

Corona guideline

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1 Two-player game

1.1 Equipment

An example of the Corona table is shown in Appendix 1. The table shall have a wall with a height of 15 to 25 mm. The table shall have straight lines parallel to each wall. The table shall have a center circle, center dot and markings on each wall indicating the middle point of the wall. Every corner shall have a pocket. The table must be as symmetrical as possible.

Corona is played with the pieces found from the guild room. The pieces have to be identical in style, material and mass. Players use their own cues or the ones in the guild room.

Potato starch can be used to lubricate the table. It is prohibited to use other lubricants.

1.2 Setup

Both players put 8 identical pieces next to their walls, so that four pieces are on both sides of the center marker. The pieces have to be put tightly against the wall and each other.

1.3 Goal

The goal is to pot your own pieces before the opponent pots theirs.

1.4 Hitting the molo

Molo is hit with an intent to pot pieces. The molo is placed so that the line can be seen from the molo's hole when it is viewed from directly above. The wall lines intersect near the pockets. Each time a new strike is hit, the molo is placed between these intersections. The molo can be hit from the intersection. The cue has to touch the table for the whole duration of the strike. The strike ends when the cue has hit the molo. The strike can be repeated if the molo moved under one length of a molo. Fingers must be kept off the table surface. The cue shall only touch the striker's wall. After a strike, the molo has to move in the direction of the strike and go towards the opposite side.

1.5 Beginning

The order of striking is determined by lagging (Finnish: teikkaus). The player who gets their molo closer to their wall line gets to choose who starts the game. If the molo hits the smaller pieces, lagging is disqualified and the opponent gets to choose who starts the game.

1.6 Starting and continuing

The designated starter is allowed to strike the pieces with their molo. Every strike is conducted as per Subsection 1.4. If a player pots one or more of their pieces, they shall continue. Opponent's pieces may be potted aswell, so long as own pieces were potted. If a foul happens, the inning ends. Fouls are discussed in detail in Subsection 1.9.

1.7 Ending

The game ends when a player has pot their pieces and the opponent is not able to redeem themselves. Redemption is granted for the player that did not start. If the winning player has made mummos for the other player, one piece is lifted from the pocket and placed by the opponent's wall as is proceeded after potting a molo. The game does not end until the mummos have been removed.

If the starter of the game pots all remaining pieces, including opponent's, the opponent wins. If the player who did not start does the same, the game proceeds into a tiebreaker. If the player who did not start pots one or more of their pieces and the opponent's last piece, the game continues as in a redemption situation. If the person who did not start manages to pot their remaining pieces, the game continues in a tiebreaker.

1.8 Tiebreaker

A tiebreaker situation can not end in a tie. The person who succeeded in redemption shall continue. After a 8 piece game, the tiebreaker is played with 4 pieces. If it ends in a tie, the tiebreaker is played with 2 pieces. If it ends in a tie, the tiebreaker is played with 1 piece. If it ends in a tie, the tiebreaker is played by molo tiebreaker where molos are placed by the walls and small pieces are used to strike the molo. If it ends in a tie, the tiebreaker is played with 1 piece. The pieces count doubles each time until it reaches 8, after which it halves again.

1.9 Fouls

Foul: Molo is potted.

Consequence: The inning ends and one piece is lifted from the pocket and placed by the wall as close to the center marker as possible. If the player has not potted any pieces, the piece is indebted. The debt has no upper limit. Debt has to be paid immediately after potting a piece or else the debt will cease to exist. The player who has the debt is not required to lift the pieces unprompted, but the opponent is required to remark the player that the debt exists.

Foul: A piece (lintu) or a molo (kotka) flies off the table or lands on top of the board's edge.

Consequence: The inning ends and the opponent places the piece or pieces on their long side, inside the center circle. Pieces can be placed on the line, but it must be visible from the hole. Pieces cannot be laid on top of each other.

Foul: The cue hits the table, pieces or a player rocks the table in a way that the pieces move.

Consequence: The opponent chooses if the state of their pieces is returned to the order before the foul. The pieces of the fouler are always put into their original state. If opponent's pieces are potted, the opponent decides if the pieces are lifted from the pocket.

Foul: The player strikes before the pieces have stopped, or the opponent's molo has not been removed from the table.

Consequence: The pieces are returned to their prior state.

Foul: The player removes their molo from the table before it has or the pieces have completely stopped.

Consequence: One of the players pieces is lifted from the pocket and placed by the wall by the center marker.

Foul: The player makes a mummo for their opponent.

Consequence: The mummo has to be removed within three innings or else the mummo is potted. Mummos made for the opponent have to be removed before winning the game is possible.

Foul: Striking the opponent's pieces without striking own pieces.

Consequence: The opponent may return the prior state of the pieces.

Exception: If the player makes a mummo, the piece is not returned to its prior state.

Foul: The molo or a piece breaks

Consequence: A new piece is placed on the center dot. If a molo breaks, then a new molo is introduced. The game proceeds.

Foul: The table breaks.

Consequence: The player who broke the board loses and is obliged to restore the board or purchase a new board. If the breaks due to uncontrollable reasons the game is restarted with a new or restored table.

