

Beer Pong Tournament Rules

Coin flip, throw off, or mutual agreement to determine starting team

Start game with 10 cups in standard formation (see image)

2 balls per turn (each team member throws 1 ball)

Thrower must stand no further than back edge of table

Both balls must be thrown before opposing team throws

No leaning past front row of cups (full rack – see image)

No bounces

No blow-outs

Cup falls over for any reason, counts as made for opposing team

Ball trajectory on throw may not be blocked.

If trajectory on throw is interfered with prior to hitting cup, counts as made for throwing team

Ball may be blocked or removed from play after hitting cup (must be airborne)

Remove cups no longer in play at the request of opposing team or prior to your next turn

2 re-racks allowed in any formation any time after your first cup is made (all cups must be touching)

Hand gestures & taunting permitted



Redemption

If the losing team has only one cup left, they may try a single redemption shot

If the losing team makes their cup on the redemption shot the game will continue

Each team shall construct a 4-cup pyramid (see image)

Original winning team starts this round

The top cup must be made first before the other 3 cups can be attempted

If the top cup falls into a lower cup both cups are made

The team that completes the redemption round first wins

If redemption happens a second time a 1 cup shoot off will occur

Original winning team starts this round

If a cup is made the opponent must match the shot to remain alive

If the cup is missed by the opponent the game is over

