



## 1 – SPORTSMANSHIP

**A.** This rule is the most important. Everyone is here to have fun, meet new people, play sports, and partake in events. Be respectful and conscious of your actions. We take this rule very seriously, as members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise a detriment to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment.

**B.** If the above sportsmanship rule is broken then the commissioner will issue 1 warning to the player and make the team captain aware.

•The 2nd warning, in the same game to the same player, will result in the player being removed from that game roster. If the team does not have enough players, they will have to play short and can't pick-up players. This could even result in a forfeit for the evening. The player removed from the game must leave the area of play all together. The player cannot sit on the sidelines near the game or be within hearing distance in the chance that they decide to further yell, taunt or threaten.

•If the player does not leave, the game will be called and the team will take a forfeit.

•If a player is ever tossed from a game, the team captain can ask that we remove that player from their roster permanently, if they so wish. That player will not be reimbursed if this does occur.

•If a player is tossed from more than 1 game in ANY of the FwF Leagues over 1 season, that player will be banned from the league.

•This behavior and the sportsmanship rule also does apply to how you talk to the FwF Staff as well. If our staff is threatened and no longer feels safe, the player who made the threat will be removed from the league.

•If we must issue warnings to multiple players on the same team, the entire game will be called. The opposing team will take an automatic win. Be respectful and make for a comfortable playing and working environment for all. Aggressive behavior is not welcome in this league.

**C.** Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. \*\*\*Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. Officials have the discretion to determine if any of the above or other situations might violate FwF standards.

## 2 – GENERAL RULES

**A.** IF SOMETHING IS NOT IN THIS RULES DOCUMENT, IT'S NOT A RULE WE USE.

**B.** Team requirements are a minimum of 4 players, with a max of 6 players. If the minimums have not been met, you may NOT have subs until the minimum requirements have been met. To

play, each team will play with ONE female, and ONE male, or 2 females. If you do not have either of those combinations for the night, you will forfeit.

**C.** Each match will consist of 5 games. You will play all 5 games against the same team all night. Standings are based on games won, but not matches won.

**D.** A 10-minute grace period is given for players to arrive, or game 1 will be declared a forfeit. If after an additional 10 minute grace period has passed (20 minutes in total), then all games will be forfeited.

**E.** Players may not change mid-game. Players that start the game must finish the game.

**F.** Starting cup formation is a 10-cup triangle; the triangle tip will be facing the defending team. Cups may not be tilted, or leaning against other surrounding cups.

**G.** Registration completely closes prior to week 2. You are permitted to add additional members to join your team up until 7PM EST on week 2 of games. We cannot break this rule for any reason.

### **3 – SUBSTITUTE PLAYERS**

**A.** We will only allow the number of subs to match the minimum requirement of players/genders allowed on the team. (Ex: if you are missing one male, you can only have one male sub or vice versa.) If your team does not have the minimum registered players, you can't get subs.

### **4 – DETERMINING WHO GOES FIRST**

**A.** To determine which team gets to choose Shoot First the team captains, or appointed players will use the game "Rock, Paper, Scissors."

**B.** The above rule only applies to Game ONE. To start the next game, the winning team of the previous game throws first.

### **5 – PLAY RULES**

**A.** While shooting, no one may touch the table. This applies to both teams. If the table is touched by the throwing team while shooting, that person's throw is forfeited. No leaning across the table, body should stay in up right position . A player is not permitted to stretch their arm across the table.

**B.** There will be a masking tape line on the floor approximately 1 ft away from the table that you will not be able to cross this line while throwing. If your feet pass this line while throwing, your throw will be forfeited. Hands may cross, within reason, as long as your feet are behind the line.

**C.** Once a cup is made, that cup should be pulled IMMEDIATELY.

**D.** If you throw before the cup is removed, and make the same cup, the toss will not count and the balls will turn over to the defending team.

**E.** If a player throws it and makes a cup then your teammate immediately tosses and makes another cup before the first cup has been removed, it does not count. The first cup has to be moved before the next throw is made. HOWEVER, both balls can be thrown at the same time.

**F.** Teams are not permitted to rearrange the cups. The only time cups may be removed is during a re-rack. Even if a cup is about to fall off the table, it cannot be moved.

### **6 – RE-RACKING**

**A.** Each team will only be allowed 2 re-racks, and it can only be completed at the start of your turn, before any balls are thrown. If balls back has occurred, then this is still considered the middle of your turn, and you may NOT re-rack at this time. THERE IS NO MINIMUM REQUIREMENT OF CUPS IN ORDER FOR YOU TO USE YOUR RE-RACK AT THE BEGINNING OF THE THROWING TEAMS TURN.

**B.** You will receive 2 letter R's and 2 letter I's. R = Re-rack I = Island. Once one is called you will place your letter chosen into the empty Solo Cup on your table. This will represent that a re-rack or island has been called. If you are in redemption you may not use a re-rack even if you have one available.

