



# RULES & REGULATIONS

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Beer Pong or 'Beirut'-as it was formerly known as, is a sporting game that brings people together to compete in an exciting social skills competition. In Canada, CBP has brought the household game of beer pong, played at parties and mostly at amateur events, to a competitive professional level for *huge* cash prizes and more! Teams of two will compete in Remote Tournaments™ throughout the year and at our main event- the CBP Golden Cup™ in a city near you. Our game is as simple as the home game, teams of two will compete against each other taking consecutive turns aiming at 10 opposing team cups. We've added a few fun elements to make the competition a little more fierce such as the NEW CBP Shootout and a Regulation Time Limit at all official CBP registered events. See our full set of Rules and Regulations for playing beer pong at CBP Tournaments in this document. To learn more about what different events we offer go to [cdnbeerpong.ca/events](http://cdnbeerpong.ca/events).

***(Note: Only registered CBP Members will have their official beer pong statistics recorded and available online at [cdnbeerpong.ca](http://cdnbeerpong.ca) (this information is not available to non-members.) \*\*\*For membership enquiries visit [cdnbeerpong.ca/membership](http://cdnbeerpong.ca/membership).\*\*\****

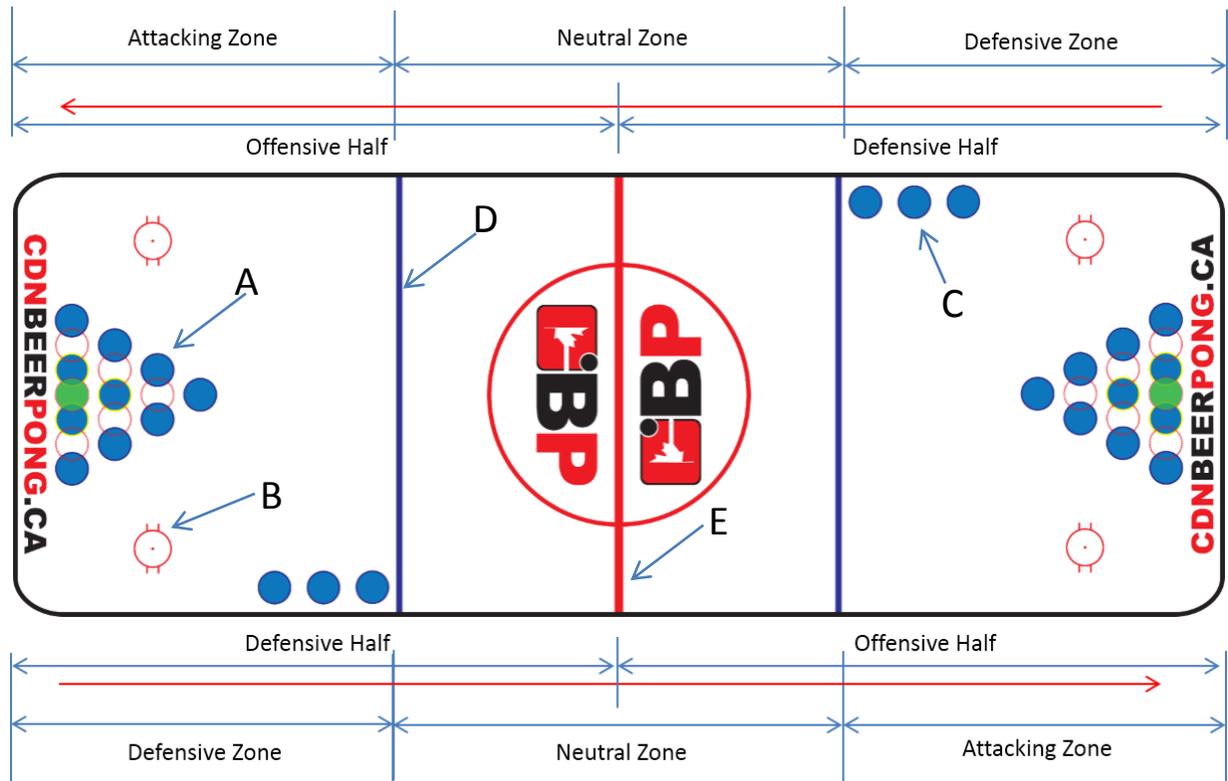
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## CBP Table Layout



### Table Legend

**A – Cup Crease (CBP Rack):** See section 3.3 for Cup Formations.

**B – Wash Cup Circle:** Each player will have their own wash cup location on the table (total of 4 wash cups).

**C – Cup Bench:** All empty cups eliminated from play will be stacked three high and placed in the Cup Bench spots.

**D – Defensive Blue Line:** A player's hand cannot pass the vertical plane of the blue line. See section 3.5.4 for Leaning procedures.

