



Official Rules – 2014 Games

10 Events: Beer Pong, Connect 4, Darts, Flip Cup, Foosball, Mystery Event, Ping Pong, Pop-a-Shot, Shuffleboard, Trivia

Points awarded as follows:

- 1) 5 points for 1st place in each game
- 2) 3 points for 2nd place in each game
- 3) 1 point for 3rd place in each game (in the event where 2 teams advance to a championship round, 3rd & 4th place teams will both be awarded 1 point each).
- 4) Each event is worth the same amount of points.
- 5) In the event of a tie, 1 game of Rock, Paper, Scissors will be played (shoot on 3, first player to throw a winning hand wins)
- 6) Awards will be given to overall 1st, 2nd, & 3rd place companies.

Game 1: Beer Pong (Beirut) – Doubles/2 players per company (must be at least 21 to play) - once a team has started playing, alternates may not be substituted (If one player cannot play, your company forfeits for this game, opposing team automatically wins). Game table – standard [8' Beer Pong Table](#) (single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) 10 cups per team (1 water cup on each side) – standard solo cups
- 3) Starting formation is a “tight triangle” formation (rims touching), pointing towards the opposing side. 4-3-2-1 is the standard (back to front). Each team must take pride in their rack.
- 4) 3 beers used per game, distributed evenly.
- 5) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who starts first.
- 6) When a shot is made one player of the team must drink the beer in the cup that was made before their next turn.
- 7) Conversation – if there are cups left on the table when the game is over, the winning team can elect to conserve the beer or force the opposing team to drink the rest of the beers that were on the winning team’s side.

GAME PLAY:

- 1) Rollbacks

- a. If players from both teams sink balls in the same cup, then the balls will return back to the shooting team & shooting team gets to select the 2nd cup to drink.
 - b. Balls will also go back if each player of the shooting team make different cups.
- 2) "Miracles" – If a shot happens to land and stay on top of the cups that shot will count as a miss.
- 3) Leaning will be permitted, with the following considerations:
 - a. A player may not place a hand/foot/leg, etc. on the table in order to gain additional reach and/or leverage. A player's hand may touch the table after a shot is released.
 - b. Players may not edge themselves around the table when they throw.
 - c. Under no circumstances may a player shoot with any part of his or her body on the table.
 - d. Players must not move cups out of position in order to gain a leaning advantage. If the cups move as a result of contact with the body while shooting, the cups must be returned to their original spot before the opposing team shoots. Any cup knocked over as a result of excessive leaning will count as a hit shot.
 - e. Player must have 2 feet on the ground while shooting.
- 4) Distractions & trash talking are permitted and encouraged with the following restrictions (subject to a one cup penalty)
 - a. Players may not cross the plane of play (the imaginary plane which runs vertically and separates you from your cups) with any part of their bodies, clogging, or other objects, while the other team is shooting. To avoid violating this rule, just stand back a few feet from your cups.
 - b. Players may not approach the opposing team in an unsportsmanlike manner. This includes running alongside the table to talk trash in an opposing players face. In general, players should never be on the side of the table (picking up a dropped ball is the only exception).
 - c. Players may not fan, blow, or otherwise intentionally create an air current surrounding the cups in play.
 - d. Players and spectators may not visually block cups from opposing players. This includes the use of lighting mechanisms to interfere with vision. As an example, no player may shine a laser pointer in their opponent's eyes.
 - e. Spectators are permitted to aid in distractions, but may not be inside the playing area at any time. In addition, in the event that players are positioned close to the outer edges of a playing area, spectators are prohibited from unreasonably interfering with a player's ability to shoot. Specifically, no spectator is allowed to scream directly in to the ears of players at closer range, or attempt to block a player's view of the cups.
 - f. Distractions should be jovial, and should not violate any local, state or federal laws.
- 5) Cup Interference
 - a. In the event that a player knocks over his or her own cups, those cups are to be counted as though sunk and removed from the table. They are not to be refilled or replaced. With the use of BPONG racks, if the entire rack is knocked off of the table, all of the cups are counted as hit, unless this occurred during reformation, in which case, the cups are replaced.
 - b. In the event that cups are knocked over by any non-player, those cups are not counted as sunk, and as to be refilled and replaced in their appropriate positions on the table.
 - c. In the even that cups drift or are otherwise moved out of formation, those cups may be replaced in their appropriate positions upon request from the opposing team.

