

OFFICIAL BEER-PONG RULES  
1992 Delta Chi Lehigh Edition

Section 1.00 - Objectives of the Game

- 1.01 Beer-pong is a game between two teams of either one or two players each, played on a regulation table-tennis surface, under jurisdiction of this rulebook.
- 1.02 The objective of each team is to win by successfully striking, sinking into, or knocking over the opponents' beer-filled cup.
- 1.03 The winner of the game shall be that player or team which shall have scored a greater number of strikes at the conclusion of a regulation game.
- 1.04 Beer-pong is an equal opportunity game that does not discriminate against race, color, religion, sex, age, national origin, citizenship status, or handicap. It is highly known, however, that women simply can not play this game. All efforts to curb their inclusion will be greatly appreciated.

Section 2.00 - Equipment, Players, and the Playing Field

- 2.01 Regulation table-tennis paddles and balls shall be used upon a standard table-tennis table with net.
- 2.02 The table shall be kept clean from beer sludge and other undesirable materials that may hinder continuous play.
- 2.03 There is no dress code for playing the game. It is recommended, however, that comfortable attire be worn. Large, bulky shirts and sweaters only limit the range of movement, and can also cause the knocking over of one's own cup. Sneakers or athletic shoes of some sort are also recommended, as slippery floors are quite common.
- 2.04 Cups of any kind may be used for play. Statistics have proven that standard, 12-ounce, plastic cups give the best results. The following drinks per cup shall apply:
- (a) 9 ounces - three to four drinks/cup.
  - (b) 12 ounces - four drinks/cup.
  - (c) 16 ounces - four to five drinks/cup.

When playing, always drink proportionate amounts. In other words, if you have two drinks left in a 12-ounce cup, you should be halfway done.

### Section 3.00 - Definition of Terms

BEER is the golden liquid that we all know and love. It is the drink of choice in beer-pong.

CARLOWING is the act of refilling one's cup before completing all legal drinks.

A COTTRELL ONE is an unusually high amount of beer in the cup when only one drink is left.

A CUP is the receptacle that holds the beer.

A DRINK is the imbibation of beer necessary to the game. It is also the terminology for the amount of beer in a cup.

The FAR SIDE is the opponent's half of the table.

GRAVITY is caused when a new, foamy cup of beer is put down. This is just asking for a sink.

A HIT is a legal strike of the opponents' cup, which is unsuccessfully returned, resulting in one point.

#### INTERFERENCE

- (a) Offensive interference is an act by a team, or by an outside collaborator, which interferes with, obstructs, impedes, hinders or confuses any player trying to continue play.
- (b) Defensive interference is the act of blocking an incoming ball from hitting one's cup. This is also known as GOALTENDING, S.D.I., and various other names.

The NEAR SIDE is one's own half of the table.

The NET is the nylon weave that spans across the middle of the table.

A PANIC is a sudden, stabbed-in-the-back, tension of the entire body caused by the fear that the ball may hit your cup.

A POINT (or SCORE) is the score made by an opponent caused by a legal hit or sink of the cup and resulting in one drink.

A PROCTOLOGIST SHOT is a hit, sink, or save that is so lucky it's obvious that the player just pulled it out of his ass.

To RETURN is the act of attempting to throw the ball into the opponent's cup, preceded by a successful sink. It is also the act of hitting a ball onto the opponent's playing surface after having one's own cup hit, thus saving a shot (also known as a SAVE), or continuing action after a missed shot.

RIM JOB is a term referring to a shot that either deflects off of or rolls around the rim of the CUP.

A SAVE is the legal return of a hit, which continues action.

A SCHREDER-HIT is a legal hit that caroms quickly off of the rim of the cup, making a save nearly impossible.

SINK is a legal entrance into the opponent's cup, resulting in two points. A sink may be returned.

A SLAM is a powerful shot aimed at the opponent's cup with the intention of knocking it over.

A WAITING CUP is one which an upcoming opponent places near the net to signify his or her desire to challenge the victor.

WONG-PONG is fast-paced beer-pong.

#### Section 4.00 - Playing the Game

4.01 Prior to the start of play, all players' cups must be properly set up in the following manner:

- (a) SINGLES: one paddle length in from the back of the table, directly on the center line.
- (b) DOUBLES: one paddle length in from the back of the table and one paddle length from the side of the table.

4.02 Play shall begin when one player serves to the other. Always make sure that all players are ready to begin. Paddles must be in hand to start. A legal serve must hit the playing surface on the server's side only once before or directly after the initial strike. The ball must then continue over the net and onto the opponent's side. It may strike only the playing surface on the opponent's side of the net.

