

# Atlanta Sport and Social Club

## Official Barlympics Rules

### General Rules

1. **Schedule:** All games are to be played at the time, date and place specified on the schedule.
2. **Roster:** Each team can have as many players as they choose. There **must be** at least 2 females on your roster.
3. **Forfeits:** Game time is forfeit time. **Minimum to start is 2 players {1 female}**. Forfeits are scored as a 3 – 0 match final.
  - a. If you know you may not be able to field a full team, please call an ASSC representative at least **48 hours** in advance if you would like to explore a rescheduling option. If it is within 48 hours please still let us know so that we can notify your opponent! Although your team may end up forfeiting the match, there may still be an opportunity to use the space for practice or pick up games.
    - Call: 678-869-4690
    - Email: [havefun@atlantasportandsocialclub.com](mailto:havefun@atlantasportandsocialclub.com)
  - b. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. **NO REFUNDS WILL BE DISTRIBUTED.**
4. **No show officials:** Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled and will count as official game.

**5. Roster Checks:** minimums must be met before week 1 of games. Minimum number of players/roster and Minimum number of female players/roster in Co-Ed divisions  
Roster checks will be conducted during t-shirt deliver and before the start of each playoff game. **Roster checks may be done once or twice, randomly during the regular season,** at the League Manager's discretion.

6. **RAIN OUTS:** The procedure for possible rainouts shall be to check ASSC's website or call **678-866-1207**.

a. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC also reserves the right to shorten the season or move games to another night due to excessive cancellations.** [Review the weather policy here.](#)

**7. Overly Competitive Players:** All ASSC sports are intended to be recreational, unless designated as a competitive league at registration. Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

### **Game Play**

1. The League Manager will conduct a fair method, such as a coin toss, Rock/Paper/Scissors, number guess, etc, during the captain's meeting.
  - a. The winner will have the option to choose whether his/her team would like to pick their side or take their turn first.
2. Two team will compete in three (3) bar games, each match

3. The winner of each bar game will be decided in 3 sets per bar game. The first team to win 2 of the 3 sets wins the game.
4. Games will be played in three 15-minute periods. Your League Manager will give you a 2-minute warning.
5. Each team will have one (1) minute to decide which players will compete in each set.
6. Each player will have ten (10) seconds to complete his/her turn after an opponent or teammate has taken his/her turn.
  - a. Teams are only allowed to switch out players after each set.
7. In the event that the third set ends in a tie, the League Manager will decide the tiebreaker.
8. Although a League Manager is present, all games are **SELF-OFFICIATED!**

### **Spirit of The Game**

Sportsmanship and fair play are the most important part of Barlympics due to the aspect of self-officiating. Competitive play is welcomed, but never at the expense of following the rules, respecting other players, respecting the bar/facility, and having fun!

### **Bar Games**

#### **1. Beer Pong (2 players)**

- a. Approximately 24 ounces of water will be used per team and will be distributed evenly in the 6 cups on each side of the table. **These water cups ARE NOT FOR CONSUMPTION.** They are to be reused between sets.

- b. THE OBJECTIVE** of the game is to eliminate all of your opponent's cups from the game by tossing a ping-pong ball into each cup.
  - i. Both players from each team will have at least one shot per turn to achieve this objective.
- c.** Both players from each team must remain at their end of the table for the entirety of the round.
- d.** There is no "elbow" rule.
- e.** Once a shot is made, the made cup must be removed from the rack. Also known as "Make & Take."
  - i. If the first player on a team makes a cup, the second player has one less cup to shoot at.
- f.** If both players make a cup during a single turn, each player will receive an additional bonus turn. Also known as "Balls Back"
  - i. e.g.: Player A and Player B both sink a cup on their team's turn. The opposing team will return both ping pong balls to Player A and Player B for their bonus shots.
- g.** In the event that a player who has possession of the ball drops that ball into his own cups either accidentally or intentionally, NO penalty is taken.
- h.** A team may request a re-racking of cups at 3 cups remaining (back row triangle only) and 1 cups remaining (middle back row only).
- i.** The "ISLAND" rule is not in effect.
- j.** Defending players may swat or grab a ball that is bounced, but **CANNOT** finger or blow a ball that is spinning in the cup.
- k.** Any interference with an airborne shot will result in a one-cup penalty.
- l.** A team is deemed the winner when it has successfully made every one of its opponent's cups.

