

RULES

1. Playtime

Flunkyball is a drinking game in which the team that finishes their beer first wins.

2. Game Build-Up

To play, you need a ball that's about the size of a handball or mini-soccer ball.

Two equally strong teams, each consisting of 4 members (and 1 substitute), line up opposite to each other at the baselines. That's where they are positioned at the start of each round.

Each player needs a full can of beer (0.5 Liter can), which they place on or behind the baseline. The beer is provided by the promoter.

A target bottle (1.5 Liters) is placed on the centerline and filled with about ¼ Liter of water.

Size of the playing area: 4 x 10 meters

Playing surface: Artificial turf + rubber mats

3. The Course Of The Game

Prior to the tournament, all participants will be divided into two groups, which will determine their start times on the FIRST day of the tournament.

The teams will therefore arrive at the Flunkyball court on the main grounds at two different times on the first day of the tournament – namely, at 2:30 p.m. and 4:00 p.m. to pick up their starting numbers.

There, they will receive their starting numbers on a first-come, first-served basis.

Prior to the first round, a coin toss (or other suitable method of lot) is used to decide which team will start. If the winner chooses the ball, the loser may choose the side, or vice versa.

The starting team (here, Team A) receives the projectile, gets to throw first, and must try to knock over the target bottle. If the target bottle is knocked over, Team A may begin drinking its beer until Team B finishes the round.

Team B must put the target bottle back in place, pick up the ball, and return to the baseline, thereby ending the round.

In the next round, Team B gets to throw, and Team A must put the target bottle back in place.

The players on each team must take turns throwing the projectile and setting up the bottle.

If the target bottle is not knocked over, the round is also over, and it's the other team's turn to throw again.

The game continues until the game objective is achieved.

If neither team can hit the target bottle even after several attempts, the game leader may place additional bottles in the center of the playing field to speed up the game.

Compliance with the rules is ensured by a referee.

4. General Information

The players must take turns throwing in order. Everyone must throw; no one may be skipped.

No beer may be spilled during the game – whether by overturning, overflowing, spilling, or any other way. It makes no difference whether it's your own fault or due to external causes. Everyone is responsible for their own beer.

All players stand behind the baseline with their beer. They must not cross the line or lift their beer before the game begins.

The target bottle may be placed across the entire width on the center line. The target bottle should not be more than 10 cm away from the line.

The throw is made above the hip.

A beer is considered finished when no more than the residual amount defined below flows out when the can is turned upside down.

The game is played as "Best of One." The game ends immediately once one team has finished all its beers. It doesn't matter if that team had fewer throws than the team that started.

Each round is started and ended by the referee.

Players may not start running until the projectile has left the hand.

The player must confirm the submission of the beer, and this action cannot be undone.

The beer can is considered empty once the “3 drops – 3 seconds” rule has been followed.

The third penalty beer results in the automatic disqualification of the entire team.

5. Failure Catalogue

Fault Category	Fault description	Penalty
Spilled beer	- Overturning - Foaming over - Incorrect submission	Penalty beer for the affected player
The course of the game	- Crossing the line - Thrown too soon - Drinking duration not followed	Suspension of the affected player
Behaviour	- Referee disrespected/ insulted - Game sabotage (throwing the ball away etc.) - Wilful damage	Disqualification of the team

6. Prize

Every year, the winners of the Flunkyball World Championship receive fantastic prizes! *

- 1st Place: 1 FQ Festival Pass per player + a beer trophy
- 2nd Place: 50 euros Cashless Credit per player
- 3rd Place: 30 euros Cashless Credit per player
- Best Costume: Frequency Splash Package

* Prizes can only be redeemed in the year after participation and cannot be transferred to other people.