



Mölkky World Championship Tournament

29.-30.8.2009 Lahden Kisapuistossa

Welcome to the Mölkky world cup!!

Again, a new record for the amount teams competing. Please find attached the order of play, group tables and a map of the city of Lahti.

Registration:

Teams are required to register at the competition office. The team member cards, sent in advance, must be filled out and returned to the office (with the team members, name and contact information). The cards can be filled out at the same time as you register, but we kindly ask that the cards be filled out in advance! To avoid large queues at registration time.

Teams in start group 1, 08:30 a.m. Competition starts at 09:10 a.m.

Teams in start group 2, 10:00 a.m. Competition starts at 11:00 a.m.

Teams in start group 3, 12:00 a.m. Competition starts at 01:00 p.m. (13:00)

Teams in start group 4, 02:00 p.m.(14:00) Competition starts at 03:00 p.m.(15:00)

Please come early.

The official opening of the games will start at 09:00 a.m. at playing field number 1. Mika Kari, Lahti city councillors, vice chairman, will be giving the opening speech and the first throw of the games.

The trophies will be awarded directly after the final, about 05:30 p.m. (17:30) Sunday. The trophies will be presented by Hannu Himanen, the vice chairman of Lahti's committee, Touterenkaan director Jouko Plyväs, chairman of the Finnish Mölkky association Tomi Sairomaa and director of the championships organisation committee Mikko Semeri.

After Mölkky – After Party

This year, for the first time, in association with the world mölkky championships, an official after party has been arranged, “**After Mölkky**”. The After Mölkky party will be held at the mölkky arena restaurant (kisa park). On Saturday the 29th of August, from 07:00 p.m. to Midnight (19:00 – 24:00)

On the programme is :-

- Pulska-dance group - a stage show with dancing and music
- Mölkky International competition

The event is free to all team members! Tickets can be purchased on the day of the competition from the info stand (3 euros) or at the entrance to the restaurant (5 euros).

Come along and have some fun!

Information, Rules and regulations for the Mólkky World Championships.

Participation/Teams

Matches are played by teams that consist of four (4) people.

A maximum of six (6) players is allowed per team. Before each match the captain will name the four (4) players and their throwing order. Players can not be changed once a match has started.

Except if a player is injured (referee's decision is final)

The age and sex of team members is open.

Playing Fields

The playing fields are numbered and marked out with chalk lines. However, the borders do not restrict the game spreading out. Only team members playing are allowed on to the playing field.

Spectators will watch from the places provided (e.g. stands or seats). If for some reason, after a throw, a skittle that is moving is stopped or hits something, after the chalk line. It will be put back inside the chalk line by the referee, to the place where the referee feels it left the playing field.

Referees

Every match will have 1-2 referees. Rules will be enforced on the bases "that the referee is always right". The referees have yellow (warning) and red (removed from play, disqualified) cards. A yellow card can be given to anyone not following the referees decisions or comments. If a yellow card is given the throw is classed as a miss. Any player failing to follow the referees decisions or comments a second time will receive a red card. The whole team will then be disqualified from the game that is in progress or, depending on what happened, from the whole competition. The head referees of the championships are Juha Semeri and Hannu Nipuli.

In addition to the referees the arena has security people!

Main principles.

The championships require a good sense of sportsmanship. When competing with other people we must remember to respect other people and their ideas, for example:- conduct, bad language and the use of alcohol in the arena. When throwing, it is not allowed to smoke. Players are not allowed to play without a shirt on. In the worst case, if these rules are not followed the person maybe asked to leave the tournament (disqualified).

Alcohol

It is strictly forbidden to bring alcoholic beverages (drinks) to the playing fields. Team members are not allowed to consume (drink) alcohol during a match. If these rules are broken the team will be disqualified. In accordance to the Finnish law, the security people must check all people entering the sports arena, for alcohol. Also, that alcohol is only allowed to be consumed (drank) in the designated areas i.e. the restaurant areas.

Prizes

All players will receive a red remembrance medal to remember the games by.

The three best teams will receive a medal on a ribbon, which can be hung around the neck (max. 6 per team).

Special prizes will also be given to the top three teams.

The Prize money is :- 1st. €400 2nd. €200 3rd. €100 4th. €60

The winners receive a trophy for one year (to be returned).

The prizes will be awarded immediately after the final games are over.

Services

The first aid point is situated in the referees tent.

Café Charlotta (Marko Leinonen) is responsible for the catering at the event, at the restaurant tent you will find food and refreshments.

Please book your food tickets as soon as possible. Remember the after party on Saturday. The area has a restricted capacity.

Public toilets can be found next to the restaurant tent and in the main service buildings. There are information signs and notices to help.

