

RULES

- **(1) Balls Back:** If you and your partner **both make cups during your turn**, you get to **shoot again**. This is referred to as “balls back” since your opponents need to remove the made cups and return them to you. You do not get to re-rack in this scenario, as this is considered a bonus or mid-turn play.
- **(2) Behind-the-Back:** If you **shoot, miss, and the ball remains on the table** and/or is bouncing on the table, you can **grab it for another shot**. This shot must be performed “behind the back” (or other “trick-shots”) and if made, counts as one cup. This shot is considered a bonus or mid-turn play (no re-racks allowed).
- **(3) Bouncing:** A great way to double-up on your opponent and keep them focused on the game is by intentionally bouncing the ball while shooting. This can be off the table, ceiling, or any object (no persons allowed).
If your bounce shot is made, that cup is removed and another **cup of your opponent’s choice**. But the other team is allowed to **catch/block bounced balls** (Balls jumping from the rim of another cup do not count as “bounced”).
Should the other team however **interfere with normal balls**, however, they receive a **1 Cup penalty (games can be won through this)**.
- **(4) Elbows:** When you attempt to shoot the ball, your **elbow must remain behind the end of the table**. This prevents people from reaching and/or intentionally leaning over the table to make a shot easier. If their elbow breaks the plane at the end of the table, the shot doesn’t count and must be reshot.
In case of an argument don’t hesitate to call the referees to take a closer look at players. They try their best but cannot see everything.
- **(5) Tidying-up:** Cups are to be **“tightened-up”** after throwing if they **slid away** because of the hit of the ball. **Every team should do this by themselves**, especially if the other team or a referee reminds them of it. Keep in mind that this also means that the last row of cups can be moved to their starting position on the table, if they are about to fall off.
- **(6) On Fire:** If a player makes **two shots in a row** during separate turns, the player may **call “heating up”** to announce their streak. If they make a **third shot on the next turn**, they **call “fire”** and are **allowed to shoot repeatedly until they miss**.
Keep in mind that if the player does not call “heating up” at the end of their second turn, they are not eligible for “fire” and the game continues normally.
- **(7) Island:** **Once per game**, each player may **select an isolated cup** (not touching any other cups) to shoot at and call “island”. If the cup is made, it’s removed and **another cup of your opponent’s choice**. If the cup is missing and inadvertently goes into a different cup, nothing is made, and that cup remains on the table. Keep in mind that the island cup must be isolated from other cups during the normal course of play, not by other means such as sliding or not tidying up the cups. The **amounts of Island calls** per team are always equal to the **number of players in the team with higher player count** e.g. a team of two vs. a team of three will result in three overall possible island calls.

- **(8) Bomb:** If *both players* hit the *same cup*, any *two additional cups* may be *removed* by the *opposing team*. You also get *balls back*.
- **(9) Last one to hit:** The *last cup must be hit directly*. Extra cups of bomb etc. don't count.
- **(10) Off the table:** If any team *should knock or take a cup off the table* by any means, the cup is not made. There won't be any penalties, however.
- **(11) Redemption:** If *one team (A) has hit all the cups*, the *other (loosing) team (B) may throw again* (2 balls) – There is *only ever one redemption* in every game (no balls back here). If it (B) also hits all the remaining cups in this attempt, the game continues, otherwise the other team (A) wins. No second redemption is allowed. Bonuses from Bomb, Island etc. do count whilst in redemption!
- **(12) Rule stacking:** In case two rules like *Island and Bomb happen to both hit the same cup, no extra cups are awarded*. So, with the example of Bomb and Island in the same cup: The result would be 4 removed cups (1 hit cup + 2 bomb bonus cups + 1 island bonus cup).

Additional Rules that are used only in the K.-o. phase

- **(13) Re-racks:** This refers to *re-arranging cups in a specific pattern* during play. Teams are allowed to perform *only one rerack* during the start of one of their turns each game.
- **(14) Eye-to-Eye:** When a *game between new opponents begins*, the “eye-to-eye” rule is used to *determine who goes first*. For example, a player from *each team shoots while looking each other in the eyes*. If both cups are made, the process starts over. If team A makes a cup and team B misses, then team A goes first.

GENERAL CODE OF CONDUCT

- **Fingering, blowing and swatting** are generally **not allowed**. Also, the other team may not contact the table while their opponents are shooting.
- Under normal circumstances all **players of the same team are expected to take turns shooting balls**. It's generally not allowed for one player to throw multiple shots in a row, if his teammates are present and ready to shoot, as this is considered an unfair advantage.
- **Distractions are allowed** if players do not cross the plane of play or block the line of sight of players. Should the other team however be annoyed by them and request you to stop, please respect their wish.
- **Balling your own cups** does not cause any penalties, they do count as hit however. **Guest shots** are not permitted and if a **player is temporarily absent**, no substitution may be made. Should a **whole team not arrive on time** for their game, the game is awarded to the other team after 5 minutes. Before the 5-minute mark, the game starts anyway but with only the remaining time as playtime. Also, after 2 minutes, the team that is late will receive a **cup penalty** equal to: **round-up (absent time / 2)**.
- **Games end when the referees say so**. On their call, the **last shot may be performed**, by the player who was currently going to throw. After that, no more shots are to be made.
- Players are expected to take their shots within a reasonable amount of time (Approximately **45 seconds**), and with proper sportsmanship. Should this time be exceeded too often (especially towards the end of the game) punishment may be taken.