



Beer Die Tournament Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the **KCC** staff may result in suspension and/or ejection from a game or the league. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other **KCC** staff will not be tolerated. **KCC** will not tolerate fighting! Fighting will be an automatic ejection from any game and in most cases ejection from the league for the remainder of the season. Any behavior deemed unacceptable by **KCC** staff may result in a game suspension and/or ejection from the league. Alcohol is not allowed at or on the fields and any participants with alcohol will be required to leave.

1. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.
 - a. On their second offense they will be removed from the season with no refund.
 - b. On a third offense they will be removed from the season with no refund and banned from the league.
2. Remember, this is for fun. No one is going to become a professional by playing in our leagues. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the league as these actions eliminate fun for everyone else.

II. Tournament

A) Structure

1. All teams will play two round robin games followed by a single elimination tournament.

III. Fundamentals

A) Field of Play

1. Rectangular table 8ft by 4ft and surrounding area.

B) Equipment

1. Tables, Cups, and die will be provided by **KC Crew, LLC**.
2. There are 2 dice in the game, each player throws one die.
3. Teams can use their own dice if both teams agree.

C) Teams/Substitutions

1. Team members will sit together on the same side of the table.
2. Teams will start at opposite ends of table, behind the scoring zone.
3. Teams can be more than 2 players but only 2 people on a team may actively play during the game.
4. Unlimited number of rotations may occur when both players on the team have the die and have not thrown.

5. Players must maintain throw rotation. If player 1 started the game throwing first player 1's seat position must always throw first. If your opponents catch you going out of order then that player's throw, who threw out of turn, will not count meaning no point is awarded if one was scored.

D) Game Duration

1. Each match will consist be one game. Games are played to 21 points or 15 minutes.
 - a. You must win by 2 points with a maximum of 25 points (1st team to get 25 wins).
2. If the game is not completed by the time is up, then the team with the highest score wins.
3. If teams are tied when the time is up they will continue throwing until a point is scored, sudden death.
4. All games are self officiated. Any disagreements in the game should be worked out between the teams and by the teams only. If an agreement cannot be reached then there should be a "re-throw" or a "do-over".

E) The Start of Play

1. Both teams will roll the die once to see which team goes first. The team that rolls the highest number can pick to throw first or the side they would like to sit on. On the event that both teams roll the same number then the teams will roll again until a winner is decided.
2. A member of the team that throws first will start the timer and then begin throwing.
3. All players will start each game with a full cup of water and must refill if spilled.

F) In Play/Out of Play

1. A die is considered in play if it is thrown underhanded, goes above over the net and lands/strikes the opposite side of the table or one of the other team's cups.
2. If the die hits the top of the net and goes over it is out of play.
3. A die is considered out of play if it is thrown overhand, under the net or hits the ceiling, floor or anything else before it hits the table or other team's cups.

G) Scoring

1. A die going over the net and stopping outside the scoring zone is 0 points.
2. 1 Point
 - a. Throwing the die over the net, hitting the opponent's' side of the table or one of their cups and your opponents fail to catch the die.
 - b. This includes if the die hits the table, goes off the table and is hit back onto the table by a player trying to catch it.
3. 2 Points
 - a. Points Throwing the die over the net, hitting the opponent's' side of the table or one of their cups and the die stays in the scoring zone at the end of the table.
 - i. If the die comes to a stop and any part of it crosses the line it is 2 points.
 - ii. If it rolls into the scoring zone and back out it is 0 points.
4. 3 Points
 - a. Sinking, or "splooshing", one of your opponent's' cups with the die. (3 points)

H) Throwing

1. All throws must be underhanded, meaning the throwing hand must start below the waist with the back of hand facing down and move in a constant upward motion during the throw.
2. Throws must go above over the net and not touch the ceiling.
3. The die can be thrown crosscourt or down the line.

4. Players must throw from a seated position from behind their side of the table.
5. Players have a circle in their corner of the table. All cups must be in their circles for a throw to count. If your team throws and a cup is out of the circle then your team's throw does not count and your team will lose that turn. No points are awarded for the throw. Taking a cup out of the circle comes in handy when calling time out to discuss a rule or situation. Remember this is a gentleman's game!

I) Throw Reception

1. Your opponents must catch the die with one hand if it hits their side of the table or cup after a throw.
2. No trapping. Meaning it cannot be trapped against the player's body and it cannot be caught with two hands.
3. The die can bounce off anything in the room and still be caught with one hand if it never hits the ground or stops moving.
4. Once the die hits the ground or stops moving it is dead.
5. Players must stay seated until the die hits the table or cup.
 - a. Once the die hits the table or cup, players may leave their seat.
6. While the die is in motion on or above the table, players cannot interfere with it including blowing it out of the scoring zone.
7. Catches below the table are on the honor system, don't be a cheater. Traps will be heavily disputed, be fair and courteous. Call your own traps as much as possible. Remember this is a gentleman's game!