

# BING BONG® RULES OF THE GAME



## You'll need:

- 2 Teams (1 or 2 people per team)
- 1 Bing Bong® Table
- 2 Balls (40mm, table tennis style)
- Plastic Cups

### Basics of the Game (6-Cup and 10-Cup):

Six to Ten Plastic Cups are set up in the Triangle on each side of the table.

Cups usually filled four(4) ounces. The rims of the cups should be touching the others and evenly aligned.

At the start of the game, a coin toss (or rock/paper/scissors, shot call, etc.) determines which side shoots first. Winning Team chooses to either select their side of the table and shoot their ball (the "Opening Shot"), or allow the other team to select their side of the table and take the Opening Shot, and the Winning Team shoots the next two shots.

The teams then alternate shooting both balls into the cups on the other side of the table until one team "Hits" all of the opposing team's cups.

### Playing the Game:

1. Throwing the Ball: Players must shoot the ball from behind their team's side of the table. All throwing styles are allowed, but players must keep both feet on the ground when the ball leaves their throwing hand. Players, and their clothing, may not touch any part of the table while throwing the ball. Players that touch the table will forfeit their shot.

2. Hitting Cups: A cup is considered hit when one of the balls lands into it or knocks it over. Players that accidentally knock their own Table cups over will lose those cups, and they will be considered hit.

3. Removing Cups that are Hit: When a cup is hit it is immediately removed from the triangle and put along the side, out of the way of game play. If a cup is hit, then another shot goes into the same cup before it is removed, it is not counted.

4. Roll-Backs: When one side's team hits both of their shots in single turn, they receive ball(s) back for bonus shot(s). Note: Cups knocked over by a shot count toward a Roll-Back, but cups removed for penalties do not. The Roll-Backs can be taken by either player.

5. Defense: A ball may be deflected or swatted AFTER it hits the rim of a cup, a person, or any other object. Bounce shots may not be defended until a second bounce or if they hit something. A player that swats a ball into their own cup or knocks their own cup over will lose that cup.

6. Re-Rack: Each team has the option of re-racking the cups at the other end of the table (the cups they are shooting at) one time per game. The cups may only be re-racked prior to the beginning the team's turn, not in the middle of a turn; and they are made into one of the following formations: a 6 cup triangle, a 4-Cup diamond, a 3-Cup triangle, and a 2-Cup straight line from the back/center. The re-racked cups must be centered along the baseline of the triangle on the Bing Bong® table.

7. Drifters: During the game, cups may drift. After both teams confirm correction, these cups may be brought back to their original/resumed position - TWICE PER TEAM. Limiting # of drift corrections prevents nit-picky-ness and delay of game.

8. Winning the Game: When a team hits all of their opposing team's cups (DOMINATES), The game is NOT OVER. At that time, each player on the opposing team will have the opportunity to clear their cups by taking "REDEMPTION" shots:

- a team will have the opportunity for Redemption shots regardless of how their final cups were hit,
- when one player misses, the other may continue to shoot until THEY MISS A SHOT,
- if that team succeeds in hitting all of the remaining cups the game will go into OVERTIME.
- if that team fails, the dominant team WINS

OVERTIME consists of three cups set up in a triangle formation on each end of the Bing Bong® table. The team who hit the last cup first Dominant will go first and will receive both balls. Overtime games will continue until one team does not achieve Redemption, and therefore the Latest Dominant Team that hit last overtime cup, WINS.

### Special Rules:

Players can amend rules on consensus but must make all changes public BEFORE the game/game series begin.

Generally speaking, distractions are allowed but interference is not.

Distractions can add humor, energy, and strategy to the game. A team may distract to prevent the opposing team from hitting shots except:

- interfering with a shot,
- advancing forward from behind their end of the table, or crossing the vertical planes of the edges of the table.
- Additional distractions may be banned by general consensus of the players.

Interference occurs when:

- a member of the opposing team touches the ball currently in play before it is eligible for defense or before it passes the end of the table,
- a player attempts to grab or blow out a ball that is in a cup, or
- a player moves or touches their cups while the opposing team is shooting without permission from the shooting team.

Shots missed due to interference are re-shot. Players who intentionally interfere with a shot will first lose one cup as a penalty, then two cups are lost for second infraction, etc... The player who shot selects the cup(s) removed.