- d. Drifters: In the event that a cup drifts out of its position *while* a ball is in mid-flight in attempting to sink those cups, the shot is to be counted as a miss, unless it is absolutely clear that the movement of the cup was caused by the defending team (i.e. the defending team makes contact with the table). Once a ball has touched a cup, the defending team can cause the cups to move without penalty, but if they do knock cups over, the cup will be removed from the game.
- e. Cup Adjustment: Cups may NOT be moved or adjusted while the ball is being released, or while the ball is in mid-flight. Doing so incurs a 1-cup penalty.
- f. In the event that a ball enters a cup causing the cup to move, the defending team may not stabilize the cup. To clarify, if it appears that a cup is going to fall over, the defending team must allow this to happen.

6) Interference During Reformation

- a. Players are not allowed to shoot until the opposing team is clearly finished reforming. In the event that the thrower shoots before this:
 - i. A cup made does not count and the opposing team receives possession of the ball.
 - ii. A missed shot is counted as a miss and the opposing team receives possession of the ball.

7) Table Interference & Bouncing

- a. Players may not make contact with the table while their opponents are shooting.
- b. Bouncing is permitted and will count as two cups. The shooting team gets to decide the second cup that is removed (the first cup will be the one where the ball was scored)
- c. In the event of a bounce, the defending team may knock the ball away.
- d. Touching – the ball may not be blown, fingered, or otherwise interfered with once it has been sunk.
- e. In the event that a player who has possession of the ball drops that ball into their own cups either accidentally or intentionally, no penalty is taken.
- f. In the event of player interference prior to the ball making contact with a cup, a one-cup penalty will be imposed for the interference. The thrower who had his or her shot interfered with may choose the cup to be removed.
- g. In the event of interference on the part of non-players, such as spectators or officials, the shot is replayed.

8) Re-racks

- a. Re-racks may be at 6 and 3 cups left on your side only.
- b. Re-racks must be requested by the opposing team, you do not automatically re-rack for your opponent (a.k.a. – pay attention)
- c. You may not request re-rack in the middle of a turn.
- d. 6 cup re-racks must be in regulation triangle formation.
- e. 3 cup re-rack may be a triangle, side triangle or line. No reverse triangles.

9) End of Game

- a. If your last cup is sunk by the opposing team, DO NOT PULL THE CUP. The 2nd player has the chance to hit the cup. If they do, no rebuttal, GAME OVER.

- b. If there are 2 cups left on the opposing side, 1 player hits a cup, the 2nd player hits the other cup, GAME OVER. No rebuttal.
- c. Redemption (a.k.a. Rebuttal) & Overtime
 - i. As soon as the last cup is hit, the opposing team has the opportunity to try and bring the game into Overtime.
 - ii. If there are two or more cups remaining, unlimited 1-ball redemption is given. Either player may take the first shot. That player keeps getting rollbacks until they miss. The next player can then do the same. As soon as a miss occurs, the player's round is over. Once your second player misses, game is over.
 - iii. If all rebuttal cups are made, game goes into overtime.

10) Overtime

- a. 3 cup regulation triangle formation – Winning team selects which team starts (rebuttal team does not have a choice in this)
- b. Same redemption and rollback rules apply during overtime as apply pre-overtime.
- c. No Rebuttal Rules
 - i. If the same cup is hit during the same turn (before or after it has been removed to drink), GAME OVER (no rebuttal)
 - ii. Bring it back on last two cups – two last cups are hit in the same turn, GAME OVER (no rebuttal)

Game 2: Connect 4 – Singles/1 player per company - once a player has started to play, alternate cannot be substituted (if a player cannot continue, that company forfeits for that game, opposing team automatically wins). Game – Giant Connect 4 set (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.

