

Rules BEER-PONG.CZ



1. Game set

- Original Beer-pong.cz table – 240x60x70
- Special plastic cups 2 x 10 cups or 2 x 6 cups + 2 cups for water
- 2 ping pong balls (diameter 30 or 40 mm)
- 4 beers (0,5 l) (or 2x0,5 l of beer and 2x0,5l of water)
- Water
- 4 players

2. Introduction to the game

Time for one match is set on 20 minutes.

Two teams of two players stand opposite each other across the table. Each team has 6 or 10 cups in front of them (it depends on how many cups the tournament is playing for at the moment). Each team divides two beers into their cups (it means 0,1 litre in every cup).

The second possibility, which is played in every European country, is to play with 10 cups. 6 cups are filled with beer and 4 are filled with water (the back line). **Nobody is obliged** to drink cups with beer.

It is up to everybody which possibility he will choose on the Beer pong Czech League tournament.

We put water in two remaining cups for rinsing the balls before each throw/shoot. Cups are distributed to the triangle formation on each side of the table (see 4). Players play rock, paper, scissors and the winning team will receive one ball and start the game with one shot. Subsequently the second team gets to shoot and each player has one ball.

Players take turns attempting to shoot ping pong balls into the opponent's cups. If the first player lands a ball in a cup and the second player misses, the other team is playing. When both of players land the balls into cups, they play again (it means double) with one ball! It doesn't matter which player plays. Cups that have been hit (they have a ball inside) have to be drunk by the second team. The game cannot continue before the empty cup is removed from the table, only then they can shoot.

3. What a player can or cannot do

Players are always standing behind their side of the table, from where they throw/shoot. They don't put their hands above their cups. They don't go around the lateral sides of the table or to the side of their opponents. They cannot move with the table or cups and they don't blow against the flying ball. The opponent can distract players anyhow, but of course moderately.

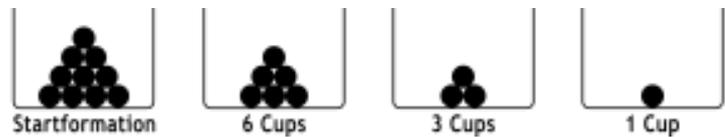
If you knock down your own cups without your opponent noticing it and you put them back, than nothing happens. Otherwise they are taken as hit.

If your opponent would delay his throw and by this action also the game, you can ask the referee and he may decide to introduce co-called shot lock. The referee will hold the clock on 30 seconds for the player to throw the ball, the referee will warn the player 10 seconds before the end of this limit. If the throw will not be performed in this limit, the shot is taken as missed.

The absence of the opponent. If one player is not present during the tournament, the game will continue without him. The weakened team has only one ball to play and the games will continue until his return. In case that he doesn't come back, his team loses by default with score 5:10 and doesn't continue in the tournament.

4. Formation of cups

You put away the cup, to which fell the ball. The formation of the cups must be changed (according to the picture) in case of following number of cups – 6, 3 and 1.



The formation must be always in the middle of the table. If there is only one last cup, it has to be on the edge and in the middle of the table.

The change of the formation should be performed on the request of throwing player. If you don't like the distribution of the cups, point it out to your opponent! He must straighten his cups according to the rules – it means cups according to the picture closely next to each other and without their borders extending beyond.

Cups should be removed instantly after their hit; this applies also in case of no need to change their formation. It is a responsibility of team on turn to wait until the opponent removes his cup. If the player throws/shoots when the opponent is removing the cup or changing the formation, this throw/shot is taken as missed. If the player hits the cup which is already removed from the game, it is also taken as missed.

