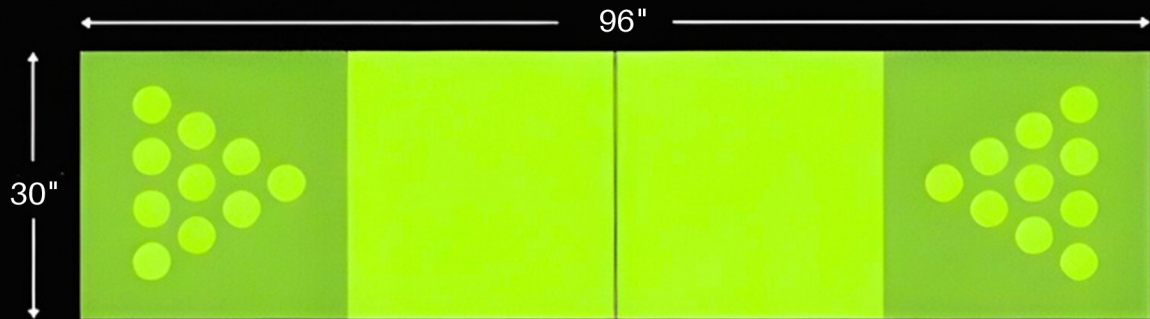


BEER PONG

HOUSE RULES 2025

Location: Prestwick Close, LU2 7SJ



10 CUPS PER SIDE TRIANGLE FORMATION

RE-RACKS
EACH TEAM IS ALLOWED
2 RE-RACKS PER GAME

START OF GAME & GENERAL GAMEPLAY

COIN TOSS TO SEE WHICH TEAM/PLAYER BEGINS

PLAYER'S FOOT MUST BE WITHIN THE WIDTH OF THE TABLE WHEN TAKING A SHOT.
CUPS AT BACK EDGE MUST BE KEPT ONE FINGER LENGTH FROM BACK OF TABLE.
REBOUNDS THAT CROSS CENTRE LINE MAY BE TAKEN AGAIN WITH SAME BALL.
DUBIOUS REBOUNDS ARE TO BE SETTLED BY THE TOSS OF A COIN.
INTENTIONAL BLOCKING WILL RESULT IN A FREE SHOT BEING GIVEN.

USE THE WASH CUPS (YOU SHOULD ALWAYS HAVE CLEAN BALLS)



ELBOW **CANNOT** BREACH
THE EDGE
OF THE TABLE
OR FURTHEST CUP



IF YOU ACCIDENTALLY
SINK A CUP
THAT'S OUT OF PLAY,
RESURRECT IT

ATTACK

BALL LANDS IN CUP
CUP IS REMOVED
IF BALL BOUNCES
INTO CUP
OFF THE TABLE
OR A DEFENDER
AN EXTRA CUP
IS REMOVED



ATTACK BONUS

IF YOU LAND 3 CUPS DIRECTLY IN A ROW (NOT INCLUDING BOUNCES OR MISTAKES) YOU MAY REMOVE AN ADDITIONAL CUP OF YOUR CHOICE.

THE DEATH CUP

WHEN AN ATTACKING PLAYER SHOOTS OR BOUNCES A BALL INTO A DEFENDING PLAYERS' DRINKING CUP, WHICH HAS YET TO BE FULLY CONSUMED*, THE GAME IS ENDED. LOSING TEAM MUST DRINK ALL REMAINING CUPS ON THE TABLE.

DEFENCE

AS SOON AS A BALL
HITS THE TABLE
OR A CUP
DEFENDERS MAY
BLOCK, GRAB, SWAT
OR BLOW
TO PREVENT THE
BALL'S ENTRY

DEFENCE TIP

IF THE BALL SPINS IN THE TOP HALF OF THE CUP FOLLOWING A SHOT THE DEFENDER MAY FINGER-SCOOP THE BALL OUT, BUT MAY NOT MOVE IT.

RE-RACKS

IF A 'RE-RACK' IS REQUESTED YOU MUST NOT TAKE YOUR NEXT SHOT UNTIL PLAY IS REINSTATED AND INDICATED BY THE RE-RACKER BY RAISING BOTH ARMS.

THE DEFENDING PLAYER MAY DECIDE ON THE 'RE-RACK' DISTANCE. THE ATTACKING PLAYER MAY SELECT ARRANGEMENT OF CUPS.

SPILLS

IF A CUP IS SPILLED AT ANY TIME A 'CLEAN-UP' IS NEEDED AND PLAY WILL PAUSE. THE CLEANING PLAYER MUST INDICATE THE RESTART OF PLAY BY RAISING BOTH ARMS.

A GAME CANNOT BE WON BY SPILLING THE FINAL CUP. THE CUP MUST BE REFILLED.

PAUSING

THE GAME MAY BE PAUSED AT ANY TIME DURING THE ATTACKING PLAYER'S TURN.

DEFENDERS CANNOT CALL A 'PAUSE'. TO RESTART PLAY THE SAME PLAYER MUST RAISE BOTH ARMS TO INDICATE THAT THEY WILL RE-COMMENCE THEIR GO OR A MISTAKE WILL APPLY.

MISTAKES & FORFEITS

- OUT-OF-SEQUENCE TURN TAKEN IN TEAM GAMES
- DEFENDING BALL FROM LANDING WITHOUT BOUNCE
- KNOCKING OVER YOUR OWN CUPS
- TAKING SHOT BEFORE PLAY IS OFFICIALLY REINSTATED

ONCE A 'DEAD CUP' IS MOVED, LIFTED OR SLID FROM THE FORMATION (NOT THE TABLE) AN ATTACKING PLAYER MAY CONTINUE THEIR GO. IF THE PLAYER LANDS THE SAME CUP AGAIN BY MISTAKE THEIR GO ENDS.

IF A PLAYER TAKES THEIR GO WITHOUT A 'BONUS CUP' BEING SELECTED AND REMOVED FROM THE TABLE THEY FORFEIT THEIR GO AND PLAY PASSES TO THE OPPOSING TEAM. A CUP IS NOT REMOVED.

IF A PLAYER KNOCKS OVER A CUP THIS FORFEITS ONE OF THEIR OWN WHICH MUST BE REMOVED. THE DEFENDING PLAYER SELECTS THE CUP.

