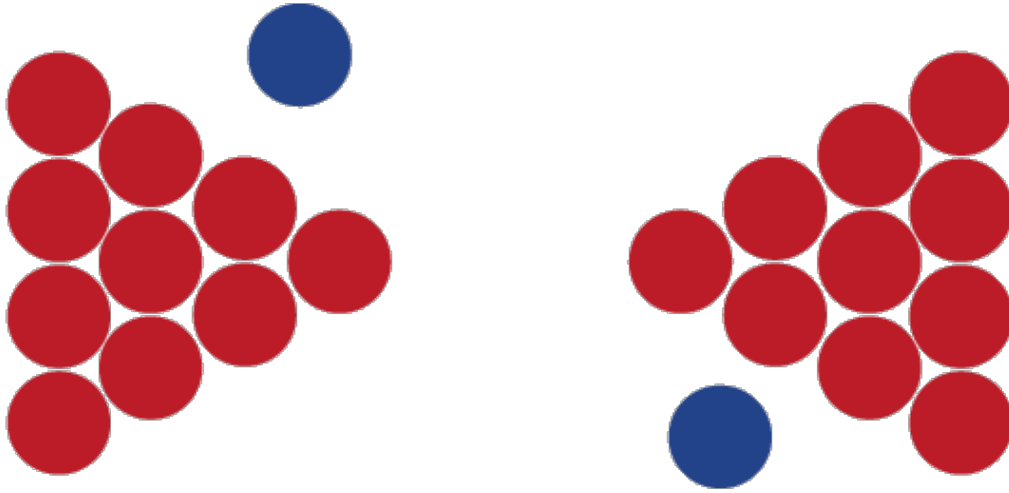


# Beer Pong

## *House Rules*



## Preparation

Each team must have 2 players present to play.

The game begins with 10 cups in a pyramid rack on each side.

## Gameplay

Teams alternate shooting ping pong balls at the opponent's cups.

If a player's elbow crosses the table, the shot doesn't count.

When a ball enters a cup, the cup is removed at the end of the round.

A round ends when all players from the same team have shot.

The game ends when a team clears all of their opponent's cups.

## Eye to Eye

To determine which team shoots first, opposing players shoot simultaneously.

This continues until a player makes any cup while staring at his opponent in the eyes.

If the opposing player also makes a cup, the shots cancel each other out.

The winning team shoots first each subsequent game.

## Balls Back

If both players make their shots, they both shoot again.

## Explosion

If both players make the same cup, that cup and any 2 others (opponent's choice) are removed.

Balls Back applies.

## Fire

If a player makes his shot 3 times in a row, he goes “on fire.”

While a player is on fire, she shoots until she misses.

Any cup he makes while on fire is removed before the next shot.

A player cannot be on fire if she does not say she is “heating up” after making 2 shots in a row.

## Island

If a cup does not have any neighboring cups, a shooter may call “island” before the shot.

There must be at least 3 cups left (an island and a mainland) for the shot to count.

When a shot on an island cup is made, an additional cup on the mainland is removed.

When a shot on an island cup results in a make on the mainland, the shot doesn’t count.

## Bounce

If a player bounces the ball before making a shot, a second cup (opponent’s choice) is removed.

However, after a ball bounces, the defense may block the shot.

## Grabbing

If a missed shot returns to the offense without touching the floor, the shooter may shoot again.

The additional shot must be handicapped in some way.

## Examples

- behind the back
- off the wall
- eyes shut



## Foreplay

If a shot is delayed in a cup, a defender may scoop the ball back out.

If any liquid is removed from the cup, the shot counts.

If the defender is female, she also has the option of blowing the ball out even if liquid is removed.

*"Guys finger. Girls blow."*

## Re-racks

At the beginning of any turn, the offensive team may request a “re-rack.”

A team is allotted 2 re-racks per game.

## Gentleman’s Rack

If 2 cups remain which are not aligned, a Gentleman's re-rack may be requested.

A female must make this request if the offensive team has no re-racks remaining.

*"No ladies? No gentleman."*

## Bitch Cup

If a male player makes the center cup before any other, he must do 25 push-ups.

If a female player makes the center cup before any other, she must take her shirt off.

## **Death Cup**

If a made cup is not removed immediately and that cup is made again later, the game is over.  
If a team asks their opponent if a death cup is in play, the opponent must answer truthfully.

## **Babysitters**

If a player does not immediately drink a made cup and that cup is made again, the game is over.  
*"Babysitters hold death cups."*

## **Celebrities**

Any player may be replaced by the spectator of their choice once per game.

## **Dipshits**

If a player helps his opponent by knocking over one or more of his cups, it counts.  
If a defender is not in possession of the ball and accidentally knocks it into a cup, it counts.

## **Trolls**

Any player who loses a game without making any cups is a troll.  
Trolls must sit under the table for the subsequent game.  
If no games follow, the player must finish her beer under the table.

## **Interference**

The defense may only block bounces, otherwise the offense shoots again.  
If a team commits more than 1 interference in a game, a cup is removed for each violation.

## **Rebuttal**

At the end of the game, each player on the losing team goes on fire.  
If the losing team is able to clear any remaining cups, the game proceeds into overtime.  
There is no rebuttal if the winning team makes more cups than remain.  
For example, if a team explodes on a gentleman's rack, there is no rebuttal.

## **Overtime**

Overtime begins with a 2-1 rack and proceeds normally.  
There are no re-racks allowed in overtime.

