



# HOUSE RULES

## START OF GAME

- ▼ 6 cups per side are arranged in a triangle formation
- ▼ Initial permission is determined by coin flip

## SHOOTING

- ▼ Each player shoots once
- ▼ If a ball goes in a cup, that cup is removed
- ▼ If a team makes both shots in a row, they will get 2 balls back and shoot again
- ▼ If a shot is bounced off the table, than goes in a cup, 2 cups are removed. The defending team chooses which 2 cups
- ▼ If two balls are hit in the same cup, the attacking team can choose one extra cup which has to be removed and gets the balls back

## RE-RACKS

- ▼ Teams are allowed to re-rack once per game
- ▼ Gentleman's rule: If there are two cups left, a team can ask to put them in a line. Although a call for a 'Gentleman's' can legally be rejected, the team that rejects it will forever be labeled selfish cowards



## DEFENSE

- ▼ As soon as a ball hits a cup or the table, it can be swatted
- ▼ Guys can finger, girls can blow. If your finger or the ball touches the beer, the cup still counts and you must drink
- ▼ If a ball is defensively touched before hitting the table or cups, the shooting team chooses one cup to remove

## END OF GAME

- ▼ As soon as one team eliminates all their opponents cups, they win
- ▼ The losing team gets rebuttals as follows: each player shoots until he misses
- ▼ If the losing team makes all of the remaining cups, the game goes into overtime

## OVERTIME

- ▼ 3 cups per side arranged in a triangle
- ▼ The team that hit all cups first, starts with both balls in overtime

## SPECIAL RULES

- ▼ Teams are allowed one celebrity shot per game. They can choose any person they want to throw once
  - ▼ Unless overly intoxicated, beer from hit cups must be consumed before shooting
- ▼ Island rule: if a cup is not physically touching any other cups, a player may call "island" once. If you hit a shot in that cup, it counts double. NOTE: If you call "island" and make a non-island cup, it doesn't count
- ▼ After a player hits two cups in a row, he can call "heating up". If he makes his third shot he can announce that he's *on fire* and he shoots until he misses. If the player fails to announce that he's heating up he cannot call *on fire*
  - ▼ If the ball rolls back to the shooter after shooting without hitting the floor, he can do a trick shot