- m.** A game that ends by way of expired time, as oppose to a team completing the objective, will be decided by the number of cups left in play. A tie will be recorded as a tie.
- n.** Redemption (A.K.A. Rebuttal): Once a team has made its final cup, the opposing team has one turn to make remainder of its cups. "Shoot 'til you miss."
- o.** Players on the rebutting team will alternate shots until both players miss a shot OR sink all the remaining cups.
- p.** In the event that a team is successful in a redemption turn, a round of SUDDEN DEATH ONE-CUP OVERTIME beer pong will be played.
- q.** The team that successfully completed the objective in regulation will be awarded the first shot.
- r.** There is no redemption in this round

## **2. Flip Cup (2-4 players)**

- a. THE OBJECTIVE** of this game is to finish the beverage in four cups and successfully flip the empty cups so that they are standing flatly on their rims.
  - i. If a team has less than 4 players participating in a round, one or more players may need to drink and flip more than one cup per round.
  - ii. Please see League Manager for further details.
- b.** Players may choose to drink non-alcoholic beverages during this game. Water, soft drinks, juices, etc., are all acceptable substitutes.
- c.** Designate one end of the table as the starting end and the other as the anchor end. The first player at the starting side will be assigned cup #1 and so on down the line.

- d. The game starts when both player #1's tap each other's cup and then tap the table. Also known as "The Gentleman's Start."
- e. From there each player #1 will drink the amount of beverage in the cup. Then they will place the cup FACE UP on the edge of the table and proceed to flip the cup until it lands FACE DOWN.
- f. Then player #2 can drink their beverage and proceed to flip and so on down the line until all team members have flipped. The first team to flip all of their cups wins that game. The next game will start with player #2 being the new starter and player #1 being the new anchor. There is no need to move any player locations on the table.
- g. If both teams flip their fourth cups and successfully settle the cups on the table at the same time, a **ONE-CUP OVERTIME** round will be played by a player from each team in order to determine the winner of the round.
- h. If two hands are used to flip or guide the cup it is an illegal flip. Only one hand is permitted to make the flip. The non-flipping hand may act strictly as balance assistance for the cup on the edge of the table.
- i. If a team has alternates, they can only make line-up changes in between sets.

### 3. Cornhole (2 players)

- a. **THE OBJECTIVE** of this game is to successfully toss your team's corn bags into your opponent cornholes.
- b. Rounds are played to 21 or until the end of the 15-minute period.

- i. Corn Bag In-The-Hole (3 point value): A corn bag that is thrown into the platform hole or comes to rest in the platform hole.
- ii. Corn Bag In-The-Count (1 point value): A corn bag that is not in the hole but lands with any part of the bag resting on the top of the platform. The corn bag **MUST NOT** come in contact with the ground or any surrounding elements (players included) before scoring into the hole or onto the platform.

#### 4. Giant Jenga (2-6 players)

- a. **THE OBJECTIVE** of this game is to dismantle the tumble tower and rebuild it without losing any of the blocks or causing the tumble tower to topple over in the process.
- b. All members of a team are allowed to participate. But teams must alternate turns. No player can attempt a Jenga move 2 turns in a row.
- c. A Jenga move consists of taking one block from any level of the tumble tower and replacing it on the incomplete top level of the tumble tower, causing the structure to grow even higher
- d. A successful Jenga move results in 1 point being added to the team's total points for the round.
- e. Points are used to determine the winner in the case of time expiring.
- f. Any Jenga block on any level can be used, except those from the level below the incomplete top level, which should not be moved.
- g. A player has 10 seconds to complete a Jenga move.
- h. Time will be kept and enforced by the League Manager

- i. The player's turn is over once the next person touches the tumble tower or after 10 seconds has elapsed— whichever comes first.
- j. The loser is the player who causes the tower to fall – it may not be their fault but if the tumble tower falls during their turn, this team is counted as the loser.
- k. However, if only one or two Jenga blocks fall, the players can agree to put them back onto the tumble tower for play to continue, in keeping with the cooperative aspect of the game

## 5. Relay

- a. **THE OBJECTIVE** of this game is to complete the three team challenges, 1 teammate at a time, before the opponent.
- b. Relay Games:
  - i. Bounce Cup
    - 1. Player must bounce a ball into a cup of water, then finish his/her drink before moving to the second task
  - ii. Flip Cup
    - 1. Player must select a cup, finish it's contents, then flip the cup until it settles upside down onto the table.
  - iii. Beer Pong
    - 1. Player must make his/her way back to the starting end of the table. Shoot a beer pong shot into one of the designated cups. Then remove the cup from the table before his/her teammate takes his/her turn
- c. The first team to complete the tasks four times (as a team) wins the round.

## **Playoffs**

- 1.** The playoffs begin the week after all regular season games have been played.
- 2.** The top four teams with the best records will advance to the playoff rounds.
  - a.** Additional teams may be added to the playoffs for larger sized leagues.
- 3.** Tie-breakers will be decided as follows:
  - a.** Total standing points
  - b.** Point Differential
  - c.** Head To head
  - d.** Coin Toss