

Rules of Ringer for the Berks County Marbles Tournament 2008



Equipment

Players will need thirteen 5/8" target marbles, a shooter marble no larger than 3/4 " for each player, and a 10' circular, flat playing surface. A smaller playing surface may be used for practice.

The Object of the Game

The object of the game is to knock seven target marbles out of the marble ring, by hitting them with your shooter.

Rules

Players shake hands before each game, showing good sportsmanship.

The target marbles are arranged in the center of the ring in the shape of an 'X', spaced three inches apart.

Players lag to determine who shoots first. Both players stand at the pitch line and shoot, roll or toss their shooter marble to the lag line. The player coming closest to the lag line, without hitting the wood border shoots first.

Do not take your shot until the referee has called your name and is watching you.

Place the marble in your hand by wrapping your pointer finger around it and placing your thumb behind it. Players may kneel at any spot outside the circle. Place your hand on the ground so at least one knuckle is touching the playing surface. Aim your shooter at the target marbles and flick your thumb out.

When you knock a target marble out, and your shooter stays inside of the ring, you may shoot again from the spot where your shooter stopped. Your turn ends when your shooter misses or you don't knock a target marble out. If the player misses the target marbles but the shooter stays inside the ring then their turn is over but their shooter remains where it has stopped. On their next turn they must shoot from where their shooter is if it is inside the ring.

Your shooting hand must not move forward or upwards during your shot. The only part of your hand that moves is your thumb when you flick your shooter into the ring. If you do move your hand on a shot, it is called a "gunch." The penalty for gunching is forfeiting all the marbles knocked out on that shot.

If the shooter marble slips from your hand and rolls less than 10 inches, the player may call "slips". The referee may let player shoot again.

Players cannot receive help or coaching during the game.

Scoring

For each target marble you knock out of the circle you score one point.

Winning the Game

Each game will last nine innings. The winner of the game is the first player to knock out seven marbles or the player who is in the lead at the end of the last inning.



Open hand



Bend thumb inwards.



Bend in last two fingers and place shooter on last digit of pointer finger and resting against the middle finger.



Curl in fingers placing the shooter against the knuckle of the thumb.



Make sure at least one knuckle is on the ground and flick thumb out.