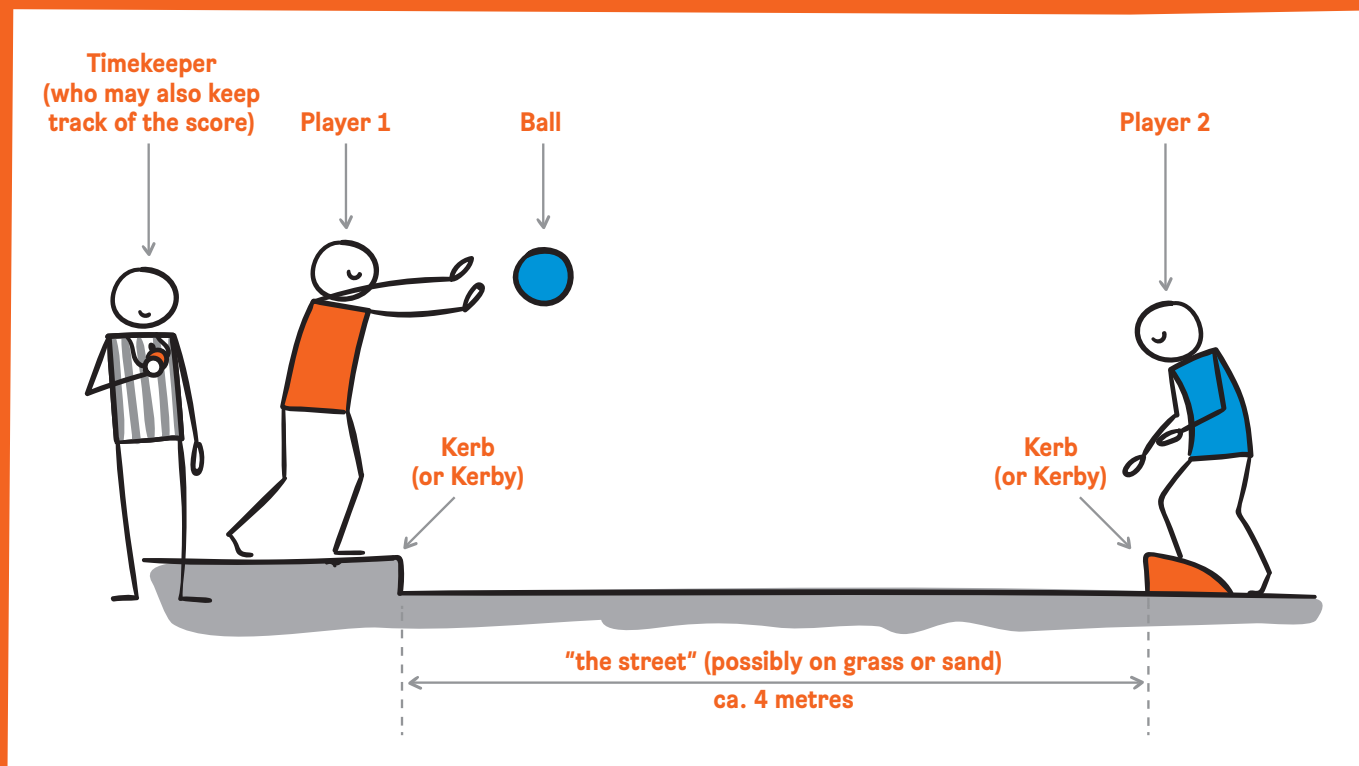


KERBS: THE BASICS



BASICS OF A MATCH

Players try to throw the ball with the aim to hit the opponent's kerb. You score points if you hit the kerb and the ball rolls or bounces back to your half of the street.

The first one to score **15 points**, with a two-point difference, wins the game. There is an **8-minute** time limit. If neither of the players have scored 15 points after 8 minutes, the player with the most points wins.

In order to organise a match you need:

- 1 ball
- 2 kerbs
- 2 participants and a timekeeper (who may also keep the score)

The distance between the kerbs is about 4 metres.

Ideally the game is played on the street with two concrete kerbs, or with the mobile kerb (Kerby). The Kerby makes it also possible to play on grass or sand.

AGE CATEGORIES

The finals of the championships Kerbs 2020 will be played in various age categories:

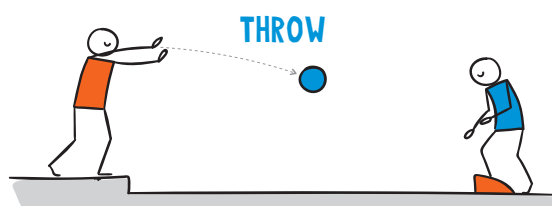
- Category A: age 6 - 10
- Category B: age 11 - 14
- Category C: age 15 - 24
- Category D: age 25 - 66
- Category E: 67+

In the preliminary rounds you can mix the categories. Throughout the matches girls can play boys, women can play men.

Jantje Beton organises the finals of the 2020 National Championships in Arnhem in partnership with Sportbedrijf Arnhem and the Holland Open Air Museum.