1.10 Special rules

- A player may skip their turn if all players wish to avoid a tiebreaker.
- If the wall line can be seen from the hole of the player's piece, the player may strike it without using their molo.
- A player shall touch the board only when they are striking. It is prohibited to disturb a striking opponent. During the final games, Corona official may remove disturbing people from the venue.
- A player may demand silence for the duration of their strike. This concerns other players and the audience.
- A piece is not dropped to the table if a piece is stationary but in a vertical position, or if a piece lands on top of another piece.
- If a piece end up on top of the molo, the piece is carefully removed and placed on the table where it would have went if the molo was not there.
- Overhauling the Corona table is worth a pHux point.
- The Corona table is reserved by sounding "pöytävaraus". The loser leaves the table.
- If a fire breaks out the game must be discontinued and the table must be saved at any cost.
- Outbursts of anger shall not be directed towards the Corona table, equipment or opponents.

2 Other Corona variants

2.1 Four-player game

Teams play on the opposite sides of the board. The rules differ only little from the two-player variant.

Exceptions: There are no mummos. If a molo is potted, a piece is lifted from the pocket and placed opposite to the player who is next in turn from that team. A piece shall not be added next to an intact row. Debt pieces are team-specific. The striking order rotates clockwise. If multiple games are played in succession the starting order rotates clockwise. The winner of the lagging chooses the starting team that chooses the starting player.

2.2 Six-player game

Six-player games is played on a Benzene table as seen in Appendix 2. The rules are similar to a four-player game.

2.3 Special games

Kuisma

Two-player game where the players are only allowed to pot two pieces per pocket.

Kuisma with Pauli exclusion principle

A variation of Kuisma, where players have to fill the pockets according to the Pauli exclusion principle. The s orbital is the left pocket opposite to the player. The p-orbitals are the three other pockets which are filled clockwise.

Vanhainkoti

Two-player game where all of the pieces start as mummos. If pieces need to be lifted they are placed as mummos.

Forbidden sector

Six-player game where it is forbidden to pot pieces from the opposite sextile. If a piece is potted from the sextile, the piece is placed by the wall by the center marker. A piece is able to be in multiple sectors if it is on the border of two or more sectors.

3 Tournaments

3.1 Tournaments

Corona cup is held every autumn and its final is played on the day of Unelma, second of December if the day is suitable, the guilds government doesn't oppose it and if the building is accessible. If playing on that day is impossible, the final is played the nearest possible day. The tournament is held by the Corona official.

The Doubles cup is held every spring and its final is played on the 31st of March, if the day is suitable. If playing on that day is impossible, the final is played the nearest possible day. The tournament is held by the Corona official.

The Senior cup is played whenever the guild's age is divisible by five. The guild's government chooses a suitable date from the annual ball week for the cup. The Corona responsible invites old winners of the Corona cup and other Corona actives such as old Corona officials to compete. The tournament is held by the Corona official.

3.2 General

- All Chemistry guild members are allowed to participate.
- Players sign up individually to Corona cup. Teams sign up in pairs to Doubles cup.
- All games are played with a best-of-three format. Except for the final which is played with as best-of-five.

3.3 Organizing

- The Corona official is responsible for organizing the cups.
- After the registration period has ended the groups are drawn at random. The deadline for the core games is given immediately after the raffle.
- Corona cup games and Doubles cup matches are prioritized over non-cup games.
- After each frame the players switch sides or rotate clockwise depending on the number of players.
- After the core games have been played, points are counted and participants are notified about semi-finalists.
- Lubricating the table in the final games requires the consent from all players.

3.4 Points

The following rules determine the rank order.

1. The party with the greatest amount of matches won has the higher rank. If there is a tie, continue down the list.
2. The party with the greatest amount of frames won has the higher rank. If there is a tie, continue down the list.
3. The result of a prior game between the parties breaks the tie. If there is no such game, continue down the list.
4. The party with the greatest amount of basic strikes has the higher rank.
5. Raffle