**C.** Any player in the game may call a re rack.

### **7 – SPECIAL RULES (BALLS BACK, BOUNCING, ISLAND, ETC)**

**A.** If each player on the throwing team makes a cup, then that team will receive the balls back for a second throw. On the second turn, if the players make each throw, the balls will be turned over to the defending team.

**B.** THERE IS NO FINGERING OR BLOWING THE BALL WHILE IT IS SPINNING IN THE TOP PORTION OF THE CUP.

**C.** PLAYERS ARE ALLOWED TO BOUNCE THE BALL IN THE CENTER TWO PORTIONS OF THE TABLE. With that being said, THE DEFENDING TEAM IS ALLOWED TO SLAP/SWAT/CATCH THE BOUNCED BALL. The defending team must remain behind their blue tape line in order to swat the bounce. YOU MAY NOT STAND WHILE TOUCHING THE TABLE OR ON THE LONG SIDES OF THE TABLE IN ORDER TO SWAT THE BOUNCE.

**D.** When the ball is thrown if it hits and bounces off other cups, a team player or wall, then bounces into a cup, it does count and that cup is to be removed. If it bounces off the floor into a cup, it does not count.

**E.** If a ball is intentionally bounced in the above-mentioned space on the table, then the bounce will count for 2 cups.

**F.** Each player on the throwing team has an opportunity to call Island at the beginning of their turn. (The cup must be singled out due to play, not due to a wet table moving the cups around.) If the cup is called out and made, the defending team will immediately pull that cup, and one

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additional cup of their choosing. If an island is called, and the throwing player hits a different cup than called out, the ball is removed, and the unintentionally hit cup will remain in play.

NOTE: Each player can only call Island one time per game.

**G.** ISLAND MAY NOT BE CALLED ON THE LAST CUP OF THE GAME.

**H.** If both teams have 1 cup and they have not made the last cup within 30 minutes, the game will end in a tie during the regular season only.

**I.** An Island is determined as a cup that stands alone/away from the rest. If you can get your hand between the cup, this is considered an island.

## 8 – REDEMPTION

**A.** If the defending team has ONE cup left when the throwing team sinks their last cup, then both of the players on the defending team get ONE shot. If they miss, then the game is over.

**B.** If both teams have ONE cup left and the throwing player matched redemption shot, then each team will re-rack to 3 cups on each side. (redemption of 3 cups will be limited to 2 times within a game, if more than 2 redemption re-racks occur in a game then the game will end in a 1-1 tie.)

**C.** If both players on the throwing team make the last cup in the same turn, the game is over and no redemption will be awarded.

**D.** If the defending team has more than ONE cup left when the throwing team sinks one shot, then both players receive an opportunity to shoot. They must each make the shot to earn redemption. If they miss, or only make ONE shot, then the game is done.

**E.** If the defending team has 2 cups remaining and the throwing team makes both shots that turn, they get balls back and a final cup remains. If either player then makes the final cup again, the game is over. Otherwise, normal redemption rules apply.

**F.** During the regular season, redemption will have a time limit of 30 minutes. If we do not have a winner in the match within 30 minutes of redemption, it will be either called a tie or whoever has less cups wins. During playoffs, this will not be the case.

**G.** If 2 cups remain, and the defending team makes both cups, the opponent has a chance to redeem. If they miss, the game is over. If either player makes the cup then that player continues until they miss or clear all cups.

## 9 – DISTRACTIONS/INTERFERENCE

**A.** ALL Players may NOT cross the plane of play with any of their body parts, clothing or other objects, while the throwing team is shooting. To avoid violation, just stand behind your blue taped line, away from your cups. DO NOT TRY TO DISTRACT YOUR OPPONENT BY FLASHING ANY BODY PARTS.

**B.** Spectators are NOT permitted to assist in any distractions and may not be inside the playing area at any time. IF ANYONE VIOLATES THE DISTRACTION RULE, AND THE THROWING PLAYER MISSED, THEY GET TO REMOVE ONE CUP OF THEIR CHOICE FROM THE VIOLATING TEAMS CUPS. Interference is defined as any contact, intentional or otherwise, between game pieces and any other objects. (Game pieces: balls, table or cups).

**C.** In the event of a defending player interfering prior to the ball making contact with a cup, a one-cup penalty will be imposed. The throwing player will be able to choose what cup will be removed.

**D.** In the event of non-player interference, defined as spectators or officials, the player will get to reshoot.

**E.** In the event that a ball that is shot bounces off of an object on the table, into an active cup, that shot is counted. (Objects: water cup, cup that has already been hit, personal beer, etc..)

**F.** Please keep the playing area clear from any unnecessary objects at all times. Please do not place your food or beverage on the Beer Pong tables.

**G.** No objects should be placed between the 2 defending 10-cup formations.

**H.** If a cup is knocked over by a player, the cups are counted and not refilled or replaced.

**I.** If a cup is knocked over by a non-player, the cups are not counted, and will be refilled and replaced.

**J.** Cups that have been removed need to be placed off to the side of the middle of the table. Not on the ends where cups are still in play.