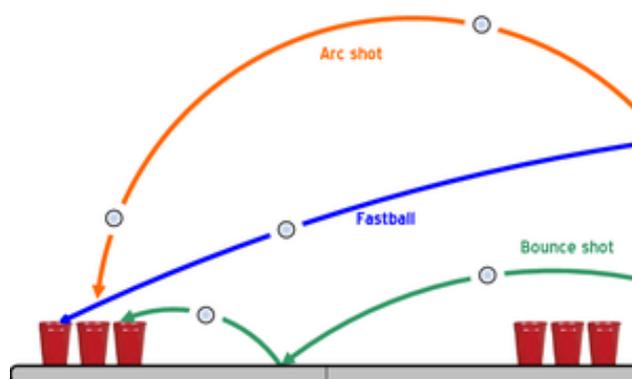
5. Possible throws/shots

a. arc shot – the throw mustn't be blocked! You can stop the ball from landing in a cup just in case that it bounces from the table. It means that you don't have to let the ball jumping on cups.

b. fastball – see "arc shot"

c. bounce shot – They say, that this throw is easier. But if the ball touches the table, the opponent is allowed to knock it out. When you land the ball in a cup, your opponent has to drink 2 cups (attention, it is not a double!). If the player spills his own cup(s) while blocking a throw, it is counted as a cup(s) hit (eliminated).

- You are not allowed to block the ball in any way, even if it bounces on the table. The ball can be blocked only after the contact with a cup. But not if the ball is already in the cup. If you hit the cup with any throw, your opponent puts away only one cup.



6. Possibility of additional throw/shot

Players take turns also in drinking of their cups. The game continues until one team has no cup.

In case you have additional throw/shot on one cup:

The losing team has a possibility to throw/shoot one additional ball.

If his opponent has one cup to hit, you hit either by one or two balls, it depends on what throw/shot the opponent hit the last cup and closed the game.

In case of successful additional throw, the game ends in tie.

If the tie decides about the continuation of a team in the tournament, the decisive match is played. This time it is played with 3 cups on each side. The team which got the hit by the additional throw/shot starts the game.

In case you have additional throw/shot on two and more cups:

The losing team has a possibility to throw/shoot one additional ball.

If the opponent has two or more cups, the losing team gets an "unlimited ball". Players have one shot and if they hit the cup, they have another try. But if they miss the cup, the game ends immediately. **Players must take turns in throwing; it is not possible for one player to throw all the time.** The exception is possible only in case, when the additional throw/shot is for three cups. In this situation, players must take turns on first two tries and the last one can be performed by any player.

In case of successful additional throw, the game ends in tie.

If the tie decides about the continuation of a team in the tournament, the decisive match is played. This time it is played with 3 cups on each side. The team which got the hit by the additional throw/shot starts the game.

7. Complementary information

- You are obliged to rinse a ball before every throw (even if it doesn't fall on the ground)
- In case of incorrectly blocked ball you are obliged to drink one of your cups
- When the ball bounces to the cup from the opponent or if he knocks it down to cup, it counts as a ball landed in a cup
- When a cup is knocked down by a strong throw/shot and it is obvious that the ball is in (it is rotating in the cup), the throw is valid and you take away the cup. If the ball wasn't inside the cup and it just hit the edge of the cup and knocked it down, you replace it and throw/shot isn't repeated.
- If a ball falls out of your hand and it falls on your half of the table/ into your cup/ on the ground you play again. But if the ball falls out of your hand and it runs across the half of the table, it is a missed throw.
- If you throw a ball and it bounces from the audience or anyone else except for the opponent, the throw is repeated.

8. Scoring system on the Beer pong Czech League

1 one is played for 20 minutes.

During the tournament, it is played either on the absolute winner, or first, second and third place

Scoring in the basic group

- Victory 3 points, score 10:x
- Time out victory 2 points, with actual score
- Time out tie 1 point, with actual score
- Victory by default 3 points, score 10:5

All points are counted, no matter what number of teams is in the group (3, 5 or another number). Who will continue from the first place to Playoff will get 3 points to the Czech League. 2 points are for the second and 1 point for the third place.

Scoring in the Playoff

- Every victory in Playoff and by that continuing in the tournament + 3 points
- Victory and continuing into the semi-finals + 6 points
- Continuing into the finals + 10 points
- Game for 3rd and 4th place + 3 points
- 1st place + 9 points
- 2nd place 1 6 points
- 3rd place 1 3 points

Example: You have won the basic group with 5 teams, with 4 victories – 12 points. You continue to the Playoff from the first place and you get 3 points to the Czech League. In the playoff are together 16 teams. If you win first game, you continue to the 8 final and you get another 3 points etc. (see above)