

Let's play CONKERS!! Worcester, UK

# THE PLAYERS' RULES

THE OFFICIALS

HOW TO PLAY

PLAYERS' RULES

1.

The game will commence with a toss of a coin. The winner of the toss may elect to strike or receive.

2.

A distance of no less than 8 inches or 20cm of lace must be between knuckle and nut.

3.

In turn, each player takes 3 strikes at the opponent's conker.

4.

Each attempted strike must be clearly aimed at the nut, with no deliberate misses.



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**5.**

The game will be decided once one of the conkers is smashed. If any conker remains on the lace, it will be judged play-worthy or not.

**6.**

If both nuts smash at the same time then the match shall be replayed.

**7.**

Any nut being knocked from the lace but not smashing may be re-threaded and the game continued.

**8.**

A player causing a knotting of the laces (a snag) will be noted. 3 snags will lead to disqualification.

**9.**

If a game lasts for more than 5 minutes then the "5 minute rule" will be applied. Each player will take up to 9 further strikes at their opponent's nut, alternating with 3 strikes each. If neither conker has been smashed at the end of the 9 strikes, then the player who strikes the nut the most times during this period will be judged the winner.

