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HÄMEPONG OFFICIAL RULES FOR PLAYERS

HämePong is a drinking game in which you throw ping-pong balls into the opposing team's cups until there are no cups left and the drinks have been drunk. HämePong is a gentleman's game, meaning the rules and the judge's word are the law, so the rules must be followed all throughout the game.

This year's tournament can be played fully alcohol free. Players must bring their own drinks.

Progression of the game

Game time is 20 minutes (*the final is an exception) and set-up time is 5 minutes.

The tournament consists of initial series, playoffs and the final.

Every team plays at least three (3) games.

The teams of the initial series play against each other and the teams from each series advance to the next round.

Initial arrangement

12 cups are placed on the game table as shown in the picture below, 6 cups for each team. Water is poured into the cups according to the judge's instructions. There are 2 beerpong balls to use. The judge makes sure there is enough water in the beerpong cups before the game.



Game platform and area

The judge places the cups on the beer pong table as shown in the picture above.

You will receive a drinking cup from the staff. In the cup, you will pour your drink as much as the judge advises. Please note that you only get one drinking cup during the event, so please take care of it.

You need to reserve at least 2 cans (0.33 l) of your preferred beverage per game.

Only the teams that are playing are allowed to be near the table and participate in the game.

The judge supervises the throws and, if necessary, renews the throw. The judge can penalize the teams if the rules are repeatedly disregarded.

Start and progression

The starting turn is chosen using the rock, paper, scissors (RPS) game. The team that wins the RPS can decide which team starts the game. The starting team throws 2 balls (1 per thrower) trying to get a ball into the opposing team's cups, after which the opposing team throws 2 balls (1 per thrower). When a team gets a ball/balls into a cup during their throwing turn, the opposing team moves the cups off the game table. After this, the opposing team drinks their beverage from a separate drinking cup, according to the number of cups they lost. Opposing team can decide for themselves who will drink or whether they will take turns drinking. The drink should be finished before the ball is thrown again.

- While a team is drinking the opposing team may not throw before they finish their drink. If a ball is thrown while the opposing team is still drinking, it does not count as a point even if it goes into a cup, but the ball is counted as thrown.
- If it takes too long to drink the drink, the judge can order a new drink from the table for another team member to drink as a punishment. The drink is supposed to be drunk as fast as possible. If you tip over your own cup on/off the table during a game, it is counted as if a ball went into it.
- You can ask the judge to re-arrange the opposing team's cups one (1) time, after which the judge will move the cups as the players wish.
- Throwing turns continue alternately until either team loses all six (6) cups from their table or the game time ends. The maximum number of cups that can be removed is four (4).
- Next game starts immediately after the previous one ends.
- If the teams' points are tied after the preliminary round, then the amount of lost cups determine the winner.
- If a team is more than 5 minutes late, they are considered to have lost the game.

Throwing the ball

The team has two balls per round. Balls can be thrown as soon as the opposing team has thrown their last ball (and the other team has finished their drinks). However, if the ball is thrown too early, the throw does not count and that ball may not be thrown again. One

player SHOULD NOT throw both balls, both teammates will throw once. Interference may be carried out during the opposing team's entire throwing turn, but the interference must take place from behind the table and within the limits of good taste.

The throws are performed from a leg's length away from the table, which can be measured by picking a dominant foot and swinging the other so it barely doesn't touch the table. The other foot can't exceed the dominant foot.

The cups may not be touched until the opposing pair has used both of their turns. If a pair gets the ball/balls into the cups, the cups are removed and the opposite pair drinks.

If both balls go into the same cup, the throwing pair may choose another cup to be removed (a total of 2 cups are removed). If the ball bounces through the table into a cup, the pair throwing can also choose another cup to remove at the end of their turn (a total of 2 cups are removed). Only a ball that has bounced via the table is counted as a bounce. If the ball is thrown via a bounce, the opposing pair can prevent it from going into the cup after the first bounce.

If the ball thrown without a bounce is prevented from going into a cup, the throw is counted as successful and the throwing pair gets to choose a cup to remove.

If the thrown ball goes clearly past the table, it can be caught from the air.

If a ball gets stuck on the rim of the cup, the defending pair can try to blow it away before the ball hits the surface of the liquid in the cup. A ball in the air must not be blown. If the ball is blown into another cup, both cups are removed.

When the ball is crawling along the table over the center back to the team in the throwing turn, the ball in question may be thrown again with the weaker hand (not the throwing hand), if it can be caught from the table before the other team. The team member who caught the ball must perform the throw.

Winning the game

The game continues until all the cups of the opposing team have been lost or the game time ends. If the game ends within the time limit, the team that has removed fewer cups from the table loses the game.

An extra round to even out the score can be played, if the winner was the starting player and if there is still playing time left.

You get one (1) point for a draw and two (2) points for a win.

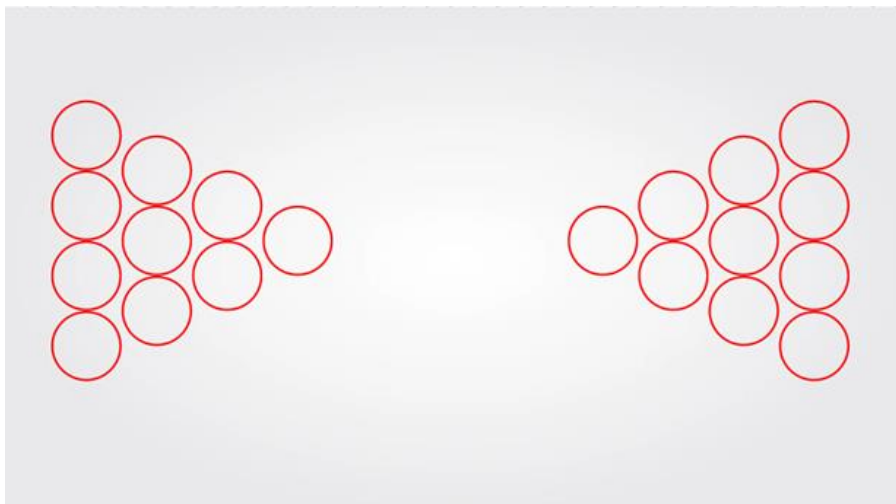
Both teams help clean the table according to the judge's instructions.

Playoffs and semi-finals

The playoffs and the semifinals are played according to the same rules as the games of the first series. The even-out turn is not in use after the initial series.

The final (played to find out 1. and 2. placements)

The final is played with 10 cups. At least 4 cans (0.33 l) are required for the final and the game is played until the end without a time limit. The even-out turn is not used in the final.



Behave well, because due to inappropriate or repeated remarks by the judge, the player's right to play can be denied or the security guard can remove the player from the event. If the player has to be removed from the event or the right to play is denied, the pair's games end.

Judges may impose the following penalties as they see fit:

- You don't get a point for a thrown ball, but the throw is counted.
- The right to throw is denied from a player or pair.
- The judge can order the player(s) to throw again so that the points obtained from the previous throw are not counted.
- The judge can order the player to take a cup off the table and drink one portion.
- The judge can declare a team lost due to multiple rule violations.

Finally, it is important to remember:

- 1. If you are unable to participate, please let us know at least 24 hours before the start of the game. If the notification comes at the last minute or the absence has not been notified, we charge a fine of €20 per player.**
- 2. Be there on time with your pair.**
- 3. Behave like adults behave.**
- 4. Let's make the event fun and relaxed.**
- 5. The judge's word is the law.**
- 6. If the player/players behave in a disruptive manner or are otherwise in bad shape, the event organizers or the custodian have the right to remove them from the space or interrupt their game.**