Game Play: Know How the Game Works:

The object of the game is to get four of your color checkers vertically, horizontally, or diagonally. In order to officially declare victory, the player must recognize that they got four in a row and say so. By strategizing, a player may try to figure out what their opponent is thinking and then attempt to block their win by dropping a checker in a corresponding slot.

- 1) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who starts first and what color checkers to play with.
- 2) Whoever connects four first wins.
- 3) In the event of a tie, the game will be repeated with no victor
- 4) Games will be best 2 out of 3.
- 5) The player who goes first will alternate during the series of games.

Game 3: Darts – Singles/1 player per company - once a player has started to play, alternate cannot be substituted (If a player cannot continue, that company forfeits for that game, opposing team automatically wins). You are allowed to bring your own darts. Game – Standard cork dart board (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.

Game Play: Cricket

- 1) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who starts first.
- 2) At the beginning, the team is required to unlock the numbers 15, 16, 17, 18, 19, 20 & bull's eye (you do not have to closer out numbers in consecutive order). In order to open up a number, a dart player should be able to score three of a certain number in any singles, doubles and triples combination. After opening a certain number, each succeeding score or count on that certain number adds up the total score for the number or team.
- 3) The opposite team cannot gain a score on that certain number but can make an effort to lock if by getting a score of three on that certain number.
- 4) In order to open or close the bull's eye or target, the inner is calculated as double and then the outer is calculated as a "single bull". When all the numbers are closed or locked the game concludes.
- 5) If the shot misses the board, or bounces off, the shot will not be repeated and no points will be scored.

Game 4: Flip Cup - 6 players per team (1 team per company) – 2 girls must be on each team. Must be at least 21 to play. Once a player has started to play, alternate cannot be substituted (If a player cannot continue, that company forfeits for that game, opposing team automatically wins). Games are played on a standard 6' white folding table. (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.

Game Play:

- 1) Matches will be single game until Semi-finals, which will be best 2 of 3. Finals will be best 2 of 3.
- 2) Each team member has a solo cup, 1/3 full of beer in front of them at the beginning of each round (if you have a player that cannot drink beer due to health issues, cranberry juice will be substituted, health issues are allergies or pregnancy).
- 3) Start of game play – to begin a round, the starters (one end of the table will be declared to start) will toast at midpoint of the table, tap the table with their cups, drink and proceed to place the up on the edge of the table (on its base/right side up). A successful flip lands on the mouth of the cup (upside down), with no assistance.
- 4) Two hands may be used in balancing the up, but only one hand may be used to flip the cup.
- 5) Once the starter is done, the next player in line (on the same team) may lift his/her cup from the table (not until the player before you is done may you pick up your cup), drink and repeat the process (only starters toast & tap). This continues down the line until all players have gone and successfully flipped their cup.
- 6) The first team to complete all its cups in turn wins the game.

General Mishaps:

- 1) Hands – this happens after a cup has been flipped but before its landing outcome is determined. If the flipping player touches the cup after it is flipped, but before it lands, (regardless of whether it was

going to settle) they should count the flip as unsuccessful and re-flip. To avoid confusion, the cup must be completely settled... not spinning or leaning.