**E – Centre Line:** In the case of a bounce shot, the first bounce must occur on the defensive side of the centre line.

## Section 1 – General

Canadian Beer Pong, herein after ‘CBP’ - is a responsible sporting events organization. While the moderate consumption of alcoholic beverages may be part of your sporting event experience, CBP does not condone the excessive consumption of alcohol at any of its sporting events. Participants must abide by CBP and its Official Beverage Partner policies and procedures. CBP and all participants must comply with local liquor laws, establishment policies and as such CBP will take measures to abide by all provincial and federal regulations surrounding the service and consumption of alcohol at all its sporting events.

### 1.1 Legal Playing Age

1. Each player **must** be of legal drinking age in the province of the event in order to participate in any CBP tournament(s) or gain entry into any official CBP Venue(s).

### 1.2 ID Requirements

1. At time of check-in for a Remote Tournament™ or Golden Cup™, each player must provide one primary **and** one secondary of the following forms of ID:
  - i. Primary
    - A. An official government issued ID (including official foreign government-issued IDs) with your name, signature, picture and birth date, such as a driver’s licence, government ID or passport.
  - ii. Secondary
    - A. A secondary piece of ID that includes an imprint of your name and your signature or picture, such as a credit card, health card or social insurance card.
  - iii. If CBP or Venue staff members have any doubts about a customer’s ID, they may refuse entry into the tournament and/or location.

### 1.3 Drinking Policy

1. Consuming alcoholic beverages is **not** mandatory at any CBP event. A player may compete throughout an **entire without the consumption of any beverage**. The consumption of alcoholic beverages is strictly **voluntary**.
  - i. Waste Buckets will be provided for both teams to discard their water cups.
  - ii. If any spillage of alcohol occurs, no compensation of any sort will be given.

### 1.4 CBP Liability

1. In no event shall CBP, its affiliates or any of its directors, officers, employees, agents, contractors, or successors or assigns be liable to participants and/or event attendees for any direct, indirect, special, incidental, consequential, exemplary or punitive damages, losses or causes of action (whether in contract or tort, or any other legal theory, including, but not limited to, negligence or otherwise) arising from or in any way related to the sport of beer pong.
  - i. CBP may notify local authorities of the event and details in order to minimize the risk(s) of any participant who may choose to infringe upon local government regulations.

## 1.5 Indemnity

CBP participants and/or attendees agrees to indemnify and hold CBP, its officers, directors, agents, contractors, shareholders and employees, harmless from any and all liability, loss or damage it may suffer as a result of claims, demands, costs (including reasonable legal fees) or judgments against them arising out of: (a) the breach of any provision of these Rules and Regulations; (b) the playing of beer pong at official CBP venues; and (c) any other activities carried out pursuant to the obligations of this document.

## 1.6 Refund & Exchange Policy

1. No refunds will be given for any reason whatsoever after a participant has registered online for any CBP Event.
  - i. Up to one week before a CBP event that has been purchased, participants may switch dates as a discretionary 'exchange' policy with a \$20.00 processing fee. Subject to space availability. Please call 1-855-55CDNBP regarding the exchange policy.
  - ii. Up to one week before a CBP event that has been purchased, participants may transfer their ticket to another participant. Please call 1-855-55CDNBP to process a transfer. This may be done only ONE time per purchase.
  - iii. Within one week of the registered CBP event, no exchanges, transfers or refunds will be processed under any circumstances.

## 1.7 Tournament Set Up

1. To commence a tournament: teams will be numbered at random before the tournament to determine when and where they will start in the **FIRST SERIES** of the tournament bracket. Teams will be placed in the first series bracket of the tournament by matching their *Team Name* to a team number. Teams will progress through the CBP tournament bracket in the following ways:
  - i. Remote Tournament™ – Maximum 32 teams registered.

All CBP Remote Tournament™ games are played as a **double round elimination** style bracket. This means you may lose one game and you can still progress to the finals. Teams to lose two games are eliminated from the bracket completely.

**Semi-Finals & Finals:** The final **three teams** will play two games, two teams coming from the winners side and one from the "losers" side. The winners side will play first to determine who advances to the Champions Match. The loser from the game will play the other team remaining on the losers side. Whoever wins that match (note: both teams have 1 loss each) will compete in the Champions Match while the loser will get 3<sup>rd</sup> place.

\*In the Champions Match, as with any double elimination style bracket, one team will have **not lost** a game and the other will have only **lost one**. Should the team who hasn't lost a game **lose the match**, then there will be a **SECOND** game to determine a winner (and the loser who will have lost twice be declared the 2<sup>nd</sup> place team).

