

Office Beer Pong Rules

1. Teams: Teams consist of 2 players unless both players are female, in which case, they may elect for a dedicated drinker.
2. Dedicated Drinkers: In the case that an all female team elects for a dedicated drinker the dedicated drinker will drink any beer or shots required by the play of his or her associated team.
3. All Female Teams: To qualify for rights to a dedicated drinker each female team member must agree to remove one piece of clothing for each shot made by their opposing team. The maximum number and type of clothing allowed includes a shirt, bra, pants/skirt/shorts, panties and shoes/socks. This enables each all female team to have 10 total pieces of clothing, 1 for each cup in play.
4. Game Time: All preliminary and semi-final games are limited to 30 minutes in length. If at the end of 30 minutes neither team has won, the team with the least amount of cups remaining will be deemed the winner, and the losing team will be required to drink all cups remaining on the table. There is no time limit for the Final Game.
5. Ties: There is no such thing as a tie! If at the end of 30 minutes each team has the same amount of cups then sudden death will continue with each team shooting 1 ball at a time until a team makes a cup. Once a team has made a shot, the losing team will drink all cups remaining on the table.
6. Prizes: A cash prize is awarded to the 1st and 2nd place teams. If an all female team comes in 1st, the 2nd place team forfeits their prize and it is awarded to the 1st place team, because, well, you got beat by girls!
7. Drinking: All teams playing must drink unless they have elected for a dedicated drinker.
8. Shooting: A team must shoot both balls before the other team shoots and one ball per person.
9. Leaning: Leaning is permitted so long as both feet remain in contact with the floor until the ball is released. There is no "elbow rule". A player may not use the table as leverage with their non-shooting hand.
10. First Shot: The team who shoots first is decided by coin flip and will get to choose whether they would like to have the first shot or choice of sides.
11. Cups: The cups will be of one uniform type for both sides. Cups will be filled with beer with approximately 4 oz of beer with the center cup holding 1 shot of Jaeger. The game begins with a 10-cup triangle formation. The base of the triangle starts 1 inch from the table edge.
12. Re-racks: Re-rack at 6 cups and 3 cups remaining and are placed in a standard "triangle formation". Re-racks occur whenever the cups reach 6 or 3 regardless of turn.
13. Out-of-formation Cups: Cups that are leaning or out of line from the triangle formation will be fixed upon request of either team. Before someone moves any cups, both teams must acknowledge that the cups will be moved. Neither team may shoot until the cups are reformed.
14. 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.
15. 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.
16. Hitting Cups: A ball which is shot into a cup is counted regardless of how it gets there. An uncontrolled ball off a shot which goes into a cup is counted. 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 or other permanent manmade structure do not count.
17. Blowing: There is no blowing or 'fingering' allowed.
18. Game Order: Games will be played in the order specified by the bracket game numbers.
19. Interference: Balls shot by one player that are touched by the opposing player(s) before the ball passes the edge of the table or makes contact with either a cup or the table, are returned to the shooting player as a re-shot. Intentional interference 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. Moving cups during a shot is also considered interference.

20. 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 planes of the table.
21. Officiating: Ironman officials have the final say in disputes. Unsportsmanlike behavior 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 tournament.