BEER PONG BATTLE ROYALE RULES

Standard Rules

Cup formation:
Both teams start the game from a standard 10-cup triangle formation that is centered, and the backline of the cups is placed 2 fingers away from the edge of the table (index and middle finger). In addition to the 10 game cups, both teams have a designated **Water Cup** on the right side of the table for dipping their balls in.

Starting the game:
The starting team is decided based on a game of rock-paper-scissors.
Rock-paper-scissors follows a structure of Rock! Paper! Scissors! Shoot!
Both opponents reveal their choice on Shoot (**on the 4th count**).

The team that wins the game of Rock-Paper-Scissors gets to choose which team starts the game off by attacking.

Game length: Matches have a 20-minute time limit. When the 20 minutes has concluded, the cup differential is counted, the team that has more cups is announced as the winner. In the case of equal cup differential, the match result is declared as a draw.

- Draws can only be declared during Swiss rounds. If a draw happens during the single elimination rounds, a **Sudden Death** takes place, where the first team to hit a cup wins.

Number of shots per turn:
Both teammates have 1 singular shot each. One player can't throw more than one shot per turn unless they earn a **Trickshot** or have successfully activated **On Fire!**

Once both attacking players have used all their throws, it's the other team's turn to attack.

Elbow Rule
When a player is throwing a ball, they must make sure their elbow is behind the table when the ball is released. Breaking this rule results in a nullified shot and that player does not receive the ball back for another shot that turn.

Player positioning
All players are to be positioned so that they are placed behind the backline of their respective table during the start of each throw.
Players must stand behind their tables' backline and aren't allowed to cross it until the team that is throwing has released their ball in the air.

Rebound / Catch
Once the throwing player has released the ball, all players may cross the backline of their respective tables.

Players may attempt to catch the ball only after it has made contact with any surface (e.g., the cup or table). Catches made before contact with a surface are not permitted.

If the attacking team catches the rebound on or directly above the table surface, they are awarded one **Trickshot**.

The defending team may also attempt to catch the ball after a bounce to prevent the attacking team from gaining a **Trickshot**, but they do not earn a **Trickshot** themselves.

Catches made outside the bounds of the table do not qualify for a **Trickshot**.

What counts as a successful shot:
A successful shot is a shot that touches the liquid of **any of the cups at play**. Dipping balls in your own cups hence results in having that cup eliminated. There's a designated Water Cup for this.

If a cup in play gets knocked over or falls off the table at any point that also counts as a successful shot and that cup is to be removed immediately.

What doesn't count as a successful shot:
- Breaking the **Elbow Rule**.
- Throwing a ball out of turn (e.g., you've already thrown your ball, or you're defending and do not have a rule-legal turn to throw)

Cup Removal
Cups are removed after each turn has fully concluded.
(exceptions to this are if a cup gets knocked over or falls off the table, or a player is On Fire!)

Re-racking the cups (creating a new formation for the cups) is done into standard triangles automatically when 6 or 3 cups are left. These triangles are always centered and placed 2 fingers away (index and middle finger) from the edge of the table. The last cup is centered in the back row with 2 fingers away (index and middle finger) from the edge of the table.

If there are insufficient cups to form a complete triangle (5, 4, or 2), the remaining cups should be positioned to **match the standard triangle**, with the **attacking team selecting which cups are to be removed**. The resulting formation must still respect the original geometry.

Balls Back
When both players have hit cups during their turn, they will receive both balls back immediately and be awarded an extra turn.

Heating Up!
When a player has hit two cups in a row during their consecutive attacking turns, that player's status is now **Heating Up!** and is to call out that they are in fact, "**Heating Up!**".

On Fire!
When a player has hit three cups in a row during their consecutive attacking turns, that player is now **On Fire!** and must call out that they are in fact, "**On Fire!**"
Player that is **On Fire!** is allowed to keep throwing repeatedly until they miss. When a miss occurs, they lose their **On Fire!** status and their status resets to normal.

Blocking

Blocking

- When a ball has touched <u>any</u> surface, you're allowed to **swat** it away

- Shots can't be blocked until they've touched <u>any</u> surface.
- Blocking a shot before the ball has touched <u>any</u> surface results in a penalty: removal of one cup chosen by the team that was violated.
- Players may taunt their opponents, but obstructing the opponent's field of view is not allowed. For example, placing or waving hands in front of the cups is strictly forbidden.

