

NJ Beer Pong Tournament Rules

Drinking: The drinking of beer is completely optional. Please drink responsibly.

Shooting: A team must shoot both balls before the other team shoots and **one ball per person**. One player may NOT shoot both balls during his or her team's turn.

Leaning: Leaning is permitted. There is no "elbow rule". A player may not use the table as leverage with their non-shooting hand.

Bring-backs: When a team hits both of its shots they receive one bonus shot known as a "bring-back". If a cup is knocked over by a shot, this counts toward a bring-back, regardless of whether the ball remains in the cup. If a cup is removed for a reason other than a shot, this does not count toward a bring-back. Either player may shoot the bonus shot.

First Shot: The team who shoots first is decided by coin flip. The team who wins the flip may choose to either shoot one ball and allow the other team to shoot 2, or have the other team shoot 1 and then shoot both shots.

Cups: The cups will be of one uniform type for both sides. Cups must be filled with beer (or other liquid) with approximately 4 oz. The game begins with a 10-cup triangle formation. The base of the triangle starts 1 inch from the table edge.

Re-racks: **Re-rack at the 6, 3, and 1 racks.** Re-racks **DO** occur mid-turn. The "stop light" or "power I" is prohibited. The last cup must be centered upon request. Teams are not permitted to shoot at 6-cup or 3-cup racks prior to re-rack and such shots will not be counted.

Out-of-formation Cups: Cups that are leaning or out of line from the triangle formation will be fixed upon request of either team. Neither team may shoot until the cups are reformed.

Fallen Cups: Cups that fall over so that a.) **the rim touches the table**, b.) the cup falls off the table to the floor, or c.) the cup tips over such that a majority of its beer spills, either by a legitimate shot or by fault of the player(s), are counted as hit cups. Cups which fall over from other means are returned into play. The final cup is not an exception to this rule. A cup can be caught before it falls and returned into play.

Dropped Balls in Cups: If a person shooting their ball slips and drops it into their cup, it does not count as a cup for the opposing team.

Dip Sh!t Rule: If a teammate acts as a backboard and deflects a **shot** into a cup, it will count against them.

Excessive Leaning: When a player accidentally pushes their own cups forward when shooting, it should be common courtesy to fix them before the other team shoots/asks. This would cause too much controversy to enforce otherwise.

Rebuttals: When a team's final cup has been hit, each player on that team will have the opportunity to shoot until he/she misses. If the team succeeds in hitting all of his/her opponents remaining cups, the game will go into overtime. A team will have this opportunity regardless of how their cups were hit (the "gang-bang" rule is not in effect).

Overtime: Overtime will be three cup triangles on each side. The team who hit the last cup first will go first and will receive both balls. There is no limit to the number of overtimes in a single game. There are no re-racks in overtime.

Hitting Cups: A ball which is shot into a cup is counted. An uncontrolled ball off a shot which goes into a cup is counted (bouncing off one of the remaining cups in your pyramid, or off of you or your teammate without it hitting any outside interference). Two consecutive shots in the same cup count as a single shot followed by a wasted shot (does not count as a double-up or game winner). A bounced shot which makes it into a cup only scores that particular cup. Balls that ricochet off of a wall, some other permanent manmade structure, or side beers/cups will not count.

Substitutes: Subs are allowed, as long as one of the players from the original team is present. **(LEAGUE ONLY)**

Defense: A defending player may only make contact with the opposing shot after the ball has touched a cup or crossed the vertical plane of the table edge. A defending player may not touch the cups until the opposing shot has completed. You can not defend a bounce shot until it has already made contact with the cup. There is no blowing or 'fingering' allowed.

Interference: Intentional interference of a shot after the first offense results in the forfeit of one cup per interfered shot. The team whose shot was interfered with may choose which cup is removed.

Distraction: A team may do whatever they feel necessary to prevent the opposing team from making shots except: a.) **crossing to the other teams side of the table** b.) physically interfering with the opposing teams shot or c.) crossing the vertical plane of the table.

Unsportsmanlike behavior: This will be dealt with in a case by case basis. Any team with sufficient disregard for the game or the people around them will forfeit their spot in the league/tournament. If either player is asked to leave the hosting establishment by the staff, the team will forfeit their entry fee and may be blacklisted from NJ Beer Pong. **Fighting will have a zero tolerance policy** (you *will* be blacklisted).

Equipment: Bpong.com is the official table (8 feet long). The official ping pong ball is a standard 40 mm size. The cups used are the 16 oz. clear plastic cups used in the WSOBP. Outside balls and/or cups are prohibited. **If a team damages or breaks ANY of the tables, they will be charged for a new one (\$119 + shipping).**

Gambling: Gambling is prohibited at our events. This is including but not limited to betting money on the outcome of matches or wagering on individual shots. Teams caught gambling will be removed from the league.



QUALIFIER TOURNAMENT RULES

The following rules have been designed to ensure fair play for all participants. Players are reminded to play responsibly and treat other players with respect. Any questions regarding the rules can be directed to World Beer Pong Tour Staff. Please note that drinking beer is 100% optional, and if you choose to drink, drink responsibly.

• Game Setup

A. Cup Formation

1. 10 cups per team
2. Starting formation is a "tight triangle" formation (rims touching), pointing towards the opposing side with the cups set up centered anywhere in the black triangle.
3. The 10-cup triangle must be centered on the table and the back row of cups must be at least 1 inch from the edge of the table.
4. Cups must not be tilted or leaned against the surrounding cups.