THE RULES

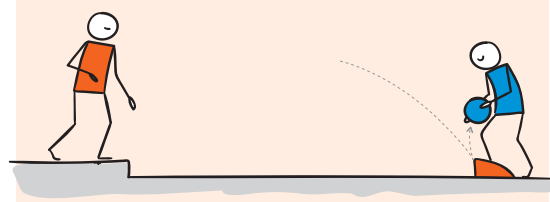
- The player who wins the coin toss starts.
- The player throws the ball from the pavement towards the opposite side of the street with the goal to hit the kerb.
- The players take turns as long as the ball doesn't roll or bounce back to the side of the player who has thrown the ball.
- The opposing player is not allowed in front of his/her kerb. When the throw is clearly a miss, the opponent may catch the ball.
- Once the ball hits the opposing kerb and rolls or bounces back to the thrower's side of the street, the thrower scores 1 point and may throw again from his/her pavement.
- If the ball returns (after hitting the kerb) through the air, the thrower may try to catch the ball (on his or her side of the street or pavement). If he/she succeeds, the thrower scores 2 points and can throw again from the place of the catch.
- A player can throw a maximum of three in a row. The turn then goes to the opponent.



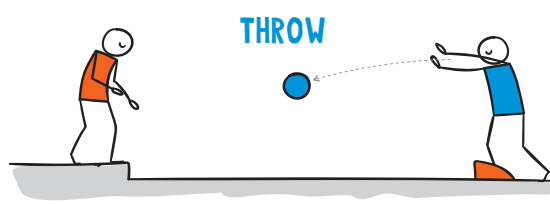
Player 1 throws



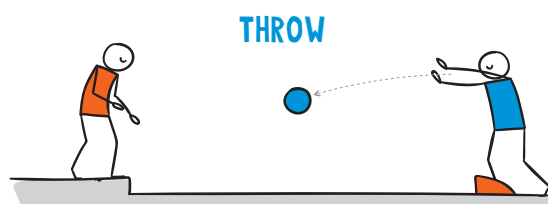
Ball doesn't return to the side of player 1



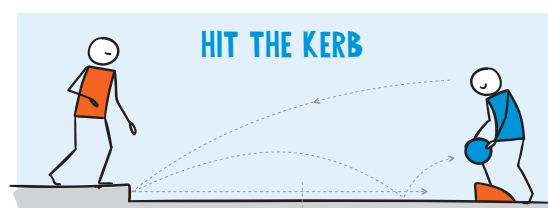
Opponent takes possession of the ball after a missed throw



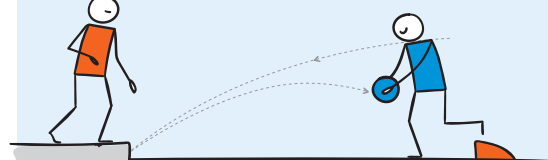
Player 2 throws



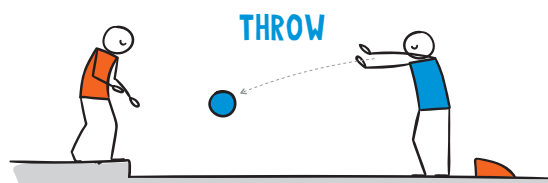
Player 2 throws



Ball rolls or bounces back off the kerb to the thrower's side



Ball returns through the air: player 2 tries to catch the ball

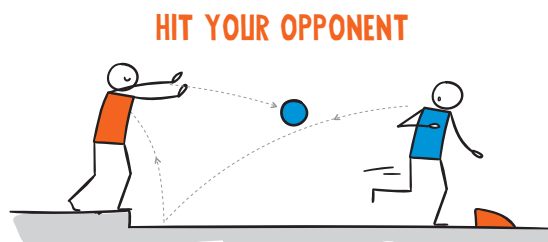


If caught, the ball may be thrown from the place of the catch

HIT YOUR OPPONENT*

A throw from "the street" is not without risk, as the player can then be hit by his opponent. A player who is hit then loses all his/her points!

- If the player doesn't hit the kerb and the opponent retrieves the ball, the player can be hit as long as he/she is still on the street. Throwing on the head is forbidden. A throw on the head counts as a missed throw.
- Each attempt at hitting your opponent with the ball counts as a missed throw (since the kerb is not hit). Hence it's the other player's turn. You also lose your points if you catch the ball when the opponent is trying to hit you. After all, you have been hit.



A player on the street can be hit...

* In the age category 67+, this rule does not apply.

