

MÖLKKY Tournament Rules

JABLONECKO JIZERSKÁ 50



Event location: Sports facility Jablonec nad Jizerou
(Jablonec nad Jizerou, No. 400)
[GPS: N 50°42.275' E 15°25.520'](#)

Date: Saturday **10 June 2023**

Organizer: SEMTAMŤUK Jablonec nad Jizerou

Contact: Petr Hanyk, +420 724 154 553
Jarmila Hanyková, +420 737 488 022

Registration: Via the application system at www.molkky.cz,
e-mail Molkky.JnJ@seznam.cz facebook [Molkky.JnJ](https://www.facebook.com/Molkky.JnJ)
not later than 6 June 2023

Applications must include team name, names and dates of birth of players, e-mail address and mobile phone number of the team captain.

Max. number of teams: **32**. Priority given to early registrants.

Team: Consists of **3 players + 1** optional substitute

Entry fee: **150 CZK per player, youth under 16 and pensioners 100 CZK**
Payment in cash at presentation.

Prizes: The best 4 teams will receive material prizes and medals.
The winner will receive a tournament trophy. All participants will receive a diploma.

Field: Clay and artificial grass surface. Field dimensions: 4 x 12 m.
Distance 3,5 m. Throwing area defined by "mölkkari".

Playing sets: Official Tactic playing sets.

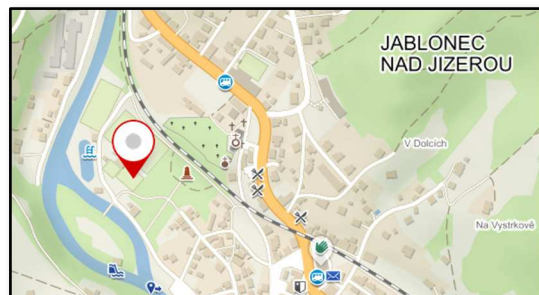
Game: All players must have their starting numbers attached when playing.
The game is played according to **the rules of mölkký published by ČSM**
www.molkky.cz/pravidla.

Oversteps are not tolerated! A throw is considered an overstep if the player touches the mölkkari (except when repositioning) or leaves the throwing area forward over the mölkkari or to the side. In the case of an overstep, the team's points are not counted (zero throw). If a team had 37 or more points in a given game, it falls to 25 points on an overstep.

The team captain is responsible for keeping the throwing order of his/her team's players as written in the game protocol prior to the start of the game. In the event of a switch in the order of players, the team that made the mistake will be penalized the same as in the case of a overstep.

If a team doesn't start the game within 5 minutes of the organizer's instruction, it may be disqualified from that game.

The time limit for one throw is set at 60 seconds from the position of the mölkký and the passing of the throwing pin. Once per game, a team may use a time-out for an additional 60 seconds. If a team exceeds the time limit for a throw for the first



time in a game, they will receive a warning for delaying. If this happens repeatedly, the player loses the right to throw and is scored a zero throw. The organizer reserves the right to shorten individual games appropriately.

Alcoholic beverages and smoking are prohibited on the fields!

Game system: In the first phase of the tournament, the teams will be assigned to groups (depending on the number of teams). In the primary group, the teams will play each other for two games.

The group ranking will be determined by **a)** number of games won, **b)** total points scored, **c)** point difference, **d)** mutual match, **e)** the coin toss.

The best teams from each group advance to the "**Play-off**", the others play a "**Last Chance**" tournament. All "Play-off" and "Last Chance" matches are played for two winning games. Quarter-finals, semi-finals, finals and the 3rd place "Play-off" match are played on 3 winning games. Elimination matches are played for all placings.

The game system may be changed depending on the actual number of participants.

Schedule: **Thursday, June 8, 2023**

draw - to be published online and sent out via email to all tournament participants

Saturday 10 June 2023

8:30 – 9:30 presentation, entry numbers distribution

9:45 opening ceremony

10:00 – 12:30 group matches

12:30 – 13:00 lunch break

13:15 – 17:00 "Play-off" and "Last Chance"

17:30 victory ceremony

The time schedule may be changed according to the actual number of participants.

Referees: Teams will judge the game themselves, only in case of disputes will the team captains contact the tournament's head referee. Only the final match is officiated by the referee.

Results: Results are recorded by the players themselves. At the end of each game, the captains sign the completed protocol and the captain of the winning team gives it to the person in charge. The team captains are responsible for the correct protocol.

Protest: Can be raised within 5 minutes of the end of the game for a fee of 200 CZK. The fee is payable at the time of submitting the protest to the tournament organizing committee and is non-refundable. The Tournament Organizing Committee will decide on the outcome of the protest within 20 minutes and its decision is final and cannot be appealed.