• Playing the Game

A. Shooting and Table Sides

1. Players will flip the provided coin for shot or table side. When possession is chosen that team will get both balls to shoot.
2. When shooting the ball, you are allowed to reach over the table as much as you want, however if you knock a cup over, it will count. You are **not** allowed to use one hand for leverage on the table.
3. Each player has one chance to shoot a ball during their turn. You must lob or toss the ball into the cup. No bouncing is allowed. The 2nd player must wait to shoot until 1st player's ball has been shot.
4. If a player shoots his ball before their partner's ball is sunk or out of play, it will be a missed shot. A ball is considered in play from the time it leaves a shooter's hand until it has hit anything OTHER than the cups in play (table, floor, hand, water cup).
5. When a shot ball lands into a cup, the cup must be removed from play. Offensive players must not shoot while cups are being removed.
6. If a cup falls over due to the force of a shot ball, the cup will count as hit unless it was obvious that the ball didn't go in the cup. No whipping the ball at cups to knock them over.
7. Any ball that hits the table, a water cup or any foreign object such as a cup out of play or a beverage bottle will be deemed out of play. However, if a shot balls hits off a defensive player, it will count as a made cup.

B. Grabbing

1. The ball in play may be grabbed or swatted, however ONLY after it has already made contact with a cup, but not while the ball is in the cup. You may not touch the ball before the ball has hit a cup.
2. 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.
3. No Bouncing, Blowing, or Fingering will be allowed.

C. Reformation

1. Two racks are allowed at 2, 3, 4, or 6 cups. Racks must be asked for at the beginning of a possession (no mid-turn racks); for rule purposes, a ball back IS considered the beginning of a possession. You may ask to have the last cup centered, however only at your request so a team should not rack at 1 unless the team asks for it.
2. A 3-cup rack is a triangle with two cups in the back, and a 2-cup rack can either be cups side to side or one in front of the other. A four-cup rack is a diamond. A six cup rack is a standard triangle.
3. Cups which slide out of formation (regardless of rack status) can be put back into formation during the game. If a player asks to touch the cups or put it back in its formation the opponents must do so – courtesy rule.
4. During rebuttal, teams are only allowed to rack at the beginning of their rebuttal.

D. Rollback

1. In general, if both players on a team sink his/her shot on the same turn, that team will get one additional rollback shot. The only exception to this rule is during redemption.
2. The most cups a team can make in a single possession is 3, unless during rebuttal.
3. Either teammate may take the rollback shot.

E. Defense

1. Team on defense is allowed to distract the offense verbally but must not use excessive foul language, racial remarks or flash body parts.
2. The defensive team must keep both hands and all body parts behind the edge of the table when the other team is in the act of shooting.
3. Teams are allowed to swat a ball that is still in play (to prevent it from landing in a cup) but ONLY after it has made contact with the rim of a cup in play.
4. If a defensive player knocks over their own cup while swatting or if they accidentally deflect their opponent's shot in the cup, cups WILL count and be removed.
5. If a defensive player's hand/arm comes in contact with a shot over the cup, this will be a goal tend and will count as a hit cup. No bumping the table on defense.
6. Players must not obstruct the view of the cups in any fashion when playing defense.
7. In the event that a player drops his/her ball into one of his/her own cups, no penalty is enforced.

F. Ending the game, rebuttals, and overtime.

1. If there is one cup remaining, and both players make the last cup in one turn, the game is NOT over: the opposing team must also sink all the cups including the last cup twice to force the game into overtime. The offensive team may request that the sunk last shot be removed from the cup. As mentioned before: shoot till you miss rebuttal and overtime is 3 cup no racks with the dominant team shooting first.
2. Should the team only hit the last cup once, the other teams both players will then each have the opportunity to 'shoot until they miss' with a chance to force overtime. Should they make all their rebuttal shots, overtime will be played with the team that hit the last cup first going first in overtime.
 - a. With one cup remaining, if Player A hits the last cup, Player B may request the ball be removed from the cup. If that cup is "double bagged" then in order to rebuttal, the opposing team must also "double bag" the last cup.
 - b. Rebuttal turn is 'shoot till you miss', which means 'Player A' shoots until he misses a shot and then 'Player B' shoots in the same fashion. You can only re-rack at the beginning of the rebuttal turn.
 - c. If a team is double bagged, and have multiple cups to make for a rebuttal, they must sink all the cups including the last cup twice.
 - d. Note: One player can make the last cup twice, in order to force overtime after being double bagged.
 - e. Overtime (3-cup)
 - a. Overtime formation is a tight triangle, point forward.
 - b. The dominant team shoots first (team that initially made the last cup)

- c. The same redemption and rollback rules apply during overtime.
- d. No racks

- **Miscellaneous**

- A. Disputes**

- 1. Any issues during the games with rules or players must immediately be addressed by a WBPT staff member. Do not wait for the game to be over to complain or dispute. Immediately stop the game and get the attention of a referee. All decisions made by WBPT staff are final and once a game is complete, it is complete.

- B. Player Misconduct**

- 1. Any player who has incidental physical conduct with the potential to do harm to another player may be subject to ejection from the venue/tournament at the discretion of tournament officials. In addition, any player acting inappropriate to another player or tournament official may be subject to suspension from the World Beer Pong Tour.

Any questions can be directed to World Beer Pong Tour Staff.