- ii. Golden Cup™ - Maximum 1000 teams registered.

**Pay to Play™ Registration at all CBP Golden Cup Events ensures you only pay to play for each round. Our unique registration system makes playing beer**

**pong more affordable while keeping a healthy cash prize pool waiting at the bottom of cup for you.**

- A. **Qualifying Round:** Six games are played by each team. Each game will be counted towards a TeamScore™; the top 500 TeamScores™ from the first six games will advance to the Quarter Finals.
- B. **Quarter Finals:** Three games are played by each team. Each game will be counted towards a TeamScore™; the top 250 TeamScores™ from the three Quarter Final games will advance to the Semi-Finals.
- C. **Semi-Finals:** Three games are played by each team. Each game will be counted towards a TeamScore™; the top 125 TeamScores™ from the three Semi-Final games will advance to the Finals.
- D. **Finals:** Single round elimination. First place team will get a 'bye' until the third round of the Finals. If two or more teams are tied for 1<sup>st</sup> position see section 1.8.2(iii). The single elimination style Finals playoff are structured in the following format:
  - a. 62 vs 62 Teams
  - b. 31 vs 31 Teams
  - c. 16 vs 16 Teams (Add 'bye' Team)
  - d. 8 vs 8 Teams
  - e. 4 vs 4 Teams
  - f. 2 vs 2 Teams (Losing Teams will play for 3<sup>RD</sup> Place)
  - g. 1 vs 1 Teams (Champions Match)

### **1.8 Tie-Breakers (The CBP Shootout)**

- 1. During any official CBP timed game, should regulation time expire (10 minutes or 600 seconds) where both teams have an **equal number of cups remaining on the table**, the referee will call for a Shootout. (See Shootout Rules section 3.8)
- 2. Golden Cup™
  - i. Should time expire in each individual match and both teams have an equal number of cups remaining on the table (from 1-10 on each side), the referee will call for a Shootout. This is the same as section 1.8.1.
  - ii. In the event the TeamScore™ is tied among multiple teams (2 or more) where the tie amounts to more teams than allocated positions in the subsequent round, Cup Differential will determine placement. A better score (e.g. +80 vs +68) will be placed in the higher position and may move a player to the next round. In the event there is a tie among TeamScore™ **and** Cup Differential which affects placement into subsequent rounds- a Shootout will be necessary.
    - A. E.g. Golden Cup™ (Semi-Finals) where 125 teams advance and 4 teams are tied for the 123<sup>RD</sup> position (123<sup>rd</sup>, 124<sup>th</sup>, 125<sup>th</sup> and 126<sup>th</sup>), all will proceed to a Shootout to determine which three teams will advance. (Note: Where a tie occurs in ranking during a tournament among two or more teams that affects the advancement to subsequent rounds no points will be awarded for a win or a loss in the shootout.)
  - iii. In the Golden Cup™ (Finals), if there is a tie among multiple teams (2 or more) for the first position, a Shootout will determine which team receives the 'bye' for the first two rounds of the Finals.

3. Remote Tournament™
  - i. Should time expire in each individual match and both teams have an equal number of cups remaining on the table (from 1-10 on each side), the referee will call for a Shootout. This is the same as section 1.8.1.
4. The “Last Shot”
  - i. Should a team successfully tie the game using the last shot- a shootout will occur. See section 3.7 for Last Shot Guidelines.

## 1.9 Game Results

1. *Win (W)* – A Win is achieved when either team successfully eliminates (sinks with a beer pong ball) all ten (10) of the opposing teams beer pong cups before regulation (10 minutes) expires.
2. *Regulation Win (RW)* – A Regulation Win is achieved when regulation time expires before either team manages to successfully eliminate the opposing teams ten (10) beer pong cups. A winner is declared based on Cup Differential – the team with the higher Cup Differential (opposing cups eliminated minus(-) own cups that have been eliminated) is given the Regulation Win (RW) for that game. If the Cup Differential is even/same (Zero ‘0’), see Shootout Win/Shootout Loss.
3. *Shootout Win (SOW)* – A Shootout Win occurs when regulation time expires before either team manages to successfully eliminate the opposing teams ten (10) beer pong cups **AND** the Cup Differential is even/same (Zero ‘0’), then a shootout is necessary. The winner of the shootout is given the Shootout Win. For Shootout Rules see section 3.8 Shootout.
4. *Shootout Loss (SOL)* – No pun intended. A Shootout Loss occurs when regulation time expires before either team manages to successfully eliminate the opposing teams ten (10) beer pong cups **AND** the Cup Differential is even/same (Zero ‘0’), then a shootout is necessary. The “loser” of the shootout is given the Shootout Loss. For Shootout Rules see section 3.8 Shootout.
5. *Regulation Loss (RL)* – A Regulation Loss occurs when regulation time expires before either team manages to successfully eliminate the opposing teams ten (10) beer pong cups. One team is given the Regulation Loss based on Cup Differential – the team with the lower Cup Differential (opposing cups eliminated minus(-) own cups that have been eliminated) is given the Regulation Loss for that game. If the Cup Differential is even/same (Zero ‘0’), see Shootout Win/Shootout Loss.
6. *Loss (L)* – A Loss occurs when the opposing team successfully eliminates (sinks with a beer pong ball) all ten (10) of your teams beer pong cups before regulation (10 minutes) expires.

