

BRITPONG

General Rules

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These rules are designed with three purposes in mind:

1. Fairness to all players
2. Efficiency in running a maximum number of games simultaneously
3. Minimisation of possible disputes between participants

These rules are meant to be applied to all BRITPONG authorised or sanctioned events. However, some elements of these rules are specific to The Beer Pong UK Championship (“BPUKC”), including Tournament Structure, etc. When an event uses a format that is different than that of the BPUKC, discretion on the part of the organisers should be used to apply these rules.

1 Tournament Structure (BPUKC Specific)

1.1 Knockout

BPUKC 2015 will consist of a single elimination knockout tournament consisting of 6 rounds as follows:

- 32 games of 64 teams in total – there will be 4 cycles of 8 games due to the 8 table limit at the event space.
 - 16 games of 32 teams in total – there will be 2 cycles of 8 games due to the 8 table limit at the event space.
 - 8 games of 16 teams
 - 4 games of 8 teams
 - 2 games of 4 teams - SEMI-FINALS
 - 2 games of 4 teams - FINALS
- a. Losing semi-finalists to play for 3rd and 4th position.
 - b. Winning semi-finalists to play for 1st and 2nd position.
 - c. The winning teams of each round will proceed to the next round.
 - d. The losing teams will be out of the tournament, and will be left to drown their sorrows at the bar.

2 Equipment

2.1 Tables: 8' x 2' x 27.5" official BRITPONG tables

2.2 Balls: 40 mm official BRITPONG balls

2.3 Cups: Official BRITPONG 16oz cups

a. Top width: 3^{5/8}"

b. Height: 4^{5/8}"

c. Base width: 2^{1/4}"

2.4 Racks: Official BRITPONG racks

3 Game Setup

3.1 Cup Formation

a. 10 cups per team

b. Starting formation is a "tight triangle" formation (rims touching), pointing towards the opposing side. BRITPONG racks are used to maintain formations.

c. The 10-cup triangle must be centred on the table and the back of the rack must be in line with the back edge of the table.

d. Cups must not be tilted or leaned against the surrounding cups.

3.2 Content of Cups

a. For the BPUKC approximately 1 pint of beer will be used per team and will be distributed evenly in the 10 cups on each side of the table. All authorised or sanctioned BPUKC Satellite Tournaments must abide by all local laws concerning beer pong.

b. Players may opt out of drinking beer, and may choose to use water instead. BRITPONG organisers should be informed prior to the game to allow the changes to be implemented.

4 Playing the Game

4.1 Procedure

a. A warning klaxon will sound 2 minutes prior to games to alert teams to take their places at the tables.

b. A klaxon will sound a second time, 2 minutes later to announce the start of the game. Any team who is not present at the tables at this time will forfeit their game and will be knocked out.

c. Table sides will be pre-determined, and will appear on each team's pack. The referee will position teams before the start of the game.

d. First possession will be determined by coin toss.

e. The team with first possession will get 1 shot. Each team will get 2 shots for each turn thereafter, 1 shot per team member, subject to any other rules below.

- f. All methods of shooting are permitted (including, but not limited to, bounce shots, volleys, rodeos, etc.) so long as they are made from behind the line of the edge of the table.
- g. Games will last a total of 15 minutes or until a team sinks all opposing cups. The end game klaxon will sound to announce the end of 15 minutes. If the game is still in progress at this point, the team that has sunk the most cups proceeds to the next round.
- h. In the event of a tie at the sound of the klaxon, the game will proceed to SUDDEN DEATH (see **Appendix A** below).

4.2 Grabbing

- a. The defending team may grab the ball in play, however ONLY after it has already made contact with a cup, not while the ball is in the cup. You may not grab before the ball has hit a cup.
- b. In the event of player interference prior to the ball making contact with a cup, a 1-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.
- c. Bounce Shots: Players ARE allowed to let their shots bounce off of the table before making it to the cup. Bounce-shots may not be interfered with until they have made contact with a cup.