Toilet facilities and refreshments: In the football complex.

Accommodation: Autokemp Zátíší www.autocampjablonec.com
Penzion Prokop prokop.lubos@tiscali.cz
more at: www.jablonec-krkonose.cz/ubytovani

Tournament draw

JABLONECKO JIZERSKÁ 50

All games of the tournament are played for a **maximum of 15 throws** (each team). If no team finishes the game within 15 throws, the team with the higher number of points wins the game. In case of a tie, each team throws one extra throw. Whichever team rolls roll higher value (it does not matter if it exceeds 50) will score one extra point and win the game.

Example: After 15 throws, both teams A and B have the same **46 points**.

The chosen player from team **A throws 12**, the chosen player from team **B throws 9**

Team A wins the game with a score of **47:46**

Primary groups:

Group A	Group B	Group C	Group D
Lobe Star	Tomira	SEMTAMŤUK	MaMaJa
Optimisti	SKM Zruč	Bílovec HK	Dynamo
LISki Team 2	Bricks In The Wall	Hvězdná čtyřka	KNS Josefov BÉ
Doubravka	KNS Josefov	Timbers Bojanowo	LISki Team 1
Metalurg	Buráci	PAMPŮCH	Jelonki
Štístka	Noobíci	LVOV KARPATY	Jamölkky

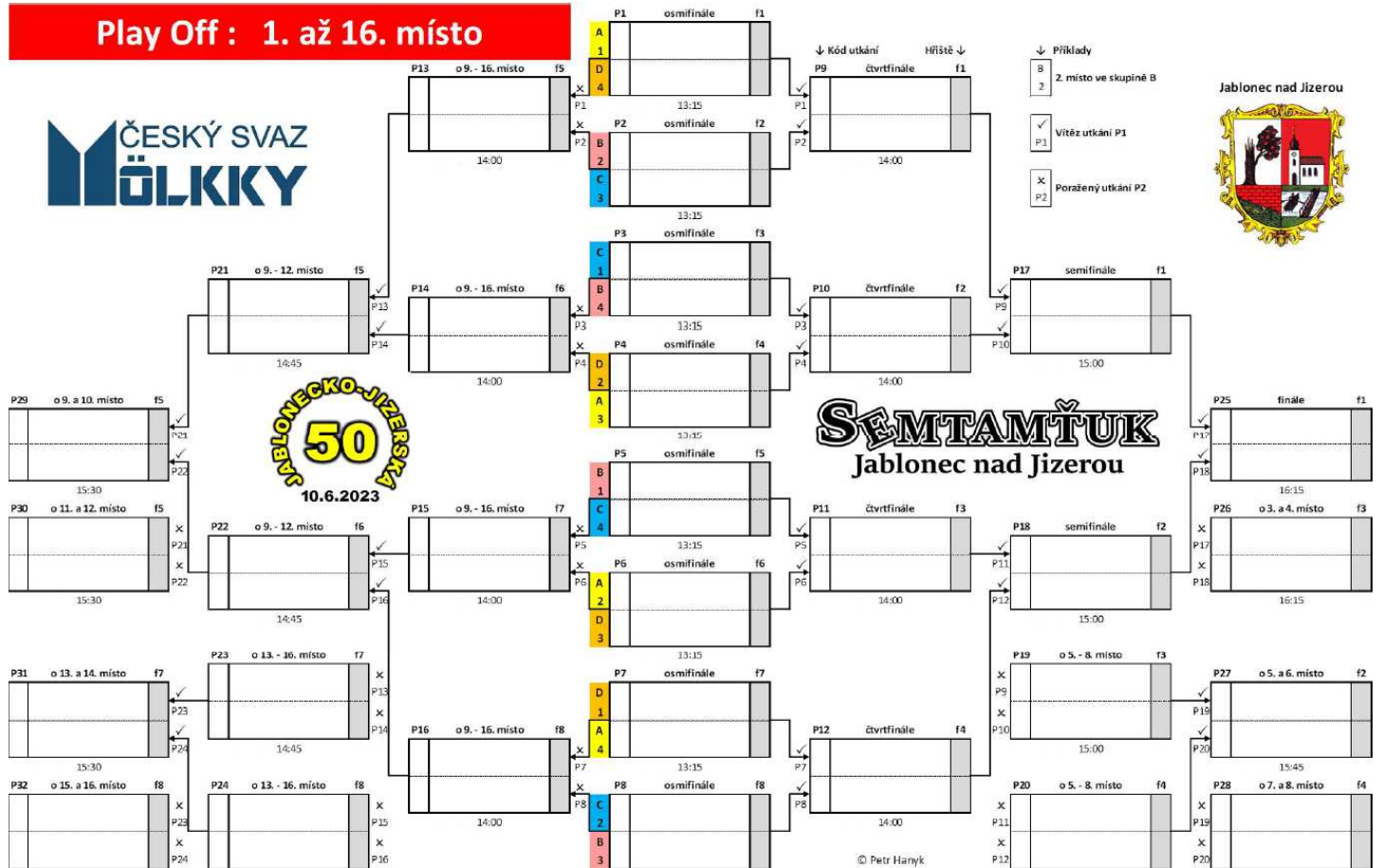
Číslo týmu	Kvalifikace Skupina A								Číslo týmu	Kvalifikace Skupina B							
	Lobe Star	Optimisti	LISki Team 2	Doubravka	Metalurg	Štístka	Celkem			Tomira	SKM Zruč	Bricks In The Wall	KNS Josefov	Buráci	Noobíci	Celkem	
	záp. body	hry rozdíl															
15	Lobe Star								3	Tomira							
13	Optimisti								14	SKM Zruč							
11	LISki Team 2 (POL)								5	Bricks In The Wall (POL)							
17	Doubravka								8	KNS Josefov							
18	Metalurg (SVK)								12	Buráci							
22	Štístka								24	Noobíci							
Číslo týmu	Kvalifikace Skupina C								Číslo týmu	Kvalifikace Skupina D							
	SEMTAMŤUK	Bílovec HK	Hvězdná čtyřka	Timbers Bojanowo	PAMPŮCH	LVOV KARPATY	Celkem			MaMaJa	Dynamo	KNS Josefov BÉ	LISki Team 1	Jelonki	Jamölkky	Celkem	
	záp. body	hry rozdíl															
1	SEMTAMŤUK								4	MaMaJa							
2	Bílovec HK								6	Dynamo							
7	Hvězdná čtyřka								9	KNS Josefov BÉ							
20	Timbers Bojanowo (POL)								10	LISki Team 1 (POL)							
21	PAMPŮCH (SVK)								16	Jelonki (POL)							
25	LVOV KARPATY (UKR)								23	Jamölkky							