### 1.10 Local Laws

1. Anyone attending, playing, hosting, spectating or present at any CBP event may not break any municipal, provincial or federal laws or regulations.

## Section 2 - Behavioural Guidelines

### 2.1 Intoxication

1. At the discretion of CBP or Venue Staff, participants may be asked or directed to temporarily refrain from consuming alcohol during any CBP event(s). This is solely up to

the discretion and judgement of the Event Staff and may or may not result in the disqualification or removal of the participants from the event/venue.

2. A participant who is deemed by CBP or Venue Staff to be over-intoxicated will be escorted from the venue and the player and his/her teammate will be disqualified from the tournament. No refunds will be given to either teammate.

## **2.2 “Belligerence” Clause**

1. A player(s) may be removed from the tournament at any time by a CBP Referee, Venue Staff or supervising member of CBP, if he or she:
  - i. Is causing a disturbance that is unnecessary to the game and goes over and beyond the expected behaviour of the game, where his or her actions:
    - A. Are noncompliant with any of the rules stated in either the short or long version of the rules.
    - B. Is persistently using foul, abusive or hateful language towards any players, staff member or spectators.
    - C. Attempts to alter, cheat, gain an unfair advantage or tamper with any sporting paraphernalia.
    - D. Is noncompliant with any local/provincial/federal laws.
2. If a player is found to be in breach of the “Belligerent Clause”, they may be suspended or indefinitely banned from future CBP events.
3. No refunds will be given to either teammate should any of the previously mentioned violations occur and be known to CBP staff.

## **2.3 Distractions**

1. Distractions are only allowed directly behind the table. Permissible distractions are those which intend to merely “throw the other players concentration off while shooting” and are solely up to the discretion of the referee.
  - i. Any distractions must conform to local laws.
  - ii. No nudity and no obscene gestures are permitted at any CBP events.
  - iii. Foul, cursing, hateful, racial, etc. language will not be tolerated.
  - iv. Threats will not be tolerated.
  - v. Distractions that use ‘props’ will not be allowed (this includes spectators).
  - vi. Any distractions that interfere with another player’s shot directly are not permitted. This includes but is not limited to wind and/or airflow causing distractions or anything that projects light or excessive noise that is considered outside the expected level of gameplay which may unreasonably distract the other player.
  - vii. Any distractions that purposely or accidentally bump, push or move the table or opposing beer pong cups whatsoever are not permitted.
  - viii. Electronic distractions of any sort are not allowed. The use of cellphones and/or any other electronic devices is not permitted at the table as a distraction.
2. In the event that a referee decides that a distraction by a player violates one of the previous rules the referee may award a re-shot for the opposing player or by choice of the opposing player, he/she may decide to decline the re-shot which in this case will cause the distracting team to forfeit one shot on their next turn.

## 2.4 Spectators

1. Spectators may not participate in the distractions whatsoever.
  - i. The spectators may not interfere or enter the gaming area under any circumstances.
  - ii. Spectators are also to abide by section 2.3.1.
2. Any spectators found to infringe on section 2.4.1 during the game may be removed from the event with no re-admission, as per the discretion of CBP officials.

## 2.5 Spillage

1. Should a player intentionally or unintentionally spill their own cup at any time during the game, that cup will be removed/eliminated from play to the benefit of the opposing team.

