

CHK6: Kindred Games Rules



by Cain Anthony and Kyle Stockbridge.
Edited by Ronnie Nobbs

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1 Hnefatafl - The King's Table

See '*CHK6.1 - Hnefatafl Rules*'

2 Tug of War

Setup:

- There can be no change to the teams roster from substitutes once the set up has begun.
- The centre of the rope should line up with a mark on the ground; this is usually a red ribbon pegged into the ground to ensure it does not move and is easily spotted.
- No players should take part in this event if they have any ongoing medical condition or injury that could be exacerbated by competing.
- Players should be evenly spaced out along the rope, there will be 5 players per team. The team captain may arrange their team in any way they wish.
- The final person in each team is to wrap the remainder of the rope around their waist to avoid trip hazards.
- Each player may use powder or chalk for their hands prior to taking up the rope, and must ensure no open toe footwear is being worn. Gloves may be used if all participants are provided them by the events organiser.

How to Pull:

- Players, once ready, will pull the slack out of the rope and the team captains will nod to signal to the judge that their team is ready.
- Players should keep the rope steady with their hands and keep a firm grip pulling backwards and apply pressure to the opposing team.
- Players then work as a team listening to the team captain, who should be placed at the front of the team to synchronise their actions.

How to Score:

- The game ends when the referee declares one team has pulled the rope past the centre mark. The first team that pulls the rope over to their side wins.
- A judge officiates the start of the pull with a single short whistle blow and will end the pull by three short whistle blows and declare the winner. **At any point, should the judge blow one continuous whistle blow, all participants must stop the pull and lower the rope.**
- Fouls witnessed by the judge will be signified by two whistle blows and can include lowering your elbow below your knee, backside touching the ground for too long (> 15 seconds), making a loop around your hand, or bad sportsmanship. If the foul is not rectified, the team will forfeit the match.

Tournament:

- Teams will arrive 15 minutes prior to the start of the event.
- At the start, teams will be broken down into elimination rounds by the judge. Each losing team will be eliminated from the tournament and their position recorded in the ranking by the judge.
- Any joint positions will have an additional round at the end of the main games to finalise their position in the ranks. These final positions will each be given a score, with last place receiving a score of 1, and each place above this will be scored an additional point. Any team that forfeits will receive a score of 0.

3 Quiz

- Each Kindred will arrive with a team of no more than 5 players. No changes to substitutes may be made to the teams > 15 minutes prior to the start of the quiz.
- Teams should arrive 15 minutes prior to the event. The quiz will start with a 10-minute introduction, and the questions will last no more than 30 minutes, allowing 20 minutes for the judges to mark the teams' answers. This is a total of 60 minutes of event time.
- Questions will be a mix of multiple choice, true or false, single word, or short answer questions. Some questions, therefore, may generate more than one point, such as short answer questions. The judge on these questions will inform the players of how many points are up for grabs to give the players an idea of how many keywords to include.
- Answer sheets must have the Kindred name clearly indicated, and are to be marked with clear block capitals. Only one answer sheet is to be submitted per team. Marking will be completed by the Quiz Master themselves using a pre-compiled marking scheme.
- The Quiz Master is to give each team sufficient time between questions for the teams to mark their answers. A verbal warning is to be given 30 seconds before moving on to the next question.
- Warnings can be given by the Quiz Master for foul play, bad sportsmanship, or talking over the Quiz Master during a question. The Quiz Master may deduct 1 point per foul from any offending team on the final marking, and these deductions must be recorded on the team's answer sheet.
- Topics that can be included in the quiz will be questions on Heathenry relating to: The Sagas, Heathen Deities, The Havamal, historic figures, terminology, runes, popular music/bands, and Asatru UK publications. Rounds may also include picture rounds or music-based questions.
- After each team's answer sheet has been marked, each competing team will be given a final ranking in the event, and a score will be added to the ongoing Kindred's overall score in the games. The lowest scoring team will be awarded a score of 0 for the overall games ranking, and every subsequent higher scoring team will have 1 point more than the team below them.

4 Flyting

General Rules:

1. Format and Structure:

- Each participant takes turns delivering their insults in verse.
- Participants typically alternate turns with one insult or stanza per turn. There will be three turns per player.
- Stanzas are often composed in rhymed couplets or quatrains, though the style may vary.

2. Time Limit:

- Each turn is often time-limited by 30 – 60 seconds to keep the competition moving. This time limit will be announced before the flytings commence. If a player goes over the time limit by only a couple of seconds, they are given a single warning. Further breaches of time limit by any amount will result in disqualification.

3. Language:

- Insults must be clever, witty, and creative. Offensive or overly vulgar language may be discouraged, depending on the context of the flyting.
- Historical flyting emphasized verbal skill, wit, and rhythm, not outright hostility.

