



Game booklet

**FINLAND**

**Be Active – Stay Healthy:**  
Some popular Finnish outdoor and indoor  
games

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**NordPlus 2013 - 2015**

This project has been funded with the support from NordPlus programme



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## 1. Finnish baseball pesäpallo

Finnish baseball or Pesäpallo is considered the national sport for Finland and is very similar to baseball. However, the layout of the field is much different than in baseball. The bases are set up in a rectangle that can vary depending on the size of your backyard. It has no pitcher's mound; players throw the ball straight up into the air and attempt to hit it. The opposing players in the field try to catch the ball. The runner tries to get to the first base before the ball reaches the base. If he cannot, he is out. Players must run to the next base when the ball is hit. Catching the ball doesn't count as an out. Instead, all running players not on bases must return to the home base. This doesn't count as an out. Players are simply removed from the field. After three outs, the teams switch positions, like in baseball. Play up to nine innings.



## 2. Ten Sticks on the board 10 tikkua laudalla

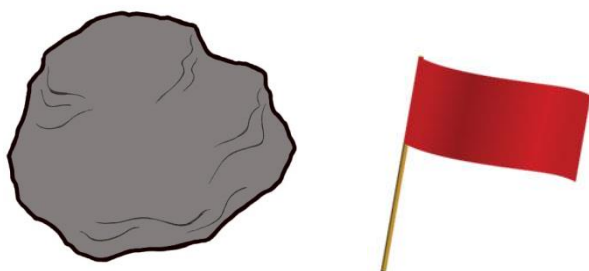
Ten sticks is a simple game that is perfect for younger children. They can play it in any size playground or backyard and it requires just a little set up. Players take a small wooden board and place it on a round stick. They then lay 10 small sticks on top of the board. Players select a "seeker" and a "pounder." The seeker turns his back on the rest of the players. The pounder stomps on the board as hard as possible. This sends all of the sticks flying into the air. The seeker must grab all of the sticks and place them back on the board as quickly as possible. The rest of the players, including the pounder, must hide somewhere before the seeker places all of the sticks on the board. If the seeker catches anybody who isn't hiding, that person is out of the

game. The seeker can't move from his spot but if he can spot a player hiding from his position he can call out her name and position to catch her.



### 3. Tar pit game tervapata

Playing in the area and draw a circle and a circle for everyone's semicircular own place. Middle of the circle drawn on a small circle, tar spades. The players settle in their places, except one, which remains the twister. Thrower starts to rotate in a circle stick in his hand, knocking the way to drive someone to the rear. It, behind which he sticks to drop, take a stick from the ground and starts to run in the opposite direction around the circuit. The players compete to see which one gets there first defeat in default location. Without a place left to continue the twister. Tar in the pot in the middle of the district will, subject to notice the stick and not enough time to leave the place at the time when the thrower has toured round. You will get out the tar pit circle when the next will have to get there, or a pre-determined period of time.



## 4. Stone tag kivhippa

This simple tag game is traditionally played on stones in Finland but players can use any "base" areas. Pick a tagger and have everyone else stand on the stones or the bases. While players are standing on the stones, they are safe from being tagged. The tagger walks along the ground around and in between the stones watching for player movement. Players try to switch spots with each other by changing stones. If the tagger tags a player when he is off the stone, he becomes the next tagger and the tagger gets on the empty stone. Try to find stones that are far enough apart to make leaving the stones a challenge. To give players an impetus to leave their stones, you may want to have flags or other objects available to grab. Gathering a flag can count as a point. Keep track of points to decide on a winner.



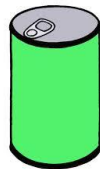
## 5. Earth Robbery maanryöstö

The players draw their own land size shoes to the areas where they stand. One of the players has a small stick, which he throws to someone. This will attempt to throw a kick the stick as far as possible and measure the distance from their own country the stick dance steps in the crash (foot base measurement). Then he adds his own land area, which is the same size as the stick crashed measured the number of steps. If the stick falls into the kicker's territory, he loses his stick in the direction indicated by the length of the region of origin. Playing child falls into the game, when he is no longer fit to stand with both feet on their own land.



## 6. Corner of the house guard Nurkkis

The Outdoor game Nurkkis ( "house corner game") you will need a stick, and the house, around which can pass through. One of the players selected person called nurkkis ( "house corner guard" )and others go behind the house. The players rotate houses and nurkkis ( "house corner guard") try to see one of them. Before nurkkis ( "house corner guard") peek around the corner, he/she must wave three times with a stick, so that others would have time to run around the corner to the next. If you see someone nurkkis ( "house corner guard") player into, this will be the next nurkkis ( "house corner guard") . The players go all the time in the same direction, but nurkkis ( "house corner guard") is aloud to change the direction whenever he/she wants.



