



BSL Beer Pong Tournament Rules

Basics:

- 10 cups per team.
- Starting formation is a "tight triangle" formation (rims touching), pointing towards the opposing side. The 10-cup triangle must be centered on the table and the back of the rack must be in line with the back edge of the table.
- Cups must not be tilted or leaned against the surrounding cups.
- Water is used in all cups and they shall be filled $\frac{1}{4}$ to $\frac{1}{3}$ with water.
- No more than 2 people per team, both players must be present for the entirety of the game. Teams unable to begin play within 5 minutes are scored as a forfeit and will be eliminated. Only team players are allowed to shoot.

Game Play:

- Players will use rock, paper, scissors to determine who shoots first.
- When shooting, players must keep their elbows behind the edge of the table.
- Both players must shoot in each round.
- Twice per game, each team can request the cups to be rearranged at the start of their turn. If you get balls back after making 2 in a row, it is still considered your turn and you may not get a rack.
- If a ball hits the table and then goes into a cup (even by accident), the cup that the ball goes into is removed, as well as another cup of the defending player's choice. If there are only 2 cups remaining, the bounce only counts as one cup. Bounce shots may be swatted after the ball has made contact with the table at least once. Players may also catch bounce shots instead of swatting. Any cups knocked over in an attempt to swat a bounce will count as made cups and will be pulled from the game.
- No blowing or fingering balls once inside a cup.
- No "fire"
- When a shot is made into a cup, that cup is automatically removed from game play.
- If both shots are made in the cup by the same team, balls are returned.
- 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. In the event that cups are knocked over by any non-player, those cups are not counted as sunk, and are to be refilled and replaced in their appropriate positions on the table.

- 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.
- Game play is limited to 15 minutes. If at 15 minutes, the game is tied, the next ball wins. There is no time limit on the championship game.

End of Gameplay:

- As soon as the last cup is hit, the opposing team has the opportunity to try and bring the game into Overtime.
- If there are two or more cups remaining, "Unlimited 1-ball Redemption" is given. Either player may take the first shot, and the ball is rolled back until a player misses. As soon as a miss occurs, the game is over. At this time, players MUST alternate shooters in the event of multiple hits-one player may NOT take all the redemption shots.
- If there is one cup remaining when the last cup is sunk, the rule is, "Take as many shots as you have balls remaining on your side". For example: Your opponent misses their first shot, but sinks the second into your last cup. You get 2 chances to redeem, i.e. you may miss once. Opponent sinks your last cup on their first shot. You get 1 chance to redeem. If an opponent sinks your last 2 or 3 cups in 1 turn, you get 2 chances to redeem, i.e. you may miss once.
- Successful redemption results in initiation of a 3-cup overtime, with the dominant team (the team which would have won had their opponents not redeemed), selecting possession.

Overtime:

- Overtime formation is a tight triangle of 3 cups at the back, center of the table.
- The dominant team, i.e, the team that made the last cup first, gets the first 2 shots in the first possession in overtime.
- The same redemption and rollback rules apply during overtime as apply pre-overtime.
- Game play, including overtime, is limited to 15 minutes. If at 15 minutes, the game is tied, the next ball wins. There is no time limit on the championship game.