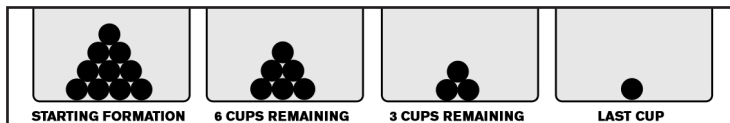


# WSOBP III™ Quick Rules



- 2 players per team
- 10 cups per side
- 2 shots per side (i.e. 2 balls per game)
- 2 beers per side



- Starting team shoots 1 ball to start--2 balls per side are thrown thereafter
- Reformation (A.K.A Re-rack): Reform at 6, 3, and 1 cups remaining. Cups are to be reformed according to the diagram above. Last cup must be pulled back to within 1" from table edge.
- Rollbacks: Only 1 ball is returned when a team sinks both its shots in one turn. Either player make take the rollback shot.
- First toss will be determined randomly.
- Grabbing: Ball may be grabbed ONLY after it has hit a cup. Penalty: 1 cup.
  - o Bounce shots are allowed but do not count for 2 cups.
- Cups knocked over by balls are counted as being sunk unless it is clear that the ball did not enter the cup.
- Leaning is allowed, however no foot may leave the ground and the table, partner, or any other object may not be used to support a lean. Legs may not cross the plane of the table.
- Distractions are allowed, however the players may not cross the plane of play with ANY part of their bodies. Penalty: 1 cup.
  - o No player may intentionally disturb the air surrounding the cups in play, such as by fanning with hands, hat, or any other objects. No visual blocking of the cups is allowed. Blinding of the opponent such as via lights or laser pointer is not allowed and will result in ejection.
- Games may be called or enter sudden death after 20 minutes play at the discretion of an official.
- The beer remaining on a side at the end of a game is the property of that team. No player is under any obligation to drink the remaining beer.
- Players who are visibly intoxicated must have their cups filled with water.
- Being late or absent to a match will result in match forfeiture.
- Fights results in permanent WSOBP blacklist.
- All rules and penalties are to be enforced by officials. Disputes must be brought to officials. All calls made by officials are final.

## End Game Rules

- **Prelims:** No redemption\ (AKA rebuttle). The game ends immediately after the last cup is hit.
- **Finals:** "One Unlimited Ball" Redemption is in effect (players alternate shooting until 1 player misses), except when a redemption situation begins with 1 cup remaining. In that case, the redeeming team simply shoots the number of balls they end up with on their side (this is never more than two). Effectively this means that if your opponents had 2 chances to make your last cup, you also get 2 chances at their last cup, instead of the standard unlimited 1-ball.
- **Overtime:** OT is only allowed in Finals. 3-cup overtime is begun as though it is a new game-- balls are divided and the team that redeemed (the team that would have won had their opponents not redeemed) selects which side shoots first. Games may go into multiple overtimes.

## WSOBP™ Standard Equipment

- Tables: 8' x 2' x 27.5" BPONG™ Tables.
- Cups: 16 oz., BPONG™ cups.
- Balls: 2-Star Quality, 40 mm BPONG™ pong balls.

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