

# *Kuckuck* **BEER PONG** **CHAMPIONSHIP** *SUMMER OF 1984*

First named team gets the first shot.  
Cups are pulled at the end of each round.  
Last cup must be hit as an individual cup  
Elbow behind table line.

Fixing cups can be requested at any time.  
Two restacks per game and Gentleman's Rule

One rebuttal per game per team.  
Island, Trickshot and Heating-Up/On-fire rules apply  
Balls Back if both balls hit - same cup, you pull three.  
Bouncing is worth 2 cups but can be blocked.  
Blocking a unbounced ball means you drink a cup.

Knocking a cup over counts.  
Dropping a ball in own cup counts.

# \* Official Kuckuck Beerpong Rules \*

Revision date: 23rd of January 2023

## **Deciding Play Order: ('Eyes')**

During the group stage the first named team begins. In the knockout rounds the first team to shoot will be decided by an 'eye to eye shot'. For this both teams will shoot one ball, at the same time on a count of 3 whilst looking your opponent in the eye, the first team to hit a cup will then take the first official turn. If both teams hit a cup, the teammates will continue and take their shots.

## **Ground Rules**

Each turn will consist of each team member throwing a single shot, trying to hit one of the opponents cups, any hit cups will be pulled at the end of that turn. The throw is only valid if the elbow does not cross the edge of the table.

The shooting team may request that any balls in cups be removed before they take their next shot.

## **Restack / 'Gentleman's rule'**

Each team is entitled to 2 restacks of the cups they are shooting at.

A restack can only be done at the start of a new turn, after your opponents have shot, you may not restack immediately after a 'balls back'. You may restack your cups into any position on the triangle, so long as it does not create an 'island'. 'Gentleman's' is available once you are starting a new turn, and down to only 2 cups. Asking for this will place 1 cup at the spot on the front of the triangle, and the second cup immediately behind it. The 'Gentleman's' rule is independent of the 2 restacks.

## **Fixing Cups**

At any point during a player's turn, they may request for the cups to be 'fixed'.

'Fixing' a cup means putting it back in the correct spot and filling any available gap between adjacent cups. This does not count as a restack.

## **Bouncing**

When shooting if the ball bounces off of the table, either through luck or intention, and it goes into a cup, the opponents must then pull an additional cup at the end of the turn.

Bounces may however be blocked. Once the ball has made contact with the table then the shot may either be caught or batted away without penalty.

## **Balls Back**

If a Team hits both shots in one round the cups are taken away and the team gets the Balls back.

## **Same Cup, Balls Back**

If both team members hit the same cup, the opponents will then choose 2 additional cups (totaling 3 cups pulled), and then give the balls back.

## **Rebuttal Rule**

Each team will get one chance at a rebuttal per a game.

A rebuttal happens when one member of a team hits the final cup, the opponents both then may take a single shot each attempting to hit one of their remaining cups.

If either both members of a team hit the last cup in the same turn, or it is hit by an 'On fire' player twice in a row, then no rebuttal will be allowed

If one of the shooters is successful then the balls will be returned and play continued as before, with no cups being pulled.

If the final cup is hit a second time, even by just one of the shooters, then there will not be a second chance at rebuttal and the game will be over.

**Winning the game:**

The game can only be won by a team hitting the last cup when it is the only cup available to shoot at.

If there is more than 1 cup at the start of the turn, and the shot would reduce the cups to 0, or below, then the opponents will be left with a single cup.

**Golden Cup**

During the groups phase of tournaments, the games will last for 10 minutes, at the point this time runs out team with the most cups will be declared the winner, and the remaining cups will be scored.

If both teams are on the same number of cups, then 'golden cup' will be played.

The player who would take the next shot is the first one to shoot during 'golden cup', with the turns continuing as normal from that point. During 'Golden cup' the first team to hit a cup will be the winner, without a chance for rebuttal.

**Trick Shot**

If when shooting, the ball rolls back down the table, and crosses the center line of the table, then the shooting team may attempt to grab the ball before it either hits the floor or their opponents grab a hold of it. If the ball hits any bystanders as it travels back towards the shooting team then it will not count for a 'trick shot'. If they successfully get a hold of the ball then the player who caused the rollback is entitled to take a 'trick shot'.

A 'trick shot' is an additional shot taken after any cups hit have been pulled, but before your opponent takes their next turn.

There are only 2 types of accepted 'trick shot' during the tournament. The first is a shot where you raise a leg and throw the ball underneath this raised leg. The second is where you will shoot the ball from behind your back.

**Island Rule**

When there is a single cup, that is not in contact with any other cups and at least 2 other cups touching on the triangle, then a call of 'island' may be made.

If the shot goes into the 'island' then it counts as 2 cups (with the extra cup to be chosen by the opponent), however if the cup goes into any other cup then it will count as a missed shot. If there are multiple 'islands' available, the shooter must say which one they are shooting at. Each Player may only call 'Island' once per a game.

**Heating up and Fire**

If a player hits 2 consecutive shots, then they may call 'heating up', this then means if they hit a third consecutive shot then they are 'on fire'. When a player is 'on fire' they will get their ball back at the end of turn and will be able to shoot again until they miss. Any time an 'on fire' player hits the cup, that cup is immediately pulled.

**Stacking shots**

The additional cups gained through skill shots such as 'bouncing', 'balls back', 'same cup', and 'island' are added together if made during the same turn. But may not take an opponent below their last cup.

**Fouls**

If a ball is blocked, without it hitting the table, then the shooter chooses a penalty cup to be pulled. If this happens on the final cup, then the blocking team forfeits the game.

If the elbow crosses the line of the table during your shot, it will count as a missed shot, even if it lands in a cup.

If you knock one of your own cups over, it will be removed from the game.

If during your opponent's turn, you cause the ball to land in one of your own cups, it will count, and the cup will be pulled as a penalty cup at the end of the turn.