Appendix 1

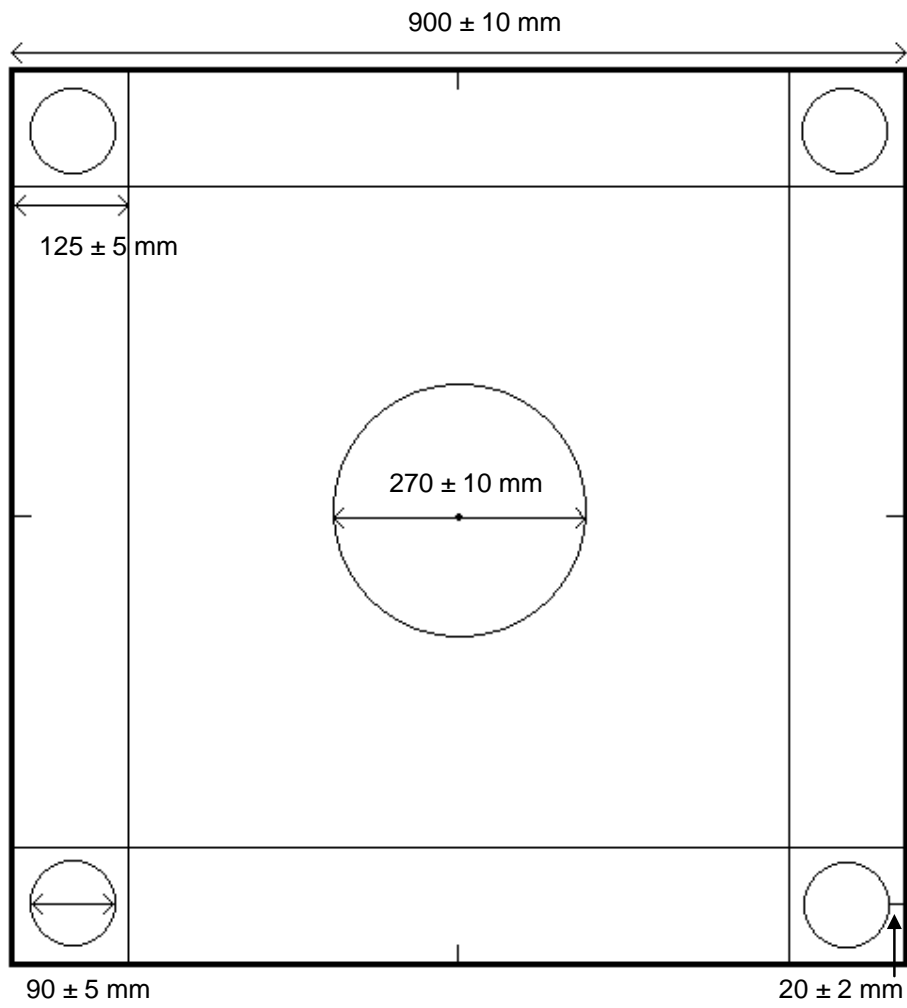


Figure 1. Dimensions of a Corona table.

Appendix 2

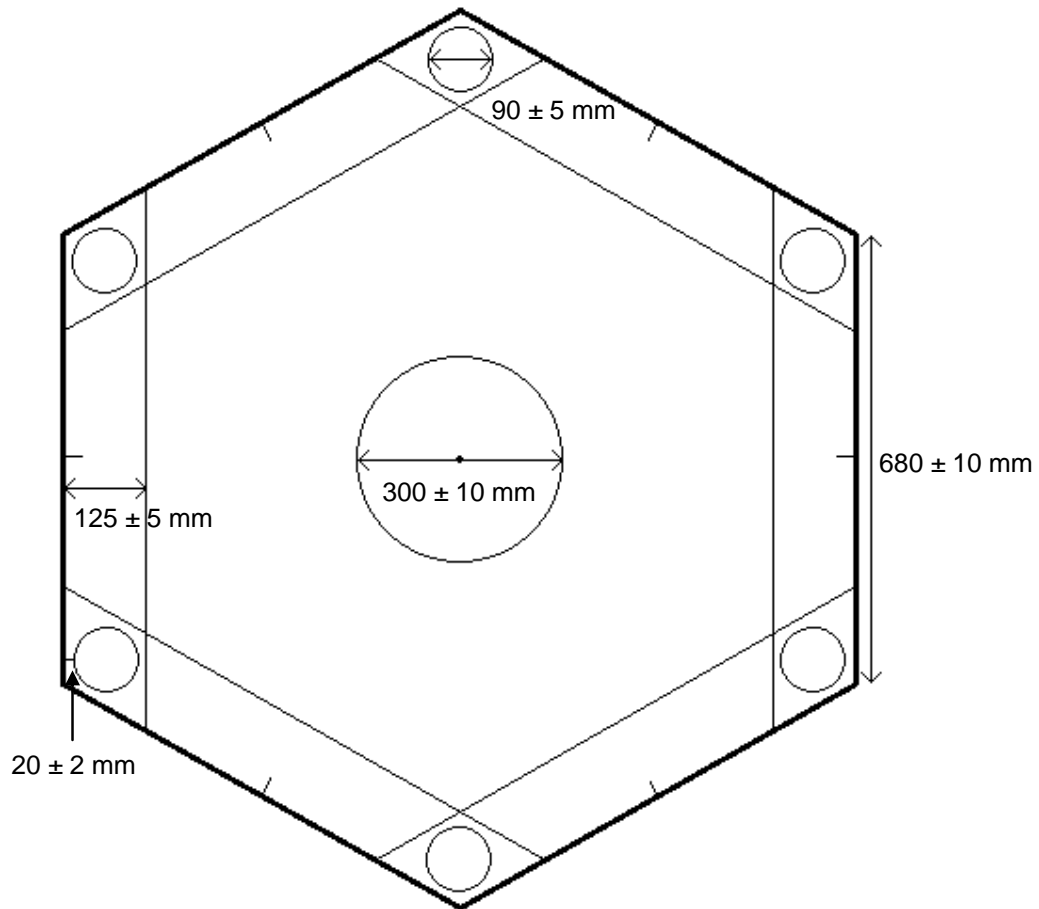


Figure 1. Dimensions of a Benzene table.