Team changing rooms are available in the service buildings.

Other rules

According to the rules of the Molkky world championships, the throwing (start) point is called the Molkkaari. Its size is, the front stick 51,5cms and the sides are 25cms. Molkkaari sides are placed at a 45 degree angle. The throw must be made from within the molkkaari and the thrower must also leave from the rear (it is not allowed to step over the sticks). If the players foot is on top of the molkkaari or he/she leaves from the front or the side of the molkkaari, the throw will be disallowed (no throw/ a miss). Once the player enters the molkkaari he/she has 20secs time to throw the baton. The team has 20secs time to discuss and/or give advice to the thrower. This means that the maximum time a player has to throw is 40secs.

All methods of throwing the baton are allowed.



PLEASE NOTE:-

The arrow shows the direction of entering and leaving the molkkaari.

If a team has 38 or more points and the player steps over the molkkaari, the teams points go down to 25. It is also marked down as a miss.

All games are played with molkky sets supplied by Tuoterenkaa.

Together all spectators and supporters can create a good spirit for the championships.

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The Championships will be played in seven (7) different stages:

SAT 29.8. Stage I The starting groups start times. 9.10, 11.00, 13.00 ja 15.00

SUN 30.8. Stage II CONTINUATION ROUNDS I/1 starts. 9.00 and II/2 starts. 11.00

Stage III ELIMINATION MATCHES starts about. 13.00

Stages IV and V ELIMINATION MATCHES continuation starts about. 14.00 and 14.30

Stage VI The Semi- Finals starts about. 15.00

Stage VII The Finals: The bronze medal final. starts about. 16.00-

The Final starts about. 17.00-

Saturday 29.8.2009

Stage I. Starting groups. group I starts at 09:00, group II starts at 11.00, group III starts at 13.00 and group IV starts at 15.00

The starting group matches will be played at different times with four (4) or five (5) matches. The whole team plays. The amount of matches depends on the amount of teams in the group.

Normal M \ddot{o} lkky rules will be enforced (used).

When a team scores exactly 50 points the game is over (won). The round will not continue to the end.

The winning team receives 50 points. The other teams are awarded the points they had when the game ended.

The starting groups are decided by adding, all the points from the four (4) or five (5) games played, together. The two (2) teams with the most points, in each group, will qualify and go on to the next stage. The other teams in the group have lost.

Each team will take turns to start.

If more than one (1) team, in a group, have the same amount of points then a tiebreaker will be played, this is called a *m \ddot{o} lkout*. When deciding who qualifies and goes on to the next round a *m \ddot{o} lkout* will be played.

A *m \ddot{o} lkout* is played in the following way. The referee will place pins 7 to 12 in a line. The referee decides where the pins are placed. Each team member is allowed to throw once. The pins are picked up after each throw and put back to the place where they were. Points are counted in the same way as a normal game of *m \ddot{o} lkky* (normal rules). After all team members have thrown the points are added together. It is the grand total for that team. If after the fourth (4th) throw it is still a draw (equal points) the game continues, one (1) throw at a time, until one team has scored more points.

START GROUP I

Start Time 9.10-

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
King Kongs	Tuoterengas	MC Nulli 1	PUUANNTTI	Konna & Koukku
Tusinapojat	Nikkarit	Team Körmy	Kojex 2	Smurffit
Haaskalinnut	SuPo	Pirtin Pöydällä	Hentot	Vispaajat 1
Entiset Nuoret	Kamut	JustNi	Pöljä 1	Cobra Ladyt
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
Nisse	Vettynyt Halko	INS	Nissen palikat	Paljaat Uneksijat 2
Kakkojoukkue	MT Cimos	S-Putki Vuotaa	Vispaajat 2	Tuoppikari
Team Kaato	Ms Trompi	Hyasintit 1	KymppiKeniaan	Lahti Aqua
Pepu	Pandan Pallo	HeikkoSet	Rokka kissat	Koura
Playing Field 11	Playing Field 12	Playing Field 13		
Group K	Group L	Group M		
Möysän Mesut	Happo HC	Tenukepit		
Team Pölkky	Timpan grilli	Cafe Misako		
Vitokset	MC Nulli 3	MC Otsa		
T7	Kottaraiset	Klenkka Klupi 1		