In the primary groups **A** to **B** the matches are played for **two games** (2:0, 0:2, 1:1).

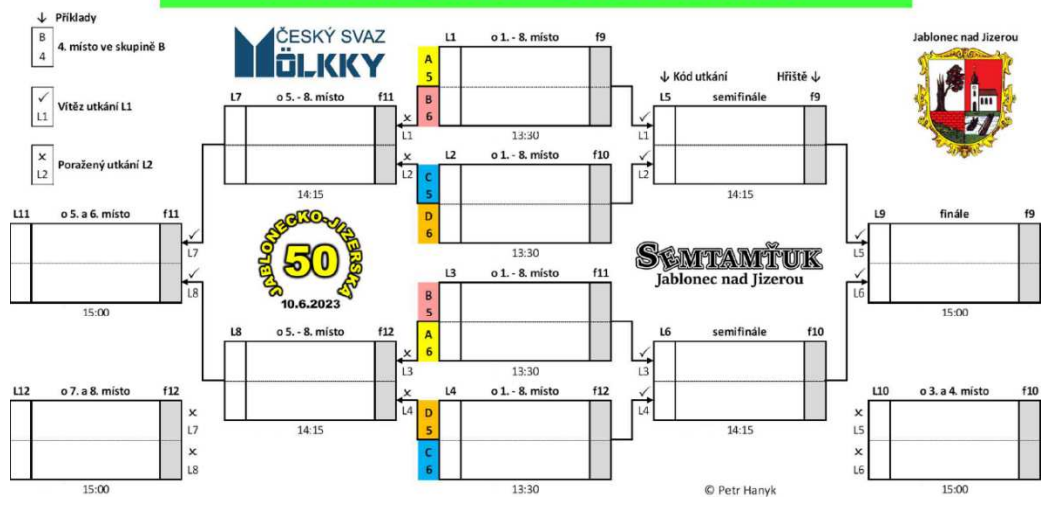
The group ranking will be determined by **a)** number of games won, **b)** total points scored, **c)** point difference, **d)** mutual match, **e)** the coin toss

The best four teams from each group advance to the "Play off", the others play the "Last Chance" tournament.

Play Off : 1. až 16. místo



Poslední šance : 17. až 24. místo



In the first and second round of the "Play-off" and the "Last Chance", the team with the better position in the primary group starts the possible deciding game. In the following games, the team with the higher total points from the previous games will start the possible deciding game.

Quarterfinals, semifinals and matches for 1st to 4th place **Play-off** are played on **3 winning games**. Games for 5th to 8th place are played for **2 winning games**.

All games in the **Last Chance** tournament are played for **2 winning games**.