## 10 – DISPUTES

**A.** A dispute is not considered to be valid unless witnessed by two or more individuals.

**B.** In the event of a dispute, the Commissioner will be notified by the teams Captain and the game will be paused. ONLY THE TEAM CAPTAIN (or acting captain if absent) CAN DISPUTE A CALL or pause the flow of a game. Any dispute by a non-captain will be ignored.

**C.** All calls made by the commissioner are final, and any intentional abuse of game rules and/or disputation without adequate cause us grounds for ejection from the game.

## 11 – CONDUCT

**A.** Friendly banter is allowed, but any negative/rude/offensive banter will not be tolerated and will be given a warning at first. (See Sportsmanship Rules)

**B.** If at any point during game play negative conduct occurs, and continues, the player(s) could be ejected from the game causing a loss. At a certain level, we evaluate the sportsmanship rule. We simply want to maintain a friendly and fun atmosphere.

## 12 – CUP MOVEMENT

**A.** Drifters: In the event that a cup drifts out of its position while a ball is in mid-flight to sink the cup, the shot will be counted as a miss, unless interference by the defending team is apparent. (See Distractions/Interference Rules to see list).

**B.** IF A CUP DRIFTS DUE TO WATER OR REGULAR PLAY YOU MAY NOT ADJUST THESE CUPS. THEY NEED TO REMAIN WHERE THEY ARE.

**C.** Cup Adjustment: Cups may NOT be moved or adjusted by the defending team, while the ball is being released by the throwing team, or while the ball is in mid-flight. Doing so incurs a one-cup penalty.

**D.** Balls Knocking Over Cups: Cups will and should be filled to the point where it is not possible to knock the cup over with the ball. However, in the event that a ball does knock a cup over, the shot is counted as a hit, UNLESS it is absolutely clear that the ball never crossed the top plane of the cup before it was knocked over, in which case it is called a miss, and the cup is reset and refilled. (Clarification: If a ball enters a cup, spins, and then exits the cup, and then the cup falls off the table as a result, the cup is counted as a hit and will be removed. The cup cannot be detoured from falling, the team needs to let this happen.)

## 13 – SCHEDULING

**A.** The league schedule will be posted 5-7 days prior to the beginning of the season.

**B.** The playoffs schedule will be posted 5-7 days prior to the event, and can be found on the FwF Sports website, as well as the social media page.

**C.** Teams are responsible for checking for updates, schedules, scores and standings.

**D.** In case of an odd number of teams, 1 team will be selected to play an extra game. This is unavoidable with odd teams. Therefore, this extra game will not count for nor against the team chosen but it WILL count for the team they face.

## 14 – SCOREKEEPING

**A.** Both teams will be given a scoresheet at the beginning of their games. Please make sure you give this back to the Commissioner when the games are over.

**B.** It is up to the teams to keep their own score, but we can assist if asked.

**C.** Please write down how many cups were left on the table if your team did not win. This cup count will be used to break standing ties. However, we do place your standings based on the wins/losses.

**D.** FOREIT: When a team forfeits, they get 5 games loss and a total of 10 cups for each round. For a total of 50 cups.

## 15 – PLAYOFFS

**A.**Playoffs will consist of a single elimination tournament for all teams. It will be the best 2 out of the 3 games and the first team to win 2 games will automatically advance without having to play the 3rd game.

**B.**No Rock, Paper, Scissors will occur in the playoffs.  
The top seeded team chooses throw first or table side.

**C.**All regular season rules are in effect and NO SUBSTITUTES will be allowed to play in the playoffs. A player must be rostered. Opposing teams can request a roster check if uncertain.

**D.**TO BE ELIGIBLE FOR PLAY-OFFS, EACH MEMBER OF THE TEAM MUST PLAY IN AT LEAST 2 REGULAR SEASON GAME NIGHTS OF PLAY BY THE END OF WEEK 5.

NOTE: If we have to reschedule, this doesn't count as a week.

## 16 – CANCELLATIONS

**A.**Teams will be notified by the commissioner via Captain's Chat OR notified via our Social Media Page if a game night will be cancelled.

**B.**These games will be made up prior to or at the end of the season, prior to the week of playoffs.

**C.**Makeup games could include playing in double headers if time permits.

**D.**If your team cannot make a game night, please message the Commissioner via Captain's Chat and steps will be taken to alert the defending team of the forfeit.

## 17 – MISC

**A.**NO DRINKING REQUIRED.

**B.**We refer to this as beer pong, because that's the most common name. If you do purchase a drink from the bar to consume, then that is completely up to you and the establishment.

**C.**ALL PLAYERS MUST BE 18 AND UP TO PLAY.

**D.**The league will provide everything you need to play. No outside balls, cups or tables will be allowed.

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