

# BEER PONG HOUSE RULES

## START OF GAME

- A. \_\_\_\_\_ CUPS PER SIDE ARE ARRANGED IN A TRIANGLE FORMATION.  
B. INITIAL POSSESSION IS DETERMINED BY: COIN FLIP, ODDS-EVENS, ROCK-PAPER-SCISSORS, 'SNAKE EYES' SHOOTING.

## SHOOTING

- A. EACH PLAYER ON A TEAM SHOOTS ONCE.  
B. IF A BALL GOES IN A CUP, THAT CUP IS REMOVED.  
C. IF TEAM MAKES BOTH SHOTS IN A ROW, THEY WILL GET \_\_\_\_\_ BALLS BACK AND SHOOT AGAIN.  
D. IF A SHOT IS BOUNCED OFF THE TABLE AND THEN GOES IN A CUP, \_\_\_\_\_ CUPS ARE REMOVED.

## RE-RACKS

- A. TEAMS ARE ALLOWED \_\_\_\_\_ RE-RACKS DURING A GAME AND CAN BE RE-RACKED AS FOLLOWS:



## DEFENSE

- A. AS SOON AS THE BALL HITS A CUP OR THE TABLE YOU CAN: BLOCK, GRAB, SWAT, DO NOTHING.  
B. BLOWING IS: NOT ALLOWED, ALLOWED, ONLY GIRLS CAN BLOW.  
C. FINGERING IS: NOT ALLOWED, ALLOWED, ONLY GUYS CAN FINGER.

## END OF GAME

- A. AS SOON AS ONE TEAM ELIMINATES ALL THEIR OPPONENTS CUPS, THEY WIN.  
B. THE LOSING TEAM GETS REBUTTALS AS FOLLOWS: \_\_\_\_\_ ONE SHOT PER PLAYER, ONE SHOT EACH WITH BRING BACKS, EACH PLAYER SHOOTS TILL THEY MISS.  
C. IF THE LOSING TEAM MAKES ALL THE REMAINING CUPS, THE GAME GOES INTO OVERTIME. IF NOT, THEY LOSE AND THE GAME IS OVER.

## OVERTIME

- A. \_\_\_\_\_ CUPS PER SIDE ARE USED IN OVERTIME AND WINNING TEAM GETS BOTH BALLS FIRST.  
B. OVERTIME RULES ARE THE SAME AS THE HOUSE RULES

## SPECIAL RULES

(SEE THE DANCE TO SEE ANY ADDITIONAL RULES LIKE ELBOW AIR BALL, SHOT THE TEE)