START GROUP II

Start Time 11.00-

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
WP Onnistus	ECA Janetzki	Fagersta Fantoms	WP Hyvä	Grand Slam
Kuuskympiset	Ylä-Karjala Kerho	Täydellinen Rajoitus	Noutajat	LemU
Paljaat Uneksijat 1	LADYT	Luhangan Väre 1	MC Takaraivo	Kaukopartio
ILVES	Palikkamäki	Puotin Kamari 2	Vaaralan VauhtiVeikot	Mimmit
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
Mainospaita	KöMö/KiviSet	Hirvihaaran Mөлккы Club	SanDels	Liekki 1
Puotin Kamari 1	AHF OY	APK	Rusticon Ryhti	Team Kauhojat
Suora käsi	Super Six	Punainen Surma	Setäkerho	Jannut
Klenkka klupi 2	Jänne	Pöljä 2	Hyasintit 2	Kyrölän Kaatajat
Playing Field 11	Playing Field 12	Playing Field 13		
Group K	Group L	Group M		
Ö-MIEHET	Iskurit	Nassu		
Jyskän Pamaus	Puotinkamari 3	Paalupanut		
Luhangan Väre 2	Jännevikaset	HyPKi 1		
Tammelán Papat	Lahjattomat	HyPKi 2		

START GROUP III

Start Time 13.00-

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
Preerian Olutseura	Vajukki Oravat	Punakone	MC Tervis	Härkävehmaan Pullistus
Team Kool	M&M TEAM 1	Mosanmäen MLKY	Hiivolan Hiihtoveikot	Mahlun Mөлkkääjät 1
WP-4	Mahlun Mөлkkääjät 2	ranx.fi	ISKUPORAKONE	Ladyt and gentlemen
Varkauden Tiikerit	Iloinen Kulkija	Vika Janetzki	Toka Janetzki	Saariston Mөлккыilijät
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
Kaameet Apinat	Haaskalinnut # 2	Team Kaatajat	Pirtti 2	MATTI PAANALA
Tapsan Ansat	Pirtti 3	PREERIAN OLUTSEURA 2	MC Nulli Juhannuskylä	AJS
Eesti 1	KöMö/Committee	Mahlun Mөлkkääjät 3	Messipallo	Kaatajat
Rockheads	les pastisseurs de nains	Luhangan Väre 3	Oldi 2	Kojex 1
Playing Field 11	Playing Field 12	Playing Field 13	Playing Field 14	
Group K	Group L	Group M	Group N	
HII HOO TEAM	Slovak Mөлly ALFA	Sukuvika 1	Billy Boys	
Holy Hollola oluenystävät	Mөлкyn pөлкыttäjät	Bileinsinöörit ry	MC Nulli 2	
Team Livingstone	Eräpunk!	The Ranska Team	Durchfall MC	
Pelimiehet	Team Palikka	Eläkeliiton Forssan yhdistys	METRIN OHI!	

START GROUP IV

Start Time 15.00-

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
Oldi 1	Pikarin Kaatajat	Wood Pub	Sepe Susi ja suden pennut	WP-Onnenkantamoinen
Team Javetrading	Ruutanan Kiekko 1	Tallinna Simulaattori	Silver Arrow	The Frenchies
KöMö/Ladyt	E-Hill Drunken Crew	Kolme Pölkkyä	Liekki 2	M&M Team 2
Team HIID	Mölkkers	Makkara	Rööperin Palikat	Mahlun Mölkkääjät 4
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
WP-Kurppajuntit	Sirkkulahden Tikka	Pirtti 4	Team After	Truutholma 55ers
Lahden Akateeminen Polkupyörä – ja laulukuoroseura	HST:n Kunto-Urheilijat 2	Team Pésimo	Mölkky # 1 Sweden	Lejarit
Eesti 2	Cobra Team	Slovak Mölkky OMEGA	Taktinen tappio	MC Mölkyngölkyn
Luhangan Väre 4	Lahden VPK	Liekki 3	Rumahiset	HST:n Kunto-Urheilijat 1
Playing Field 11	Playing Field 12	Playing Field 13	Playing Field 14	
Group K	Group L	Group M	Group N	
Sälinkään Sählääjät	Teukan Tapsat	Jormat	One Hit Wanders	
Born to Mölkk	Energia 1	Mestaajat lavalla	Fiinan Mölkystelijät	
Ruutanan Kiekko 2	Jäätynyt Nallari	Team Cania	Jakomäki Stars	
Jimbabwe	Plankton	Jurvan Rotary klubi	MC Mölqvistit	
			PUUANTTI 2	

Sunday 30.9.

Stage 2. CONTINUATION ROUNDS. I/1 Starts at 9.00- and II/2 Starts at 11.00-

There are two (2) continuation rounds (played at different times). In each group four (4) matches will be played. The winner from each group and the five (5) best second placed teams will qualify. Four (4) named, team members must play at the same time, taking it in turns to throw. Of the 108 teams starting. The best two teams from each group will continue, in new groups, as the table below shows.

If the second placed teams have more than 5 equal results (points), the qualifier will be decided as follows, first the amount of wins and then the groups best position (e.g. most second places and so on).