#### PENALTIES:

- (a) If a service fails to cross over the net, or hits the net and goes over, or crosses and fails to strike the opponent's playing surface, the server must serve again. If any of these events occur three times consecutively, the server (and partner, if applicable) is penalized one drink.
- (b) If a service strikes the opponent's cup in midair or on one hop, the server (and partner, if applicable) is penalized one drink.
- (c) If a service is sunk into an opponent's cup, the server (and partner, if applicable) is penalized two drinks. There is no chance given to return the throw.

4.03 Play continues in regular, yet slow-paced, table tennis fashion. All balls hit onto the table that do not strike, sink into, or knock over the cup may be hit with the intention of striking the opponent. Play continues this way until either a legal hit occurs, or play is stopped.

4.04 If a ball hits a cup, it may be returned only if one of the following conditions occur:

- (a) The ball hits the cup in midair and is legally returned before or after one bounce on one's own playing surface.
- (b) The ball hits the playing surface once, then hits the cup and is returned legally before striking the playing surface a second time.

- (c) A legal return of any kind is attempted that strikes the net in some manner but still manages to cross over and onto the opponent's side of the table.
  - (d) A legal return of any kind is attempted that strikes a waiting cup, can, bottle, or pitcher on the far side of the net and caroms either on or off the playing surface.
  - (e) A legal return of any kind is attempted that strikes a waiting cup, can, bottle or pitcher on the near side of the net, and legally crosses over the net and strikes either the opponent's playing surface or a waiting cup, can bottle, or pitcher on the far side.
- \* If a ball should hit the cup, bounce once and cross over the net without a hit from the paddle, it shall not be considered a legal save.

4.05 Play should be continued even if the ball fails to either make a legal hit of the cup or table. The following rules apply:

- (a) The ball is allowed to bounce on the floor for a hit to be considered legal. The player may not move to the side of the table to get a shot, however. An imaginary line shall run from the back of the table.
- (b) If the ball makes contact with the walls, ceiling, or any person (including oneself), any hit will not be counted. There is no penalty for either player. The only exception to this rule is if, in the act of striking the ball with the paddle, the player's thumb or other finger makes unintentional contact. Count this as if it hit the paddle only.

4.06 All balls shall be hit in such a manner as to cause an obvious parabolic arc from one side of the table to another. There shall be no wong-pong, damnit. The only exceptions are as follows:

- (a) When making a save, especially on a Schreder-hit, it is sometimes nearly impossible not to strike the ball with greater-than-average force. Only as an instinctive, highly athletic, reactionary shot may this be allowed. Balls hit in this manner, which continue across the table and strike the opponent's cup, are legal.
- (b) When attempting a slam shot. This type of shot is only allowed if the ball has been hit so poorly that it lands far short of one's own cup yet is still in play. An attempt may be made to knock your opponent's cup over - he deserves it anyway.

\*It shall be noted that it is legal for a player to hit the ball twice in order to avoid being slammed. Any hit made while doing this shall not be counted.

4.07 If, by some freak chance, a player manages to legally save a successful slam shot, the opponent shall:

- (a) Chug one beer.
- (b) Automatically lose the match while the lucky s.o.b. refills and continues.

4.08 If, at any time during play, an opponent's cup is knocked over by either a slam shot or his own stupidity, the game ends instantly. This applies for both players on a doubles team even if only one cup is knocked over. House rules apply in this case: refill the cup(s), start singing, and watch 'em chug!

If, during doubles play, one player, while in the act of making a successful slam, knocks over his own cup... everybody chugs! Clean up the table and bring on another foursome.

4.09 Interference of any kind will not be tolerated. Defensive interference will subject the guilty party to one penalty drink.

S.D.I. wasn't popular for Ronald Reagan, and it isn't here.

4.10 If a ball has been sunk into a cup, the defending player may attempt to return the favor. The ball is to be taken by hand and thrown towards the opponent's cup, with the intention of sinking the ball (the opposing player must realign his cup). If it is missed, the penalty is two drinks for the party that was sunk. If the throw is successful, it is now the other party's turn to attempt a throw. This continues until an attempt fails, with each successive sink reversing the penalty drinks.\*

\*Starting in the fall of 1992, each successful throw will add a drink to the penalty. The initial sink will remain as two penalty drinks, but good returns will give three drinks, then four drinks, and so forth, until a return misses.