- 2) Lifting too soon – A player has flipped a cup and it looks as if it will land, thus the next person begins to go (usually drinks and begins to flip) only to realize the last person's flip was unsuccessful. The first player should continue to flip until the cup lands properly. The second person should return his/her cup to the table (as if they had never gone) while awaiting the previous player to complete the flip (no refill needed).
- 3) Spilling during the lift is not allowed – a player cannot intentionally spill their cup. They must drink the entire cup before they flip. If they spill on purpose, the referee has the ability to mark the spilling team as the loser for that round, or make them redo the round with a 2 second disadvantage.
- 4) Cup dropped on the floor – this usually happens during a fumbled lift or while switching hands to set the cup. If the cup falls to where it can be recovered easily, pick it up, flip and then get a new cup after the round. If the cup disappears into the “black hole”, simply grab any empty cup on the table and flip it (get a new cup after the game is over).
- 5) Set hand as a bridge – while there are many accepted flipping styles (the 2 hand style is most common), the balance (non-flipping) hand should not be used as a bridge/guide to facilitate the cup's path for an easy-over flip. Generally one should never see the palm of the set hand or should the cup touch the set hand after the flip. If this occurs, the cup should be re-flipped. Ask a referee for clarification.
- 6) Throwing, blowing or bumping – if you do any of this to the opposing team (or your spectators do this to the opposing team), the opposing team will automatically win that match. Practice good sportsmanship.
- 7) Backboard – no player use items on the table as a backstop to assist with the flip. Referee will make sure tables are clear before each round.

Ties:

In the case of a close game, the final cup will determine the outcome. Whichever team's cup settles completely first (no wobble) wins the game. If a true tie occurs (or as a result of a mishap), simply replay the game (same starters).

Game 5: Foosball – Doubles/2 players (1 team per company) Once a team has started playing, alternates may not be substituted (If one player cannot play, your company forfeits for this game, opposing team automatically wins). Game table – Tornado style table. (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Good sportsmanship is to be practiced by you AND your fans, if fans poke at or throw things at the opposing team, the referee has the right to award points OR the game to the opposing team.

Game Play:

- 1) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who serves first.
- 2) The match officially starts once the ball has been put into play.

- 3) The serve – a serve through the serving hole is used to put the ball into play at the start of the match, after a point is scored, or after a ball leaves the table. The server may attempt to influence the roll of the ball, but may not allow any part of either hand to be in the play area once the ball hits the playfield.
- 4) The play area shall be defined as the area above the playing surface to the height of the side boards of the cabinet.
- 5) Prior to serving the ball, the server may place either hand in the play area in order to position the ball. However, no part of either hand may be in the play area at the moment the ball is released into play.
- 6) If the ball hits the playfield while any part of the server's hand is in the playing area, the serve shall be considered illegal. This includes any finger used to push the ball through the serving hole.
- 7) The ball may not be struck by either team following a serve until it has touched the playfield, at which the ball is considered to be "in play".
- 8) Spinning the ball shall be allowed in order to influence the serve, however, no point shall be scored by the serving team unless the ball is struck by one of the serving team's figures.
- 9) The server must not serve the ball until he has the assurance that the opposing team is ready for play to begin. The server can signify that play is about to begin by tapping the ball on the side of the table.
 - a. If the server has tapped the ball, and the opposing team is holding their handles, the opposing team shall be deemed to be ready for play (unless they have specifically stated before the ball hits the playing surface that they are not ready).
- 10) On the first violation of any part of this rule, the ball shall be re-served by the original server. Subsequent violations, however, shall result in the ball being put into play by a server of the opposing team.
 - a. If the ball is incorrectly served, but the server has not violated any part of these rules, the ball is considered in play. In particular, the player may not reach into the play area to re-serve the ball.
- 11) Subsequent serves – following the first serve of a match, subsequent serves shall be made by the team last scored upon. First serves in subsequent games of a multi-game match shall be made by the team which lost the preceding game.
- 12) Matches are best of 3.
- 13) If the ball is served by the wrong team, and the violation is discovered before the ball is scored, play shall be stopped and the ball shall be re-served by the proper team. Once the ball is scored, no protests shall be allowed, and play shall continue as if no infraction had been committed.
- 14) If a team receives the serve because the opposing team is being penalized for a rules infraction, and if, after the ball is served, it goes dead or leaves the table and must be re-served, it shall be re-served by the team who originally served it prior to the infraction.