4.3 Reformation

- a. Cups must be reformed at 6, 3, and 1 cups remaining according to the diagram below:



- b. Racks must be aligned to the centre of the table. When 1 cup is remaining, the cup shall *always* be pulled back to within an inch (2.5cm) of the end of the table, and it shall be placed in the centre of the table.
- c. Cups that drift out of position may be reformed, but only at the request of the thrower. In general, BRITPONG racks should be used to ensure formation consistency.
- d. Reformation is to take place as soon as applicable, even in the middle of a turn.
- e. Cups should be removed as soon as they are hit, even in the case where a reformation is not warranted. It is the responsibility of the shooting team to wait until a hit cup is removed to take their next shot. If a team shoots while the opposing team is reforming or in the process of removing a cup from the table, and the ball goes in the cup after making contact with the defending team's hand(s), the shot will count as a miss. If a shooter hits a cup that has already been hit, it will count as a miss.

- f. If a team mistakenly shoots when a reform should have occurred, they have the right to ask for a reform after the fact. If a cup has been hit, and the shooting team then asks for a reform, the defending team gets to choose which cup gets removed from the reformed rack.

4.4 “Miracles”

- a. If a shot happens to land and stay on top of the cups, that shot will count as a miss.
- b. Any “miracle” or controversial shots that sink a cup are subject to the sole discretion of the referee as to their validity.

4.5 Leaning

Leaning is permitted, with the following restrictions:

- a. A player may not place a hand/foot/leg/penis/breasts whatever on the table in order to gain additional reach and/or leverage. A player’s hand may touch the table after a shot is made.
- b. Shots must be made with the shooters feet behind the line of the edge of the table.
- c. Players may not edge themselves around the table when they throw.
- d. Under no circumstances may a player shoot with any part of his or her body on or against the table. If you have a beer gut that must rest on the table because there’s nothing else you can do with it; the “gut exception” will apply.
- e. Players may 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.
- f. Any cup knocked-over as the result of excessive leaning will count as sunk by the other team.
- g. BRITPONG and sponsors will not be liable for the resulting ridicule excessively leaning players are bound to receive from other participants.

4.6 Distractions

Distractions are permitted with the following restrictions:

- a. Laser pointers are expressly forbidden and any team or spectators found using these would be ejected from the tournament.
- b. Players may not cross the line of play with any part of their bodies, clothing, or other objects, while the other team is shooting.
- c. Players may not fan, blow, fart or otherwise intentionally create an air current surrounding the cups in play.
- d. Players may not approach the opposing team members in an unsportsmanlike manner. In general, players should never be on the side of the table (picking up a ball is an exception).
- e. Players and spectators may not visually block cups from opposing players.

- f. Spectators are permitted to aid in distractions, but may not be inside the playing area at any time.
- g. No spectator may attempt to block a player's view of the cups.
- h. The referee of the game has the discretion to remove any unruly spectators from the gaming area.

4.7 The Jerk Rule

- a. If TEAM1 knocks over one of its own cups, that jerk's team (TEAM1) loses that cup(s). However, if the other team (TEAM2) also contains jerks not paying attention that do not catch the first team's jerk (TEAM1) knocking over their cup, then TEAM1 may keep that cup.

4.8 Sinking your own cups

- a. If a player who has possession of the ball drops that ball into his own cup either accidentally or intentionally, no penalty is taken and a let is played.
- b. In the event that a player who does not have possession of the ball comes in contact with the ball and as a result that ball enters one of his own cups the shot IS counted.

5 Interference

5.1 Ball Interference and Premature Grabulation

- a. Interference is defined as any contact, intentional or otherwise, between game pieces (balls or cups) and any other objects.
- b. In the event of player interference prior to the ball making contact with a cup (aka Premature Grabulation), a 1-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.
- c. In the event of interference on the part of non-players, the shot is replayed.
- d. In the event that a player drops his/her ball into one of his/her own cups, no penalty is enforced. (See "sinking your own cups")
- e. All objects sitting on the table are considered part of the table for the purpose of determining interference. Specifically, if a shot bounces off an object on the table (e.g. a cup that has already been hit) and then goes into a live cup, that shot is counted.
- f. The playing area should be kept as clear as possible at all times.
- g. No objects should be placed between the opposing cup formations.