## Section 3 - Gameplay

### 3.1 Game Time

1. All official CBP games have a regulation time limit of 10 minutes (600 seconds).
2. In the event that regulation time expires before a winner is declared (10 cups have been sunk on one side) a decision is made by cup differential- resulting in a Regulation Win and Regulation Loss. The team with more cups remaining in play on the table is declared the Regulation Winner. Both teams will incur a time penalty which may or may not affect standings at the event. All time penalties are counted towards official CBP MemberScore™ statistics.
  - i. In the event that regulation time expires and there is a tie in the cup differential (both teams have the same number of cups remaining on the table as regulation time expires), a shoot-out will be declared (See Shootout Rules sections 1.8 and 3.8). Both teams will incur a time penalty towards their TeamScore™ (Golden Cup only) and PlayerScore™ (Official CBP Member statistics).
3. **Delay of Game Penalty** – In the event any player either intentionally or unintentionally, at the discretion of the CBP referee, appears to be stalling play, delaying his/her shot unreasonably, taking an unnecessary amount of time to release a shot or attempts to run down the time clock for any reason- that player and teammate will lose his/her shot(s) and the other team may be awarded one shot each (two in total) as a penalty for time wasting. The awarded penalty shot may be taken outside of regulation time and still count towards Cups Eliminated. (Note: Any cup(s) sunk by the stalling team during the stalling turn will not be eliminated from play and may be resurrected into play at the discretion of the referee.)

### 3.2 Coin Flip & The First Shot

1. Before the commencement of every match, a coin flip by the referee will determine which team will choose to shoot first or allow the opposing team to shoot first. The first team to shoot in every CBP match will take **3 shots** (made by alternating players on the team, third shot can be taken by either player). After the starting teams' 3 shots, the second team will resume regular play with 2 shots and so forth.
  - i. Should the starting teams first three shots of the game be made and three cups eliminated from play, the team will **not be awarded** a 4<sup>th</sup> Power Play Shot.

- ii. The team that goes first (awarded the 3 shots) **will not** have the opportunity at the end of the game to make the 'Last Shot' (Unless a 1 cup heads up scenario occurs). See section 3.7 for full list of Last Shot rules.
2. Regulation time will begin after the coin flip is conducted.

### 3.3 Cup Formations

For every cup formation and reformation, all beer pong cup rims must be touching and not overlapping. The supervising referee (or opposing team) may check the cups for uniformity and may ask players to move cups to follow to this standard.

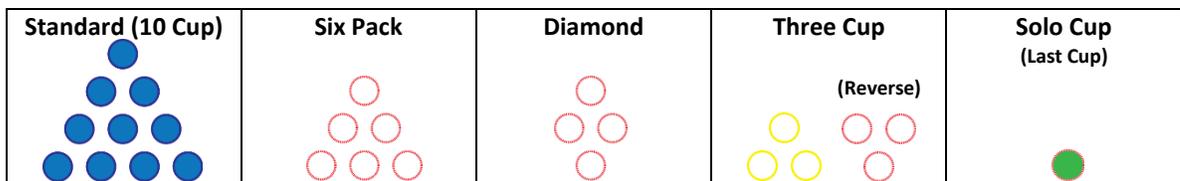
**Mandatory Formations:** The Standard (10 Cup) Formation and the Solo Cup Formation.

**Optional Reformations:** Only **one** reformation by each team is permitted in one of the following formations: Six Pack, Diamond or Three Cup.

*Note: A team can only reform before its turn – not during (with the exception of the Solo Cup).*

Cup Formations:

1. Standard Cup Formation - The **mandatory** starting beer pong cup formation for all Official CBP games is the Standard (10 Cup) Formation. All 10 cups are to be placed within the **BLUE** solid lines.
2. Six Pack Formation – The **optional** six cup formation must be placed within the **RED** dotted lines.
3. Diamond Formation – The **optional** four cup formation must be placed within the **RED** dotted lines.
4. Three Cup Formation – The **optional** three cup formation must be placed within the **YELLOW** solid lines. The Three Cup Formation may also be reversed within the **RED** dotted lines.
5. Solo Cup Formation – The **mandatory** one cup formation must be placed within the **GREEN** solid fill.



### 3.4 Cup Filling Procedures

1. Each cup shall be filled to the 2 ounce level indicated on the Official CBP Beer Pong Cup with water – to the discretion of the CBP referee.
2. See section 1.3.1 for discarding procedures.

### 3.5 Shot Regulations

To eliminate an opposing teams cup, a successful throw must be made by a player. A successful throw to eliminate another teams cup from gameplay consists of the ball being thrown into an opposing players beer pong cup without bouncing out. This will result in the cup being eliminated from play, the contents either consumed or discarded and the cup put on the Cup Bench. All shots are subject to following regulations:

## 1. Types of Shots

- i. Wrist Shot (Arc Shot) – Where a player takes aim at an opposing teams cup using a high obtuse angle to their shot in order to “arc” the ball into a cup.
- ii. Slap Shot (Direct Shot) – Where a player takes aim at an opposing teams cup using an acute angle shot to throw the ball directly into the opposing teams cup.
  - A. The use of excessive force is not permitted. The shot may not be used to knock over the cup in an attempt to remove the cup from play.
- iii. Bounce Shot – Where a player chooses to bounce the ball at least once on the table.
  - A. The first bounce must occur before the red Center Line in order for the shot to count. If the first bounce occurs after the Center Line, the shot will not count and that player will not get a reshot for that turn. A bounce shot only counts for one cup.
  - B. Swatting/Snatching are not permitted by the defending team on a bounce shot until the ball becomes live. For Snatching guidelines see section 3.5.3.

