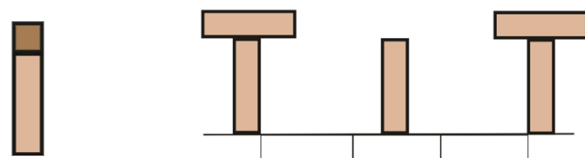
9. Machine-gun Nest



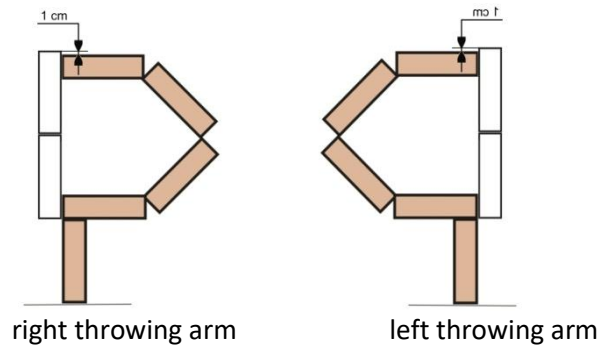
10. Crab



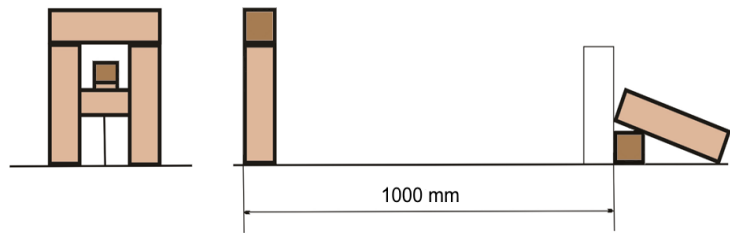
11. Sentry



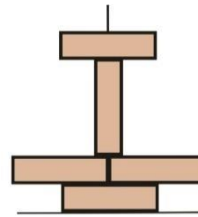
12. Sickle



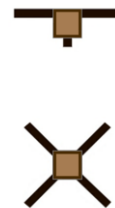
13. Shooting Range



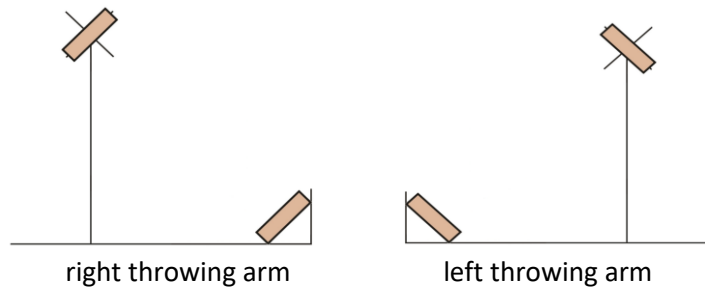
14. Airplane



15. Fax



16. Letter



Score Sheet for Ranking Tournaments „2x20 Bits“

Variante 1

Gorodki Spielprotokoll

2x20 Bits Einzel

Durchgang Datum Turniername

Schiedsrichter / Spielfeld Nr. _____ / _____

Spielsatz I (1-20)

Spieler 1: Vorname, Name _____

Spieler 2: Vorname, Name _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Summe

Spielsatz II (21-40)

Spieler 2: Vorname, Name _____

Spieler 1: Vorname, Name _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Summe

Unterschriften: _____

Schiedsrichter _____

Spieler 1

Ergebnis 40'

Spieler 2

Ergebnis 40'

Besondere Vorkommisse / Bemerkungen:

Gorodki-Turnier



Ort, Datum

SPIELPROTOKOLL

Spielrunde _____

Spieler I: _____

Spieler II: _____

Spielsatz I:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Summe	

Spielsatz II:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Summe	

Spielergebnis:

Unterschrift: Spieler I _____ Spieler II _____

Besondere Vorkommnisse, Bemerkungen:

Spielleiter: _____ Unterschrift: _____

Score Sheet „5 Figures + Fax“

Gorodki Spielprotokoll

5 Figuren + Fax

Datum, Ort _____

Schiedsrichter _____

Spieler 1
Vorname, Name _____

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Würfe	
Runde I																																
Runde II																																
Runde III																																
	Würfe gesamt																														<input type="text"/>	

Spieler 2
Vorname, Name _____

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Würfe	
Runde I																																
Runde II																																
Runde II																																
	Würfe gesamt																														<input type="text"/>	

Unterschriften: _____ (Schiedsrichter) _____ (Spieler 1) _____ (Spieler 2) Ergebnis