

## Near-Beer Pong Rules

### Team Participants

- 4 Near Beer Pong players (any gender)
- Unlimited alternates between games
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

### Equipment / Set-up

- Near-Beer pong will be played on a 8' flat table.
- 10 plastic cups will be laid out in a triangle shape on each side of the table. The edge of the wide end of the triangle will begin approximately 2 inches from the table's edge.
- Teams will stand on either end of the table behind their cups.
- 4 ping pong balls will be used.
- Cups will contain sand.
- This is a pool play event.

### Time limit

- Each game will be 10 minutes in length.

### Event Rules

- **NO ALCOHOL IS ALLOWED IN THE VENUE.**
- Each game will begin with one player from each team playing a best of one, rock, paper, scissors match to decide which team gets first throw.
- Each team will be given four throws per turn, one per player, aiming for the other team's cups.
- One team shoots at a time.
- Players must stand 16 inches back from table (tape line will indicate throw line; toes on or behind tape - not over)
- Players must keep BOTH feet on the ground when throwing.
- A player's elbow may not cross the end of their table on a shot or the shot will not count and they will not get to reshoot for that turn.
- The ball may be thrown directly into the cup or bounce once off the table and into the cup. Either shot is worth one cup.
- Blocking is not allowed
- If a player on the opposing team blocks a ball, they will receive a one cup penalty. They must take a cup off the table of the other teams choosing.
- When a ball lands in a cup or is "sunk", the opposing team will immediately move that cup off to the side and let the other team continue shooting.

- A turn is considered complete when the ball either lands in the cup after a direct or one bounce throw or misses after one or no bounces.
- Each team will be given one rearrange. The other team must rearrange the cups any way the opposing team wants, as long as they fit in the original 10 cup triangle.
- The game is won when a team sinks all of the other team's cups.
- There will be no "redemption" or "overtime".
- Both teams will have equal throwing opportunities. At the 10 minute mark, the Sport Coordinator will ask the teams with the "hammer" or "last throw" to complete their turns.
- If at the end of 10 minutes the game is not over, the team with the most cups left on their side will win.
- The winning team will receive 3 points.
- In the event of a tie, each team will receive 1 point.

### **Tournament Tie Breaker**

- In the event a tie in the pool, there will be a sudden-death toss-off as follows:
  - One player from each team takes turns throwing. The first to sink a cup while their opponent does not is declared the winner.
  - If the first throwers do not sink a cup or both sink a cup, the next two players will throw and so on until there is an unmatched sinking.
  - Only four players per team may participate in the Tie Breaker. If all four players have thrown, they will start again with the first thrower and so forth throwing in the same order as the first round.

### **Corporate Challenge Points**

- Each team that participates will receive 10 PARTICIPATION points.
- Top teams in each division will be awarded CHALLENGE points as follows:
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  - 1st place - 10 points
  - 2nd place - 8 points
  - 3rd place - 6 points
  - 4th place - 4 points
  - 5th - 8th place - 1 point
- A maximum of 6 Gold, Silver and Bronze medals will be awarded to the winning teams in each division.

### **Team Cancellation/No Show Penalty**

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A GAME:

A company missing two (2) games throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE game, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team.