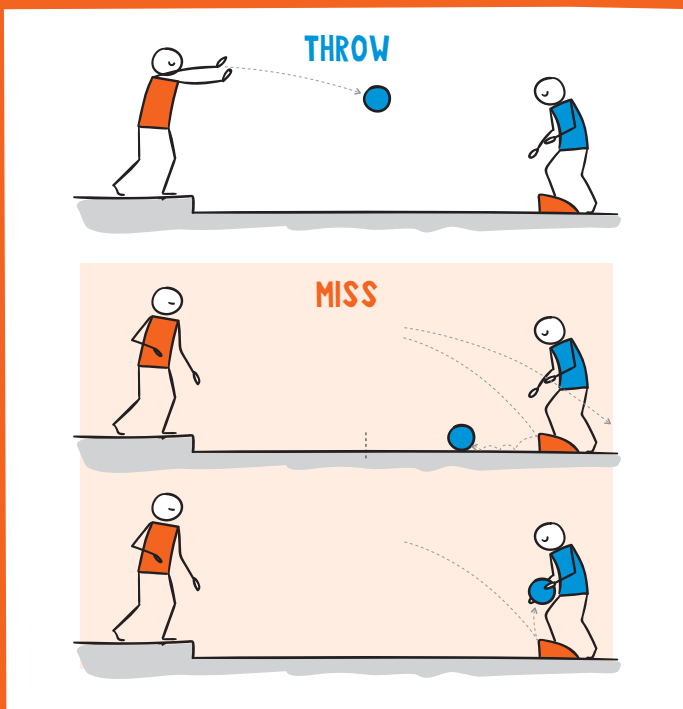


HOW TO COUNT

In this game you can score 0, 1 or 2 points per throw. The players would normally keep track of the score (out loud) themselves. The timekeeper may act as referee if this leads to conflict. Attention: in case of unequal kerbs the players switch sides every 5 points.

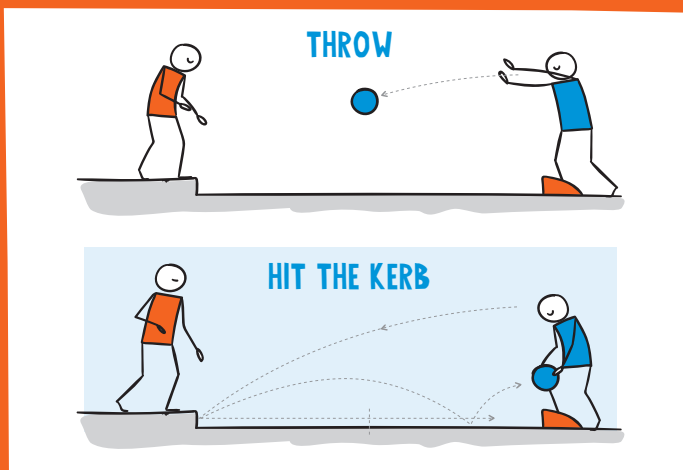
0 POINTS

- The player misses; the ball doesn't hit the kerb on the other side.
- The player hits the kerb, but the ball doesn't return to the player's side. The ball doesn't roll or bounce back far enough or is caught by the opponent, from his/her own pavement.



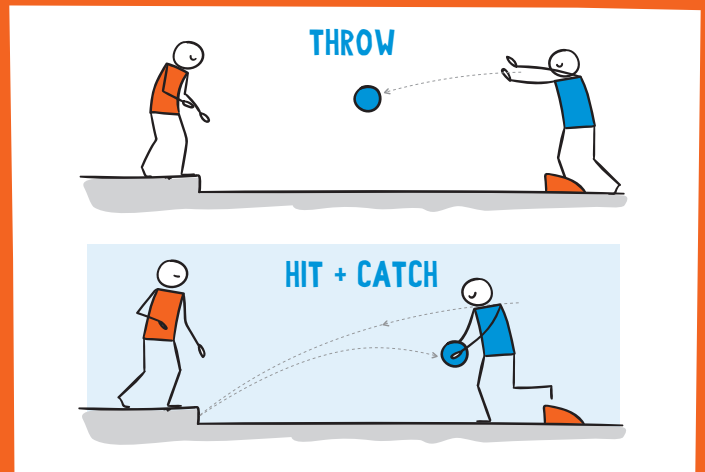
1 POINT

- The ball hits the kerb and the ball rolls/bounces back to the player's side, or the ball returns through the air but is not caught. The ball is then thrown again off the pavement.



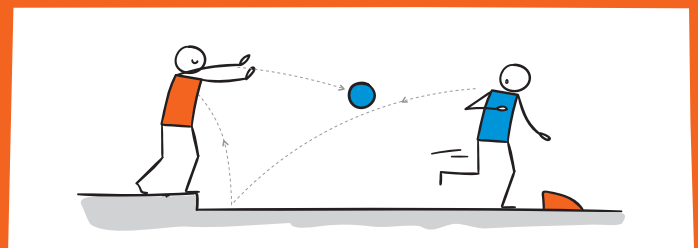
2 POINTS

- The ball hits the kerb, the ball returns through the air and is caught on the player's side of the street or pavement.
- If the player has caught the ball he/she can throw again from the spot where the ball was caught. This may, however, result in being hit and losing all your points.



HIT BY YOUR OPPONENT

- A player that is hit by his opponent's ball loses all his/her points and will return to 0 points.



THE WINNER

The first player to score 15 points with a 2-point difference with his/her opponent, wins. There is an 8-minute time limit. If neither of the players has scored 15 points after 8 minutes, the player with the most points wins.

A DRAW

If both players have an equal number of points after 8 minutes, both players can throw three times. The player who scores most points wins. If it is still a draw both players continue to throw once, until there is a one-point difference.