Ball in Play:

Once a ball is put into play by the server, it shall remain in play until the ball is hit off the table, is declared a dead ball, time out is called or a point is scored.

Ball off the Table:

If the ball should leave the playing area (aka out of the table), the ball shall be put back in play with a serve by the team which originally served that ball.

Dead Ball:

A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.

- 1) If the ball is declared dead between the goal and two-man rods, it shall be put back into play by placing the ball in the corner nearest the spot of the dead ball and releasing it into play from rest.
 - a. The goalie must have the assurance that the opposing team is ready for play to continue before putting the ball back into play in this manner. Furthermore, the goalie must then move the ball from one player figure to another one and then stop the ball for a full second before the motion of a shot or pass may begin.
- 2) If the ball is declared dead anywhere between the two-man rods, it shall be put back into play with a serve by the team that originally served the ball.
- 3) A ball that is spinning in place is not considered a dead ball.
- 4) A ball that is intentionally made dead in order to advance the ball shall be given to the opposing team for a re-serve (example: the two-man placing the ball just out of reach in order to re-serve the ball).
- 5) The penalty for illegally putting the ball back into play is the opponent's choice of either continuing play from the current position or re-serving the ball. This includes the cases where a player either loses the ball or scores on himself before the ball has been put back into play.

Other Rules:

- 1) Each match will be the best of 3 games.
- 2) Championship game will be best of 5 games.

Game 6: Mystery Event – 5 player event (1 player MUST be your company CEO). NO ALTERNATES ACCEPTED for this game.

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Please choose your best all-around players for this game.
- 3) Your CEO must participate in this game.
- 4) Players must be able to hear.
- 5) Players must have use of both hands.
- 6) No other information will be given out regarding this game.

Game 7: Ping Pong - Singles/1 player per company - once a player has started to play, alternate cannot be substituted (If a player cannot continue, that company forfeits for that game, opposing team automatically wins). You are allowed to bring your own darts. Game Table – Standard ping pong table (3* ping pong balls). (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Good sportsmanship is to be practiced by you AND your fans, if fans poke at or throw things at the opposing team, the referee has the right to award points OR the game to the opposing team.
- 3) Players are encouraged to bring their own paddle.

Game Play:

- 1) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who serves first.
- 2) Service shall start with the ball resting freely on the open palm of the server's stationary free hand. The server shall then project the ball near vertically upwards, without imparting spin, so that it rises at least 16cm after leaving the palm of the free hand and then falls without touching anything before being struck.
- 3) As the ball is falling the server shall strike it so that it touches first his court and then, after passing over or around the net assembly, touches directly the receiver's court.
- 4) The player who serves at the beginning of the game is the receiver at the beginning of the next game.
- 5) From the start of service until it is struck, the ball shall be above the level of the playing surface and behind the server's end line, and it shall not be hidden from the receiver by any part of the body or clothing of the server.
- 6) Serves:
 - a. Serves rotate every 2 points
 - b. If the serving player hits the net (and the ball goes back to the servers side or hits the net and it goes over the table) or goes over the net and does not touch the table the server losses the point.
 - c. If a player serves a net ball (a 'let serve'), the point is replayed. There are no limits to the number of let serves a player may serve.
 - d. Make sure your hand is higher than the table surface and behind your end line.
 - e. The server can serve anywhere: short, long, straight, or cross-court.

Scoring:

- 1) Each match will be best of 3 games
- 2) Each game will be to 11 and games must be won by 2 points (if not won by 2 points, game can go past 11 until someone wins by 2)
- 3) If you volley the ball while it is still above the table surface, you lose the point.
- 4) If you move the table, or touch it with your free hand, during the rally, you lose the point.
- 5) If you or your clothing touches the net or post during the rally you lose the point.
- 6) If you hit the ball twice in succession you lose the point
- 7) If your shot hits a wall, the ceiling, or misses the opponent's side of the table, you lose the point.