## 7. The Jar Purkkis

This is required to play many players. The limits of the game is helpful. One of the players is a seeker. The ball is placed in the middle of the lawn and someone has it (kick) as far as possible. The seeker searching for the ball, and the other will go into hiding. When a searcher has brought the ball to the former place he shouts "jar at home!" and begin to look for other players. Whenever a searcher sees someone, he runs to the ball and yell for example. "Minna in a jar!" (the name of the player) Some players can try to save trapped in such a way that they run the ball over to the seeker unnoticed and kick the ball again. In this case, all the apprehensions of being saved, and the seeker has to start searching from the beginning. When a searcher has found all, first found the following seeker.



## 8. Capture the flag lipunryöstö

The players are divided into two teams. Each team is given a ticket, or other suitable identifier. In addition, each playing child is bound to his team's character (crepe, wool yarn, piece of fiber ...) arm. Playing carried out in a limited area eg. In the woods. I played at the beginning of play director of the amount of each team area in which the flag is set and from which the play can begin. The flag must be in a prominent location. (Another version: The flag is carried.)

Start character after each team tries to rob the other party flag and the opponent's armbands. When someone loses an armband, he gets out of the game. Robbed ticket exported its own flag next. Flag team gets lost trying to rob the flag back. End-of-the teams get together and score are calculated. Robbed the opponent's armband gets one point, robbed the opponent's flag 10 points. (Another version: Game ends when one of the teams gets a second flag looted, and at the same time is declared the winner.)



## 9. Colour väri

One of the players is a color that stands against the wall with her back to others. Others will establish the starting line about 20 feet from the color. Color, for example, says, "He who has the yellow clothes, gets three cocks to move a step forward." Color commands vary all the time and step type can also be varied



(eg. Chick, giant etc.). The first to be able to touch the colors and shout his name, is the next color.

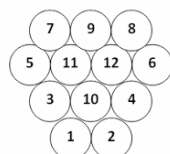


## 10. The last couple out of the oven viimeinen pari uunista ulos

One of the players is chosen as the first catchers. Other settle in a couple of the queue. Adhering to the policyholder settles this couple to the front, back a couple of the queue. After catching up screaming "The last couple of out of the oven," waiting in the last couple of of the players have to leave the queue to run all over the front of the twisted string. They are trying to reach out to each other, so that they can safely return to the queue, now the first pairing. Adhering to the policyholder, in turn, try to get one of the two of them closed, so he gets to his own partner. Odd who will catchers.



## 11. Mölkky game



**Tusk in the order:**

Projectors: Numbered 1-12

Searchlight: Mölkky (wooden thick stick)

Number of Players: 4



### **To start the game:**

Beams forming a dense cluster of four feet from the throwing position..4 meters. The first player to complete "the come out roll."

**Fallen beam:**  
The beam is not included in the Fallen, if it leans a little bit to the second cone or MÖLKKYYN. Throw after the deadwood is erected kaatumapaikalleen.

### **Throw a score of:**

If one beam crashes, so throw a score of = beam number. After several crashes, so throw a score of = the number of felled. NOTE! Also, the opening throw em get points. Rule.

### **Quit the game:**

The game is played in time or point at the borders.

If the team for three consecutive throws will be focal, the team loses.

If a team reaches a plateau forty points, the game ends and the team to win.

If the point limit is exceeded, the team's score falls to ten.

If the game time runs out, played between the round + 1 extra round after which the valid points that count.



## 12. Floor ball

The game area is available physical space.

Bat playing the ball. The opponent's racket printing, binding and lifting is prohibited.

Also the opponent's racket hitting the ball or the pursuit of the rear between the legs is prohibited.

Played with five field players and  
goalie

Paint the front is a semi-circular

paint the area with a radius of 1.5 m. A player may not  
in contact with the target area in any part of their body.

Paint the area is allowed to jump over and finish area is allowed to play with the stick.

If the attacker player applies to the target area  
some part of their body, butt violation  
sentenced to a free ball.

If the defense player applies to the target area  
some part of their body, butt violation  
is the result of a penalty stroke.

The penalty shot will be carried out by hitting the ball the center point directly into the empty net.

The point is created when the ball crosses the goal line completely. Offensive player receives a goal

only bat. The ball can bounce players passed the finish line.

Point approved after the game continues until the

a team that did not make the point, start with a space

center point. Start Driving is not allowed to go straight to the goal.

If the ball is lost the game area, a free space to perform a team that did not play the ball out of the

the playing area.

Foot not control the ball into his own bat trap, not with the players (foot = input).

Intentional touching by hand or on top of the ball in seeking to achieve is prohibited.

The ball is not allowed to play with the stick or leg above the level of the knee.

Tackling, holding, pushing and blocking is prohibited.

Without the bat is not allowed to play. Broken Bat and its components shall be collected from the game.

From gambling is forbidden (= both knees or one hand is on the floor).

Pallollinen player is not allowed to go backwards towards the opponent.

The ball is not allowed to play in the air (= both feet are off the floor).

The winner is the team with the most goals.