## 2. Deflections

- i. There are only two types of accidental deflections that are permitted.
  - A. If the ball, during a shot bounces off the opposing player(s) and goes into a cup – the shot will still count.
  - B. If the ball hits another cup still on the table **in play** and bounces into another cup the shot will still count.
    - a. Cups located on either Cup Bench are considered **out of play** and as such if a shot deflects off a cup situated on the Cup Bench- the shot is immediately dead (will not count) and there **will not be a reshot**.
  - C. See section 3.5.3 for permitted guidelines for snatching a ball that is in play.

## 3. Snatching the Ball

- i. Only a **live ball** may be snatched (grabbed) out of the air by a player.
  - A. A live ball is considered:
    - a. A ball that bounces off a cup located in the crease.
    - b. A ball that bounces off yourself or your teammate.
  - B. A dead ball is considered:
    - a. A ball that makes contact with the Cup Bench.
    - b. A ball that leaves the area of play over the table.
    - c. A ball that makes contact with the ground.
    - d. A ball that makes contact with any other persons other than the two opposing teammates.

The shot/turn is over once a ball is dead. A **reshot for a dead ball will never be awarded**.

- ii. Swatting the ball is not permitted at any time. If a player swats a ball, at the referees discretion, a cup may be chosen by the shooting team to be eliminated from play.

#### 4. Leaning

Leaning while shooting is permitted only when the player releases the ball before he/she crosses the vertical plane of their defensive blue line. In the event the player crosses the vertical plane with his/her hand, arm or any other part of their body before the release of the ball from his/her hand, the shot will not count and that player will lose his/her shot for that turn. This call is solely up to discretion of the CBP official. Leaning is subject to all other shot regulations.

#### 5. Shot Disqualifications

Should a player infringe upon any of the previously or forward mentioned rules pertaining to shot regulations a shot may be disqualified resulting in the loss of that players turn or a reshot for the player which may be infringed upon.

- i. One foot must always be touching the ground while the player is throwing the ball.
- ii. The body may *not bump or push* the table during gameplay. This includes, but is not limited to contact such as: leaning, nudging and bracing any part of yourself on the table.
- iii. Improper leaning see- Leaning section 3.5.4.
- iv. Players may not in any way interfere with the ball being thrown during flight or landing in the cup. See section 3.5.3 for proper Snatching regulations.

#### 6. Removing Cups from Play

It is the responsibility of the defensive team to remove an eliminated cup as soon as the ball enters the cup during the turn – to the designated cup placement area (Cup Bench-see Table Layout), however the onus is on the throwing (offensive) team to ensure the cup has in fact been removed before taking either their next shot or their next turn. \*\*If a ball is thrown into a cup which should have already been eliminated from gameplay, that shot does not count and no reshot will be given. In addition, if an eliminated cup is not removed from play before the **following turn** begins for the same team, the cup must be re-eliminated from play.\*\*

### 3.6 Power Play Shot (Bonus Shot)

A power play shot is awarded to a team at any point in the game where in one turn both players sink their consecutive shots, a third bonus shot is given to the team. Either player may take the bonus shot.

### 3.7 The “Last Shot”

The last shot (redemption) is given to a team in order to provide a fair chance to tie the game and force a shoot-out. The last shot is played during regulation time. Should regulation time expire in any match, there will **not be** a last shot opportunity. If regulation time expires while playing in a last shot scenario, time will **not** be extended and the game is over and the winner will still remain.

1. The Last Shot is awarded in the following two circumstances given enough time remaining:
  - a. The team that went first at the beginning of the match (starting team) finishes the game by sinking all 10 cups on the opposing teams side. In this case the second team will get back as many balls as the first team used to win in the last round of shooting. Players will alternate shots until either all opposing team

cups are eliminated or until the player(s) miss the awarded shot(s). (i.e. If the winning team shoots both balls to “win” the game, 2 balls will be given to the remaining team to attempt to force a shoot-out. Should the remaining team miss with one ball, they will continue to alternate shots with the final ball until all cups are sunk or either player misses again with the final ball, then the game is over). Should the “winning” team have used a Power Play shot to sink the last cup, 3 shots will be awarded in the same format as above. If only 1 ball is given back players must still alternate shots until all cups are eliminated or either player misses- then the game is over).