Championship Game:

- 1) Best of 5 game series.

Game 8: Pop-a-Shot - Singles/1 player per company - once a player has started to play, alternate cannot be substituted (If a player cannot continue, that company forfeits for that game, opposing team automatically wins). Game – Something similar to this [Pop-a-Shot](#) game. (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Good sportsmanship is to be practiced by you AND your fans, if fans poke at or throw things at the opposing team, the referee has the right to award points OR the game to the opposing team.

Game Play:

- 1) Each player will get one minute to play as many shots as he/she can.
- 2) There will be 3 rounds of play:
 - a. 1st round all 16 players
 - b. 2nd round top 5 advance
 - c. Final round top 3 compete – most shots successfully made wins
- 3) In the event of a tie for either 1st or 2nd place, a shootout will occur between the tied players. Top score wins.
 - a. First shooter will be decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who serves first.
- 4) The order of the first round will be preselected in a random bracket generator.
- 5) Standard basketball rules apply. Start at the beginning of the buzzer. Shoot until the buzzer goes off.
- 6) If a ball is in the air, and off the finger tip of the player when the buzzer goes off, and the shot is made, the basket counts.

Game 9: Shuffleboard - Doubles/2 players per company - once a team has started playing, alternates may not be substituted (If one player cannot play, your company forfeits for this game, opposing team automatically wins). Game table: 12' long, 1.5' wide. (Single elimination)

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Good sportsmanship is to be practiced by you AND your fans, if fans poke at or throw things at the opposing team, the referee has the right to award points OR the game to the opposing team.

Game Play:

The game of shuffleboard is played by 4 people, 2 from each team. One player from each team stands on either side of the shuffleboard table.

- 1) Starting side decided by 1 game of Rock, Paper, Scissors (shoot on 3), winning team decides who serves first.
- 2) Players from one side of the table will alternate shooting the discs until all discs from both colors are played (4 per team).
- 3) Any disc that doesn't clear the foul line should be removed from the table immediately.
- 4) The only points that count are those discs ahead of the furthest opponent's disc. For instance, if a red player's furthest disc is in the 1 zone, and the blue player has 2 discs that are past that red disc, both blue discs will count points for whatever zone they are in.
- 5) The furthest disc only has to be a hair in front of the opponent's disc to count.
- 6) An independent ref will determine close calls.
- 7) If a disc is on a line between scoring zones, it will count for the higher score zone.
- 8) If a disc is hanging off the far edge of the table, it will be worth one more point than the highest point zone.
- 9) If a disc is hanging off both the side edge and the back edge at the same time (the corners) it will be worth 2 more points than highest point zone.
- 10) Only 1 team scores per turn.

- 11) If discs are cleared before all discs have been thrown, rule is to put them back where they were and continue play. IF the discs were obviously cleared on purpose, knowing the round was not finished, the opposing team automatically gets 3 additional points for that turn.
- 12) Whichever team scores 21 points first wins.
- 13) Time permitting – Championship game is best of 3.

Game 10: Trivia – 4 players once a player has started to play, alternate cannot be substituted (If a player cannot continue, that company forfeits for that game, opposing team automatically wins). Game – this will be a Geeks Who Drink style timed event. This will be in an enclosed room, without spectators, so competitors can hear the MC.

- 1) The referee is the person appointed to control a match. Each referee is a neutral party, and is not a member of any competing companies. Their interpretation of the rules stands. They will judge each game consistently throughout the competition.
- 2) Good sportsmanship is to be practiced by you AND your fans, if fans poke at or throw things at the opposing team, the referee has the right to award points OR the game to the opposing team.
- 3) This is a timed event. The team with the most points after each round of trivia is scored is the winner.
- 4) 1st, 2nd, 3rd place will get points.