

# Hell's Kitchen Lounge Flip Cup Rules

## **I. Game Setup**

### **A. Game Setup**

1. 1 cup placed in front of each player
2. Team Captain at head of table ready to start
3. All players must be facing opponents with cups ready to go
4. Player may not pour water or beer on table in order to gain "better traction" or whatever you think it does. This only creates a messy play area and does not help anyone. Tables must be clean from debris, water, and beer. If your table has any, you may ask the referee to wipe down the table.

### **B. Type and Contents of Cups**

1. 16 ounce cups will be used for this tournament
2. 3 ounces of beer or water will fill each cup.

## **II. Playing the Game**

### **A. Starting**

1. Once teams are ready to go the Ref will countdown to a start.
2. At the start both team captains must pick up their cups, tap them with their opponent, then tap the table before drinking.
3. This rule only applies to the start of the match
4. The team Co Captain must start at the anchor position

### **B. Drinking & Flipping**

1. All the beer or water in the cup must be drank before flipping
2. The player must then put the down the cup FACE UP with the edge of the bottom extruding out from the table.
3. A player can only use 1 HAND in order to flip the cup UPSIDE DOWN.
4. A successful flip is considered only when the cup settles UPSIDE DOWN on the table
5. You can use both hands to reset the cup on failed attempts to flip
6. Once a player has successfully flipped the cup the next player goes.
7. After every round the players must rotate. The team captain moves to the anchor position and all other teammates move over to the right with the 2nd player now in the starting position. This repeats until the match is over.

### **C. Winning a Match**

1. The first team to flip all their cups wins the round.
2. First team to win 5 rounds moves up in the bracket and the losing team goes into the losers bracket.

### **D. In case of a tied round**

1. In the event that both teams finish at exactly the same time (both the last cups settle at exactly the same time) it will not count as a win for either team and the round must be replayed.

## **III. Miscellaneous**

### **A. Disputes**

1. A dispute is not considered to be valid unless witnessed by two or more individuals. In the event of a valid dispute, that game is considered paused and an official must be notified. Any witnesses to the event in question must remain at the table until the dispute has been resolved. All calls made by the referee are final. Intentional abuse of game rules and/or disputation without adequate cause is grounds for ejection from the tournament.

### **B. Absentee Players**

1. In the event that a player is temporarily absent, a substitution can be made as long as the player absent is NOT the Captain or Co Captain. If either the Captain or Co Captain is absent then the team will be forced to forfeit and no refund will be issued.
2. In the event that a player is forced to vacate the venue by the Hell's Kitchen Lounge hired security, or any other entity deemed to be authoritative, the team will forfeit the rest of the tournament, will not be permitted back in the venue, and will not be entitled to any refund.

### **C. Conduct**

1. All players are to conduct themselves in a matter respectful to other players, referees, and the sport of Flip Cup. Unacceptable conduct will result in severe punitive action, to be applied at the discretion of the referees. Unacceptable conduct includes, but is not limited to, fighting, abuse of referees, unreasonably throwing cups at opponents, abuse of other players, abuse of beer (excessive spilling), etc.

### **D. Interpretation of Rules**

1. Final interpretation of these rules is made at the sole discretion of the referees