



Flunkyball

Rules

1. Flunkyball tournament takes place on Friday, on the 22nd of September at 5pm on the training ground of the Academical Sports Club of Tartu University (Staadioni 8a).
2. Teams can pre-register at Tartu Student Days webpage www.studentdays.ee starting from the 4th of September. The first 16 registered teams will get the chance to compete. If there are spots left or some teams haven't shown up there will be an opportunity to register at the event as well. The entrance fee per team (4 people) is 10 euros for students and 12 euros for others.
3. You must be 18 or older to enter the competition.
4. Flunkyball is a beer drinking game which requires accuracy, speed and good drinking skills. The game is played between two teams of 4 players and the object is to finish your beers before the other team. There will also be a special prize for the team with the best costume.

Start

A game of Flunkyball is played between 2 teams on a marked playing ground of 5 x 10 meters. The coin toss determines which team gets the game ball for the first throw. Each competitor is given by the organizers a bottle of beer, which should be placed behind the end line of the court in front of the player. (You can not bring your own beer.) Beer can be opened when the judge gives permission to do so. To the equal distance from both teams, a half full half-liter plastic bottle is placed on the center line as a target.

Throwing

The objective is to hit the plastic bottle over with a ball. Throwing takes place alternately and the players of a team also have to throw after each other without skipping any member of the team. The throwing team must be behind the end line and must not touch their bottles throughout the complete throw. The throwing player has to throw the ball with one hand from above the hip. The running team is allowed to cross the end line with one leg to guard their beers.

Running

If the bottle is hit and falls on the ground the throwing team is allowed to drink from the beers in front of them until the defending team has fulfilled the following tasks:

- put up the fallen bottle
- get the ball and bring it behind their end line
- each player has to run to the center line and back to their place.

After that the judge will shout “STOP” and the throwing team must place their beers back on the ground. The running team is allowed to leave their starting position when the ball is released from the throwing hand.

Ending

First team to finish their beers wins. If a player has finished his drink, he can help other teammates. If a team announces that all their bottles are empty, the judge will check each bottle by filling a 2 cl shot glass with what's remained in the bottle. When the remaining content (not considering the foam) can't fill the shot glass, the bottle is defined empty. Otherwise the team will get a penalty beer. The team can choose themselves, who is going to drink the penalty beer.

Penalties

The team gets a warning for

- crossing the end line while throwing
- leaving the starting position too early
- drinking too early or finishing too late
- skipping their throwing turn
- not throwing the ball correctly

- drinking at the wrong time
- spilling his beer or bottle
- overflowing content
- damaging or deforming his bottle
- ignoring the judge's command
- insulting the judge or other players

When receiving a warning, the player has to skip the next drinking turn. If a team gets 4 warnings in one game, they receive a penalty beer. The fifth warning will result in the disqualification of the team. The judge has the right to give out warnings and penalty beers throughout the game based on his own judgement.

5. The organizers of Flunkyball reserve the right to make changes in the competition rules. All participants will be notified of the changes before the start of the competition.