EXAMPLE: Player A sinks into Player B's cup. Player B would drink two unless he could sink into Player A's cup. If he does so, Player B would drink nothing and Player A would drink three, unless Player A successfully returns, which would give Player A nothing and Player B four drinks. This trend continues until either player misses.

4.11 When attempting to return a sink, there shall be no leaning against the table. A warning should be given before a throw is attempted, with no penalty given. If the offender persists, disallow the throw.

4.12 After any hit, sink, or victory, the successful player or team serves to restart play. Winners also get choice of paddles.

4.13 In either one-on-one or doubles play, those who wish to challenge the victor may place their cup(s) on the table. The cups shall be placed near the net, with doubles partners putting theirs side by side. Challengers proceed in a first come, first serve basis. Both cups must be on the table for a doubles team to be considered. Waiting cups are in play, although if they are hit during action, penalty drinks are not given.

4.14 If, during play, a player strikes his own cup, he is penalized one drink. If the player manages to sink it into his own cup, he is penalized two drinks, with no chance to return a throw. The player also deserves a spanking, yes, a good spanking ... and then ... oral sex! In either case, the penalized player serves to restart play.

4.15 If, in an attempt to make a save, a player hits his own cup, he is penalized two drinks. If the player sinks it into his own cup while making a save, he is penalized three drinks. You practically have to go out of your way to do that.

4.16 If, during doubles play, a ball hits two cups before bouncing a total of two times, two penalty drinks may be given. This applies for balls that ricochet from one cup to another or for a save attempt that hits your partner's cup. In both instances, a save (possibly a "second" save) is allowed, as long as only one bounce occurred either before the initial hit, between hits, after the second hit, or after the final save.

4.17 In doubles play, no teamwork may be used in the attempt to make a save (with the only exception being that listed in rule 4.16). For example: Player A makes a save of a hit but his shot is obviously going to land off the table. Seeing this, Player B hits the ball in midair, directing it towards the table. Penalize these two gentlemen a drink each. This is not to say that one may not save a ball hit off of your teammate's cup.

4.18 If, at any time, a player's penalty drinks exceed the amount of drinks left in his cup, the player need only drink what remains. The only exception to this is in continuous, one-on-one play. In this case, drinks cumulate into the next game.

4.19 Throwing of the paddle in an attempt to hit the ball is perfectly legal. However, any cups that are knocked over in the process become the sole responsibility of the thrower. If an opponent's cup is knocked over, the thrower automatically forfeits his match and chugs.

### Section 5.00 - Variations to Basic Beer-Pong

CENTURY PONG - An epic battle between two idiots who play continuously until a grand total of 100 drinks is reached by one unfortunate drunkard.

CONTINUOUS - One-on-one style play with all drinks running into the next game if applicable. May be played to a set number of drinks (see Century Pong) or until one player passes out.

DEATH-PONG - One-on-one style play except there are two drinks on each side. The drinks are spaced out a half-paddle length from the middle of the table and one paddle length out. In other words, the cups are a full paddle length from each other, but are close to the center line. The object is to empty both opponents cups without knocking one over. Any time you either hit, sink, or knock over an empty cup, the opponent gets to refill.

DOUBLES - Two players per side. The same rules apply as for singles pong, except that both players on a team drink in all instances where the single's player would.

NAKED BEER-PONG - If you're into this sort of thing... then at the least let's try to keep it coed.

PITCHER PONG - You use a pitcher instead of a cup. Duh.

ROUND ROBIN - Two players per side, but drinks are only given to penalized player. Incoming player replaces outgoing player, not teams. Best if played with five to six people.

SHOT PONG - A favorite during sunrise cocktails. One drink per shot, and good luck making saves.

SINGLE-DOUBLE - One-on-one play except with a doubles' set up. The same concept applies behind double-triple and single-triple.

### Section 6.00 - Final Comments

6.01 Any discrepancies in these rules may be brought forth to the closest alumnus. Otherwise a committee consisting of the President, Social Chairman, and IM Manager may decide on all questioned issues.

Don't let it ever get to this.

6.02 Beer-pong is a game that has been passed down from one generation to the next. Its history is long and glorious, most notably at the Delta Chi Lehigh Chapter. It has traditionally been known as a gentleman's game. It challenges the mind, the reflexes, and the bladder.

Beer-pong is a fun game; it should always be seen that way. It's a game where the losers are winners, too. This rule book was produced not only to clarify old rules and establish new ones, but to show how much fun exists in the game. Never forget why you play beer-pong.

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