- b. In the event that both teams have one cup remaining on their side and either team “wins” by eliminating the last cup, the second team will get back as many balls as the first team used (both teams get Last Shot opportunity when 1 Cup vs. 1 Cup). Players will alternate shots until the last cup is eliminated or until the player(s) miss the awarded shot(s). (i.e. If the winning team shoots both balls to “win” the game, 2 balls will be given to the remaining team to attempt to force a shoot-out). If only 1 ball is given back, either player may take the last shot to eliminate the cup or if he/she misses the shot- then the game is over).

### 3.8 Shoot-Out (Overtime)

See section 1.8 Tie Breakers for general guidelines for all CBP events.

1. The shoot-out is not part of regulation time, nor is it timed. A shoot-out must be completed prior to the start of the next round of any tournament. The team to last sink a cup (force the shootout/tie the # of cups remaining) will get the choice to go 1<sup>st</sup> or 2<sup>nd</sup>.
2. A shoot-out will always have 3 cups on the table arranged only in the standard three cup formation (no reverse formation is permitted). Only in the case of a shoot-out- **cups will not be removed** from play should any player sink a ball during a shoot-out.
3. Number of shots in a shoot-out as follows:

\*\*\*First team to take 3 shots consecutively, then other team to do the same and so on\*\*\*

- i. Round 1: Teams to take 3 shots (at least 1 shot by each player). Should either team sink more shots than the other, a winner is declared. In the event of a tie in cup differential, the teams will progress to Round 2.
- ii. Round 2: Teams to take 3 shots (at least 1 shot by each player). Should either team sink more shots than the other, a winner is declared. In the event of a tie in cup differential, the teams will progress to Round 3.
- iii. Round 3: Teams to take 1 shot (by either player). Should one team sink their shot, while the other team misses, a winner is declared. In the event of a tie, the teams will continue with the Round 3 sudden death (1 shot) format until a winner is declared.

## Section 4 – Scoring

*The Rule of 59:* In the event there is an uneven number of teams (e.g. a registered team does not show for the tournament (one team has a “bye”) or a team is disqualified, 59 points (with a Regulation Win) will be awarded to the team(s) that do not have an opponent for a match. In the interest of fairness, to better this score, that team will be given 3 shots and 3 cups (in Shootout formation). Each shot the team sinks will add 10 points to the GameScore™ for that match (GameScore™ of 69, 79 or 89 will be awarded as a Regulation Win). If the team sinks all 3 shots, a fourth shot will be awarded with only one cup in the solo formation and if successful a maximum GameScore™ of 99 points (with a Win) will be given.

#### 4.1 Remote Tournament™

In Remote Tournaments™ scoring is recorded for the purpose of the MemberScore Points System™. The result of the game, a Win or Loss etc., determines progress through (or not through) the Remote Tournament™ bracket. Scoring is recorded by Official CBP staff to count towards official MemberScore™ statistics, but scoring at the time of the Remote Tournament will not be announced as it is not a decisive element of the single elimination style tournament bracket. For further information in regards to the Remote Tournament™ bracket set-up see section 1.7.1 Tournament Set-Up.

***(Note: Only registered CBP Members will have their official beer pong statistics recorded and available online at [cdnbeerpong.ca](http://cdnbeerpong.ca) - this information is not available to non-members.)***

#### 4.2 Golden Cup™

A Golden Cup Tournament™ TeamScore™ is recorded based on how beer pong partner teams perform in order to determine which teams will progress through subsequent rounds. See section 5.5 for a detailed explanation of a TeamScore™.

***(Note: All teams will receive a TeamScore™, however, only registered CBP Members will have their official beer pong statistics recorded and available online at [cdnbeerpong.ca](http://cdnbeerpong.ca) (this information is not available to non-members.)***

- i. **Qualifying Round** (max 1000 teams): Six games are played by each team. Top 500 TeamScores™ from the first six games will advance to the Quarter Finals.
- ii. **Quarter Finals**: Three games are played by each team. Top 250 TeamScores™ from the three Quarter Final games will advance to the Semi-Finals.
- iii. **Semi-Finals**: Three games are played by each team. Top 125 TeamScores™ from the three Semi-Final games will advance to the Finals.
- iv. **Finals**: *TeamScore™ does not apply in the Finals as this round is single round elimination play.* All Finals games will still be recorded for all registered CBP Members.

### Section 5 - MemberScore™ Points System

#### 5.1 General

The CBP MemberScore™ Points System is only available to currently registered CBP Members. MemberScore statistics are recorded regionally and nationally and available at [CDNBEERPONG.CA](http://CDNBEERPONG.CA). See “Appendix A” for examples of possible CBP Beer Pong game results.