5.2 Cup Interference

- a. In the event that a player knocks over his or her own cups, those cups are to be counted as sunk and removed. They are not to be refilled or replaced. With the use of BRITPONG 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 a non-player, those cups are not counted as sunk, and are to be refilled and replaced in their appropriate positions on the table.
- c. In the event 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. In the event that a cup drifts out of its position *while* a ball attempting to sink those cups is in mid-flight, 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.
- e. Cups may NOT be moved or adjusted while the ball is being shot, or while the ball is in mid-flight. Doing so incurs a 1-cup penalty.
- f. In the event that a ball does knock a cup over the shot is counted as sunk IF the ball passed over the top of the cup before it was knocked over. I.e., if the ball enters the cup, then exits the cup, causing it to fall, it is counted as sunk.
- g. In the event that a ball enters a cup causing the cup to move, the defending team may not stabilize the cup. i.e., if it appears that a cup is going to fall over, the defending team must allow this to happen.

5.3 Interference During Reformation

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

5.4 Table Interference

- a. Players may not make contact with the table while their opponents are shooting.

6 Miscellaneous

6.1 Disputes

- a. The referee at each game will govern disputes. All calls made by the referee are final. Intentional abuse of game rules and/or disputation without adequate cause is grounds for ejection from the tournament.

6.2 Time Limit On Shooting

- a. BPUKC invokes the 'shot clock' rules of Beer Pong (i.e. when it is necessary to limit the amount of time each player has to take a shot).

- b. When a shot clock has been imposed, the referee will give each player 30 seconds to shoot.
- c. This 30 second period will start when the referee deems that the player is ready to shoot (i.e. the player has recovered the ball, and there is nothing preventing him/her from shooting).
- d. The referee will monitor the timing of each shooter, and will motion to indicate the start of the 30 second period.
- e. In the event that the 30 second period expires, the shooter will forfeit his/her shot.

6.3 Absentee Players

- a. In the event that a player is temporarily absent, no substitution may be made. The game continues without the missing player; i.e. that team receives only 1 shot per side until the missing player returns.
- b. In the event that a player is forced to vacate the venue by the owner of the venue, BRITPONG, BPUKC, Breakthrough Funding Ltd, hired security, or any other entity deemed to be authoritative on this matter at the sole discretion of BRITPONG the team will forfeit the rest of the tournament, will not be permitted back in the venue, and will not be entitled to any refund, in whole or in part, of any fees paid for the event or any associated activities.

6.4 Conduct

- a. All players are to conduct themselves in a manner respectful to other players, referees, and the sport of BritPong. Unacceptable conduct will result in severe punitive action, to be applied at the discretion of the referees. Unacceptable conduct includes, but is not limited to, fighting, abuse of referees, unreasonably throwing balls at opponents, abuse of other players, abuse of beer (excessive spilling), etc.

6.5 Interpretation of Rules

- a. Final interpretation of these rules is made at the sole discretion of the referees.

APPENDIX A: Sudden Death Rules

1. In the event of a draw at the end game klaxon, the game will move to sudden death.
2. Each team will have one turn each in which to try and sink a cup.
3. First possession will be decided by coin toss.
4. A round consists of 1 player from each team attempting a shot.
5. The first team to sink a cup in a round where the other team misses wins.
6. Teams must rotate players for each round:

a. **EXAMPLE 1:**

- A. Shooter 1 of Team A shoots (miss)
- B. Shooter 1 of Team B shoots (miss)
- C. Shooter 2 of Team A shoots (sink)
- D. Shooter 2 of Team B shoots (miss)

Team A wins

b. **EXAMPLE 2:**

- A. Shooter 1 of Team A shoots (sink)
- B. Shooter 1 of Team B shoots (sink)
- C. Shooter 2 of Team A shoots (miss)
- D. Shooter 2 of Team B shoots (sink)

Team B wins

c. **EXAMPLE 3:**

- A. Shooter 1 of Team A shoots (sink)
- B. Shooter 1 of Team B shoots (miss)

Team A wins

d. **EXAMPLE 4:**

- A. Shooter 1 of Team A shoots (miss)
- B. Shooter 1 of Team B shoots (miss)
- C. Shooter 2 of Team A shoots (miss)
- D. Shooter 2 of Team B shoots (miss)
- E. Shooter 1 of Team A shoots (sink)
- F. Shooter 1 of Team B shoots (sink)
- G. Shooter 2 of Team A shoots (miss)
- H. Shooter 2 of Team B shoots (sink)

Team B wins