BEER PONG HOUSE RULES

A simple ten-cup doubles format. Read together before the first shot.

10-CUP DOUBLES / NO REDEMPTION / ALCOHOL OPTIONAL

01 SET THE TABLE

Two players per team. Put ten cups at each end in rows of four, three, two and one. The single front cup faces the opponent. Keep both racks consistent.

02 TAKE TURNS

Flip a coin to choose the starting team. That team opens with one shot. After that, alternate two-shot turns, one shot per player. No extra turns or bonus shots.

03 COUNT MADE SHOTS

Every made shot removes one target cup, including a bounce. No shot blocking. Do not move cups during a throw. After a normal two-shot turn, change teams.

04 ALLOW ONE RE-RACK

Each team may request one rearrangement of its remaining target cups, at the start of its turn. Keep the cups centered and compact. A re-rack removes no cups.

05 FINISH THE GAME

The first team to clear the opposing rack wins immediately. No redemption or overtime in this starter format. Confirm the winner, record the result, then reset.

06 KEEP DRINKS SEPARATE

Cups are targets; drinking is never required to score. For dry-cup play, use a weighted insert in each empty cup. Keep personal drinks away from game targets.

HOST CHECK: agree on the throwing line and who settles disputes.

Throwing line: _____ Host / referee: _____

RUN THE NIGHT. THE BRACKET IS FREE.

3-32 teams. Automatic byes and table assignments. No signup.

bpscoreboard.com/double-elimination-bracket.html