

MARBLES RULES (BRUNS RULES) 2013

- In these championships, we play "FOR FAIR". ie all marbles are returned to the owner
- These championships are knock-out matches
- Numbers of players per round/game will be determined by the referee and tournament organiser after registration of competitors.
- Glass marbles are to be no bigger than 3/4" (three quarters of an inch).
- Order of shooting will be determined by "lagging". Closest shoot or toss to designated line.
- Players can either shoot with "TAW" (their shooting marbles) off the ground or knuckled down outside or on the edge of the ring.
- Fudging is a foul shoot and the next player takes a turn.
- If the shooter knocks the marble out of the ring, he/she continues to shoot from where the marble rests until such time as he/she fails to knock a marble out of the ring. However, if the shooter's TAW leaves the ring, he/she's turn is over and the next player shoots.
- The winner is the shooter who hit the most marbles out of the ring.
- If your TAW is in the ring at the end of your turn, you must remove it.
- Players can shoot from any point around the ring. This is called "taking rounders".
- Shooters are not permitted to step/walk inside the ring.
- If more than one round per category if required, winning round MIBSTERS will play off to determine the CHAMPION.
- REFEREE & TOURNAMENT ORGANISER'S DECISIONS ARE FINAL

So, get down and get dirty