#### 5.2 Points System Overview

The CBP MemberScore™ Point System is a unique scoring system which factors many scoring components in regards to team and individual beer pong skills. The scoring components include the following factors: GameScore™ (TeamScore™), Game Bonus (Results), Time Penalty, Number of Cups Eliminated, Number of Cups Remaining and Cup Differential.

#### 5.3 PlayerScore™

Each CBP Member is ranked nationally and regionally by their PlayerScore™. A PlayerScore™ is unique to each registered CBP Member and changes every game a CBP Member plays in any CBP ranked game (Remote Tournament™ or Golden Cup™). The PlayerScore™ is the *mean* of GameScores™ divided by the amount of games played – resulting in the players average performance.

#### 5.4 GameScore™

The final number of points awarded after the completion of each CBP ranked game. The GameScore™ factors the Game Bonus, Cups Eliminated, Cups Remaining, Cup Differential and a Time Penalty- if incurred. (Score Range: -20 to +100).

#### 5.5 TeamScore™

A TeamScore™ is calculated only during a Golden Cup Tournament™ and independently for each round (Qualifying, Quarter Finals and Semi-Finals) of the Golden Cup Tournament™. See section 4.2 for a breakdown of the Golden Cup Tournament™ bracket. During each round of the Golden Cup Tournament™, each GameScore™ is added to form a TeamScore™ for that round. The higher the TeamScore™, the better the team will be ranked and may move forward to the next round. (e.g. Gamescore™ of +11, -20, +82, +62, +36 & +26 equals a TeamScore™ of +197). \*A TeamScore™ **does not count towards official CBP Member statistics. Only the individual GameScores™ that may or may not make up the TeamScore™ are official statistics.**

\*\*\* (See section 1.8.2(ii) for information regarding ties with TeamScores™)\*\*\*

#### 5.6 Game Bonus

A game point bonus is awarded based on the win/loss type of outcome of each game. (Score Range: Win (+40), Regulation Win (+30), Shootout Win (+25), Shootout Loss (+15), Regulation Loss (+10) or Loss (+0).

#### 5.7 Time Penalty

See section 3.1 Game Time for information on when a team may incur a Time Penalty. In the event that regulation time expires and neither team successfully sinks 10 opposing team cups, both teams will incur a Time Penalty regardless of the game outcome. A Time Penalty (-5 points) is added to the GameScore™ at all CBP ranked games for both teams failing to eliminate their opponents 10 cups within regulation time.

#### 5.8 Cups Eliminated

Perhaps the most important statistic for the CBP MemberScore™ Points system. Cups eliminated are calculated for each game, for both teams. It simply reflects the number of cups a team eliminates from gameplay on the opposing teams side before regulation time expires. (Score Range: 0 to +10).

#### 5.9 Cups Remaining

As with Cups Eliminated- Cups Remaining are calculated for each game, for both teams. This reflects the number of cups a team has remaining on their own side at the end of regulation time. (Score Range: 0 to +10).

#### 5.10 Cup Differential

Cup differential is the number of opposing team cups eliminated minus(-) the number of own cups eliminated (e.g. if your team sunk all 10 opposing team cups (resulting in a win) and they eliminated 4 of your own cups, your team/game cup differential will be +6. (Score Range: -10 to +10).

## Appendix A – Game Results

### Win (W) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 1	0	10	+10	N/A	+100 (Perfect Score)
Example 2	0	3	+3	N/A	+79

### Regulation Win (RW) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 3	1	9	+8	-5	+77
Example 4	6	7	+1	-5	+46

### Shootout Win (SOW) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 5	1	1	0	-5	+48
Example 6	9	9	0	-5	+32

### Shootout Loss (SOL) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 7	5	5	0	-5	+30
Example 8	10	10	0	-5	+20

### Regulation Loss (RL) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 9	3	2	-1	-5	+26
Example 10	10	1	-9	-5	-12

### Loss (L) Scenario:

	Opposing Cups Remaining	Own Cups Remaining	Cup Differential	Time Penalty	GameScore™
Example 11	4	0	-4	N/A	+10
Example 12	10	0	-10	N/A	-20 (Worst Score)

**IMPORTANT:** All rules and decisions are final based on the discretion of the CBP event referee(s). CBP Events Inc. has the rights to change and/or modify the rules and regulations at any time. For the most current Rules & Regulations, please visit [CDNBEERPONG.CA](http://CDNBEERPONG.CA) (and join our Facebook Page to stay up-to-date with all current CBP information/updates – [Facebook.com/cdnbeerpong](https://www.facebook.com/cdnbeerpong)).