Blowing

- **Blowing** is generally allowed. **Blowing** a ball out of a cup where the ball is in spinning motion is allowed. Once the ball ceases to move, blowing is strictly forbidden.

Examples of **forbidden blowing** are:

1. Blowing must be stopped once the ball touches the liquid in the cup, as it already counts as a successful shot.
2. When the opponent has made a successful Triple Shot
3. When a Miracle (also known as a Tactical Nuke) has occurred
4. When the ball stops moving on the table

Ranking system

During Swiss rounds, a win is awarded with 3 points. A draw is awarded with 1 point to both teams. Losses are awarded with 0 points.

Score statistics are formatted W-L-D.

During Swiss rounds, teams' strength and advancement in the tournament are determined by the following factors in order from top to bottom.

1. W-L ratio (point differential)
2. Cup differential
3. Resistance - Average win % of your opponents.
4. Opponents' resistance - Average win % of your opponents' opponents.

Types of shots

Singular Shot:
You throw and hit a cup.

Bounce Shot:
Bounce Shots count as <u>two cups</u> (1+1) and can be blocked. A bounce is defined as a shot that touches <u>any</u> surface other than cups or a pong ball at any point during a successful throw.
The team that made the shot chooses which additional cup is removed.

Triple Shot:
A Triple Shot counts as <u>three cups</u> (1+2). **Triple Shot** occurs when two balls land in

the same cup.
Team that made the shot chooses which 2 additional cups are removed.
Exception in Triple Shots: <u>the ball that lands second in the cup doesn't have to touch the liquid</u>.

The Island Rule:
An "**Island!**" can be called when there are 1 or more singular cups in play. A successful shot in a singular cup after "**Island!**" has been called **before throwing**, results in a 1+1 cup removal.

If "Island!" is called and the shot lands in a non-singular cup, the shot is nullified and does not count.

The team that made the shot chooses which additional cup is removed.

The Trickshot:
A Trickshot occurs when a player catches the ball after it bounces off a surface.

The player who catches it may either take the shot themselves or pass it to their teammate

Tournament-legal Trickshots are any shots not made with your dominant hand.
These include, but aren't limited to:
- A throw with your non-dominant hand

- **Blindfolded shot** – A blindfolded shot counts only if the player has their eyes closed and uses their non-shooting hand to cover their eyes. Open eyes or lack of hand coverage results in a nullified shot.
- Over your back
- Under your legs
- Blowing it from your hand
- Hitting it from your hand with your other hand like a table tennis racket hits a ping pong ball

Redemption:
There is <u>no</u> **Redemption Round**.
First team to land a shot in the final cup – wins!

Special Rules

The Gulag

If a ball lands and becomes stuck in the middle of **The Gulag (an unbroken six-cup hexagon-shaped formation)**, the player who threw it is removed from the ongoing game and sent to a designated **Gulag table**.
In the **Gulag** players compete 1v1. Each player has one cup, centered at the back of the table. Rock-Paper-Scissors will be used to determine who starts, the winner chooses who throws first.
Each player has one throw per turn. The first to land a shot in their opponent's cup wins and is redeployed back to their original table. The loser of the **Gulag** match is eliminated entirely from that Round.
If no opponent appears within five minutes, the player is released and redeployed back to their original table.
If both teammates enter the **Gulag**, each has an individual five-minute timer for redeployment. Teammates will not compete against one another in the **Gulag**.

A team with one player in the **Gulag** is allowed only one throw per turn.
If both teammates are in the **Gulag**, their opponents may throw two balls per turn, skipping the missing team's turn entirely until one or both players return - you better get out of the **Gulag** *fast*.

A player may only enter the **Gulag** <u>once</u> per round. If a player is redeployed after a **Gulag** win but lands in the **Gulag** again, they are eliminated from the game for the remainder of that round.

Miracle aka Tactical Nuke:
Miracle (referred to as Tactical Nuke in Battle Royale) occurs when the ball lands balanced in the center of three cups.
Landing a **Tactical Nuke** ends the game immediately, resulting in a win for the team that made the shot.
Cup scores remain as they were, and no additional cups are removed from either team.

Disputes

In the case of a dispute, a judge must be called.
Tournament judges have final say, and a judge's ruling is final.

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