4. Theme:

- Insults should often target the opponent's skill, reputation, or character in a humorous or exaggerated way.
- Topics such as ancestry, bravery, appearance, or intelligence were popular in historical flyting.

5. Performance:

- Delivery matters! Confidence, humour, and timing often carry as much weight as the words themselves.
- Gestures, tone, and attitude can enhance the impact of the insult.

6. Rebuttal:

- The next participant's response must directly address or counter the previous insult before escalating or adding new elements.

Judging Criteria:

- **Wit and Creativity:** How clever and original the insults are.
- **Poetic Skill:** The use of rhyme, rhythm, meter and structure.

- **Relevance:** How well the insults respond to the opponent's statements.
- **Delivery:** Confidence, stage presence, and comedic timing.

A team of 3 judges will use score cards from 0-10 to score the performance and the totals will be added to decide the winner.

A player may be disqualified if they break any of the following rules:

- Going over the time limit after receiving a warning.
- Failure to retort any of the opponent's insults.
- Attacking protected characteristics. Witty insults should not be cheap shots and low blows. For example, you can insult someone's ancestry without being racist, you can insult someone's appearance without being ableist; racist; sexist; homophobic, or transphobic. Discrimination and vulgar displays of insult will not be tolerated. You should aim for your opponent to feel outwitted and dumbfounded, not outright offended.

5 Five-Aside Football

1. Equipment:

- A Football
- Two Goals
- Yellow and Red Cards

2. Off Side, Penalty and Free Kicks:

- There is **no offside**. Players may place themselves in any part of the playing area without restriction.
- When a player is taking a free kick, the opposition shall be a minimum distance of **two meters** from the ball until it returns into play. If the free kick is within the Goal Keeper's area, the opposition must be a minimum of **one meter** from the ball.
- A penalty kick shall be taken from the penalty mark, or six yards from the goal depending on the pitch markings. It must be taken directly in line with the centre of the goal. The player is to take a **one step run up**. No player can enter the penalty area until the penalty kick has been taken.

3. Goals:

- A goal is scored when the whole ball crosses the whole of the goal line between the goal posts and under the crossbar.
- A player can not score directly from kick-off without passing the ball to another player first.

4. Playing Area:

- If the ball crosses the side lines, play will be restarted from the point it left with an underarm roll-in by the opposition. Roll-ins shall not exceed head height. The roll-in will be awarded to the opposition if the ball exceeds head height. Players should be at least **two meters** from the ball when an underarm throw is taken.
- A player can not score directly from a roll in.
- Normal football rules apply if the ball leaves the pitch behind the goal line, play will be restarted with either a goal kick or a corner. Opposition players must be at least **two meters** from the ball during a corner kick. Goal kicks shall be taken from within the Goal Keeper's box via a throw.

5. Goal Keeper's Area:

- Players cannot enter the Goal Keeper's area, goals will be disallowed if this occurs. A penalty will be awarded if the defending team enters their own team's area.

- The goalkeeper is not allowed out of their area. A penalty will be awarded if this occurs.
- The goalkeeper cannot pick up a back pass. Infringement of this rule shall result in an indirect free kick.

6. Substitutions:

- The rules of the competition allow unlimited rolling substitutions. Substitutions can only be made when the ball is dead and only with the Referees consent. Play shall not be stopped for substitutions to take place, except for changes to the goalkeeper. Outgoing substitutes must leave the field of play before the replacement enters the playing area. The oncoming players are active immediately and can receive the ball. Substitutes must stand outside the pitch perimeter and spectators must not enter the field of play under any circumstances.
- Any player may change with the goalkeeper, provided that the referee is informed of the change and it is done so during a stoppage of play.

7. Running Late:

- Teams **MUST** be at the pitch and ready to start play at the allotted time.
- If there is no sign of a team **five minutes** after the assigned kick-off time, the result will be awarded to the opposition as a (5-0) win.

8. Yellow Card:

- If a yellow card is awarded, the carded player shall be temporarily suspended from play for 3 minutes. During the suspension, a player must stay off the field of play and shall not be replaced, this shall be known as the '*sin bin*'. The referee shall inform the player when the 3 minute suspension is over.
- If a player receives 2 yellow cards in the same game they shall not take any further part in the game.

9. Red Card: If a straight red card is awarded, the offending player shall not be allowed to take further part in the match.

10. Fouls and Slide Tackles:

- Foul tackles will be punished by a free kick, yellow or red card, depending on the severity. This is at the complete discretion of the referee.
- Sliding tackles are forbidden and shall be punished by the awarding of a free kick. Repeat offences will result in a yellow card. However, the referee may at any time issue a yellow or red card for any tackle deemed sufficiently reckless or dangerous.