The starting order is shown in the table below. After that, each team takes it in turn to start. Score exactly 50 points to win. Points are awarded as per stage one.

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
I/A1	I/B1	I/C1	I/D1	I/E1
II/A1	II/B1	II/C1	II/D1	II/E1
I/M2	I/L2	I/K2	I/J2	I/I2
II/M2	II/L2	II/K2	II/J2	II/I2
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
I/F1	I/G1	I/H1	I/I1	I/J1
II/F1	II/G1	II/H1	II/I1	II/J1
I/G2	I/H2	I/F2	I/E2	I/D2
II/G2	II/H2	II/F2	II/E2	II/D2
Playing Field 11	Playing Field 12	Playing Field 13		
Group K	Group L	Group M		
I/K1	I/L1	I/M1		
II/K1	II/L1	II/M1		
I/C2	I/B2	I/A2		
II/C2	II/B2	II/A2		

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5
Group A	Group B	Group C	Group D	Group E
III/A1	III/B1	III/C1	III/D1	III/E1
IV/A1	IV/B1	IV/C1	IV/D1	IV/E1
III/N2	III/M2	III/L2	III/K2	III/J2
IV/N2	IV/M2	IV/L2	IV/K2	IV/J2
Playing Field 6	Playing Field 7	Playing Field 8	Playing Field 9	Playing Field 10
Group F	Group G	Group H	Group I	Group J
III/F1	III/G1	III/H1	III/I1	III/J1
IV/F1	IV/G1	IV/H1	IV/I1	IV/J1
III/I2	III/H2	III/G2	III/F2	III/E2
IV/I2	IV/H2	IV/G2	IV/F2	IV/E2
Playing Field 11	Playing Field 12	Playing Field 13	Playing Field 14	
Group K	Group L	Group M	Group N	
III/K1	III/L1	III/M1	III/N1	
IV/K1	IV/L1	IV/M1	IV/N1	
III/D2	III/C2	III/B2	III/A2	
IV/D2	IV/C2	IV/B2	IV/A2	

Stage IV ELIMINATION MATCHES continuation, starts about 14.00-

Two(2) wins to qualify (go forward). For (4) named, team members must play at the same time, taking it in turns to throw. Score exactly 50 points to win. The matches will be played as the table below shows. Who starts first will be decided by the toss of a coin (heads or tails). If necessary, the team with the highest score in the match lost will start the third (3rd) game.

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4	Playing Field 5	Playing Field 6	Playing Field 7	Playing Field 8
Match 17	Match 18	Match 19	Match 20	Match 21	Match 22	Match 23	Match 24
1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9

Stage V ELIMINATION MATCHES continuation, starts about 14.30-

Two(2) wins to qualify (go forward). Four (4) named team members must play at the same time, taking it in turns to throw. Score exactly 50 points to win. The matches will be played as the table below shows. Who starts first will be decided by the toss of a coin (heads or tails). If necessary, the team with the highest score in the match lost will start the start the third (3rd) game.

Playing Field 1	Playing Field 2	Playing Field 3	Playing Field 4
Match 25	Match 26	Match 27	Match 28
17-24	18-23	19-22	20-21

Stage VI Semi-finals starts about 15.00-

Three (3) wins to qualify (go forward). The loosing teams go on to play for the bronze medal. Four (4) named, team members must play at the same time, taking it in turns to throw. Score exactly 50 points to win. The matches will be played as the table below shows. Who starts first will be decided by the toss of a coin (heads or tails). If necessary, the team with the highest score in the matches lost will start the fifth (5th) game.

Playing Field 1	Playing Field 2
Match 29	Match 30
25-28	26-27

Stage VII The Finals
THE BRONZE MEDAL. Starts about 16.00-

The Bronze medal will be won by the team winning three(3) matches. Four (4) named, team members must play at the same time, taking it in turns to throw. Score exactly 50 points to win. The matches will be played as the table below shows. Who starts first will be decided by the toss of a coin (heads or tails). If necessary, the team with the team with the highest score in the matches lost will start the fifth (5th) game.

Playing Field 2 (Match 31)
Bronze medal
Match 29/2 – Match 30/2

THE FINAL starts about 17.00-

The Gold medal will be won by the team winning three(3) matches. Four (4) named, team members must play at the same time, taking it in turns to throw. Score exactly 50 points to win, except the possible fifth match score exactly 70 points to win. The matches will be played as the table below shows. Who starts first will be decided by the toss of a coin (heads or tails). If necessary, the team with the team with the highest score in the matches lost will start the fifth (5th) game.

Playing Field 1 (Match 32)
Final Winner of match 29 - Winner of match30

1. Kisapuisto,
The MM Mölky venue

2. Buss station

3. Railway station