6 Archery

General Rules:

1. Know and obey all range commands. These will be briefed by the range owner prior to the event starting.
2. Keep your arrow in your quiver until you are told to shoot. If no quiver is provided, then store the arrows as instructed by the range owner.
3. Always keep your arrows pointed down or towards the target. Shoot only at your target.
 - *No Sky Drawing*
 - *No Floor Drawing*
4. If you drop an arrow, leave it on the ground until you are told to collect your arrows.
5. Always walk when in the archery range, no running!
6. All participants in the Archery must wear closed-toed shoes and appropriate clothing.
7. Always wear your arm guard and use your finger tab, if provided by the range owner.
8. Only use the arrows and bow the instructor gave to you, and return all equipment at the end.
9. Whistle Command of *one long blast* - ***“STOP SHOOTING IMMEDIATELY and put your arrows in your quiver.”***

Procedures:

1. Stand behind the waiting line until you hear “Archers to the shooting line.” Then pick up your bow and straddle the shooting line.
2. Keep your arrows in your quiver until you hear “Begin shooting.”
3. After you have fired all your arrows, step back from the shooting line, set your bow on the rack, and wait behind the waiting line.
4. After everyone is finished shooting and behind the waiting line, the instructor will call “Walk forward to get your arrows. Stop at the target line.”

Arrow Pulling:

1. One archer at a time, from each target, may go forward from the target line to pull their arrows.

2. Stand to the side of the target and make sure that no one is standing behind your arrows.
3. Pull your arrows out one at a time and put them in your quiver. If you do not have a quiver, carefully place them on top of the target stand.
4. After you have pulled all of your arrows, they should be in your quiver. If you do not have a quiver, carry your arrows with two hands, one on the points and one on the shaft closest to the fletchings.

Scoring:

1. Scores will be added up after each individual's shoot.
2. Once all shoots are complete, these scores will be totalled up per individual player.
3. Each player will be given a final position in the tournament, and their position in this final tier list will allocate them a score. The judges will add this to the rolling total of each Kindred's overall score in the Kindred games.

7 Axe Throwing

General Rules:

1. Know and obey all range commands. These will be briefed by the range owner prior to the event starting.
2. Keep your axe still until you are told to throw. Do not attempt to play or juggle with axes while waiting.
3. Always keep your axes pointed down or towards the target. Throw only at your target.
4. If you drop an axe, leave it on the ground until you are told to collect it.
5. Always walk when in the range, no running!
6. All participants in the Archery must wear closed-toed shoes and appropriate clothing.
7. Always wear any protective gear, if provided by the range owner.
8. Only use the axes that the instructor gave to you, and return all equipment at the end. You may NOT use your own axes
9. Whistle Command of *one long blast* - ***“STOP THROWING IMMEDIATELY and put your axes down.”***

Procedures:

1. Stand behind the waiting line until you hear “To the throwing line.” Then pick up your bow and straddle the throwing line.
2. Keep your axes down until you hear “Begin throwing.”
3. After you have thrown all your axes, step back from the throwing line, and wait behind the waiting line.
4. After everyone is finished throwing and behind the waiting line, the instructor will call “Walk forward to get your axes. Stop at the target line.”

Arrow Pulling:

1. One archer at a time, from each target, may go forward from the target line to pull their axes.
2. Stand to the side of the target and make sure that no one is standing behind you.
3. Pull your axes out one at a time and carefully place them in a secure position.

4. After you have pulled all of your axes, they should be carried securely. No running

Scoring:

1. Scores will be added up after each individual's throws.
2. Once all throws are complete, these scores will be totalled up per individual player.
3. Each player will be given a final position in the tournament, and their position in this final tier list will allocate them a score. The judges will add this to the rolling total of each Kindred's overall score in the Kindred games.

8 Kubb

See '*CHK6.2 - Kubb Rules*'

9 Axe Holding Tie-Breaker

1. **Equipment:**
 - A light (1 ~ 2 lbs) throwing axe or hatchet.
 - Ensure the axe is well-balanced and **not sharp**.
2. **Grip:** The axe must be held by the **handle only**, not touching the blade. A one-handed or two-handed grip can be specified, depending on the challenge type.
3. **Stance:** Participants must stand in a designated spot and cannot move their feet once planted. **Leaning against walls or other supports is NOT permitted.**
4. **Position:** The axe must be held **straight out** at arm's length, parallel to the ground, or in another predetermined position. Any change in position or dropping the axe **results in elimination**.
5. **Time Limit:** The challenge continues until **only one participant** remains holding the axe correctly.
6. **Safety:** Inspect all axes for loose or damaged heads or handles before starting. Ensure a safe distance between participants in case of accidental drops.