



Flunkyball-Policy

Preamble

The rules have been drawn up to the best of our knowledge and belief to ensure a smooth procedure. Should changes be necessary at short notice, the Jugendclub Urweiler as organizer reserves the right to intervene and change certain rules in order not to jeopardize the tournament flow. We would like to emphasize once again that the tournament is all about the good purpose, particularly important to us are common rules of dealing with each other. Fairness, tolerance and respect are as much a part of each individual's duty as absolute drinking stability. To a great flunky ball tournament!



Game objective

Flunkyball is a ball drinking game in which the team that first emptied its beer completely wins.



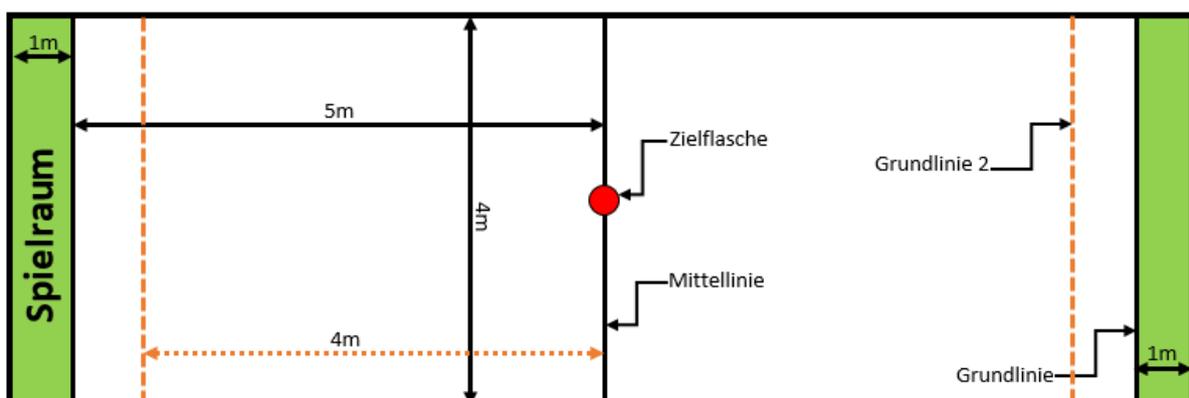
Teams

Any person aged 18 or over who is ready to drink is eligible to participate (registration with identity card). Persons aged starting from 16 are also admitted with the corresponding declaration of consent of a parent or legal guardian. Teams must be registered in advance with persons from the Orga Team, via the Facebook page or the Instagram page of the Urweiler Jugendclub. A team consists of 5 players, who are registered by name before the first game. The games themselves are played with 4 of the 5 registered players. The constellation of the teams can be freely chosen from these 5 players before the start of each game. The participation fees amount to 40,00€, the amount is to be paid until 10.9.2018. This can take place personally or by transfer to the Jugendclub Urweiler. Participation in the tournament and the required beers for all team members are included.



Playing field, playing ball, playing beer

The four identical playing fields are constructed symmetrically and clearly marked. The length of one half of the pitch is 5 metres, the width 4 metres. The target bottle (1l Coca-Cola bottle, filled to $\frac{1}{4}$) is placed on the middle line. There will be a second marking (alternative baseline) at a distance of 4 metres from the target bottle, which will be used after 10 minutes of playing time. The object to be thrown will be provided by the referee. It is a mini-football about the size of a standard handball. The match beer will be provided by the organizer. It concerns cans à 0,5l Karlsberg Urpils. Women teams and women in mixed teams select between Karlsberg Urpils, Mixery or Radler. The members of the crew „Gudd (Schluck) Schlauch“ (AH crew) may freely select the beer type (also wheat, Bitburger).





Game structure

At the start of each round, the teams line up opposite each other in any but fixed order on the baselines. There are 4 players of each team facing each other. The substitute player may not be substituted in the current game except in justified exceptional cases (injury, etc.). The decision is made by the referee. The referee distributes the match beer to each player (Karlsberg Urpils 0.5l cans/p.r.n. deviant), which is placed behind the baseline in front of each player.



Game process

The playing beers will be kept by the referee and will be given to the players in due time. The beers must be opened by the referee and placed in front of each player behind the baseline at a distance of 5m from the target bottle. The starting team is determined by a coin toss by the referee. The referee/tournament management assigns the half of the playing field for the teams. The players of the teams throw alternately in the direction of the target bottle and thereby try to cause the target bottle to fall over. If the bottle does not fall down after a throw by a player from team A, the next player from team B has the direct opportunity to hit the target bottle. The throwing by the players of a team takes place alternately in a fixed order. Important: Each player of each team is obliged to throw, no player may be missed or skipped. If the target bottle is hit by a team member from Team A, each team member from Team A is allowed to pick up his beer placed in front of him (behind the baseline) and start drinking until the referee calls "Stop!". Drinking must then be stopped immediately. The task of Team B after the target bottle has fallen over consists of righing the bottle on the middle line (maximum deviation 10cm) and retrieving the ball by one of the team members. The starting of the teammates from team B is only permitted as soon as the target bottle has fallen over. All team B players must stand with the ball behind the baseline and the target bottle must be placed on the midline. Only then will the referee give the signal and Team A stops drinking. No beer may be spilled during the entire game. Each player must protect his or her own beer (for example by putting his or her foot forward, but always behind the baseline). The attempt to throw off the opponent's beer instead of the target bottle is generally permitted. Drinking one's own beer during the game at the wrong time is not permitted. Other drinks purchased from us may be enjoyed at the same time. The ball may only be thrown above the hip (rolling or throwing from below is not permitted). If a team-mate has emptied his beer completely, he must report this to the referee. Turning around to check that the beer has been completely emptied is done exclusively by the referee. A beer is considered empty if less than 4cl of beer or beer foam is released from the can when the can is turned over. The player who has completely finished his beer and indicated this is excluded from the rest of the game, i.e. has no right to throw, place the bottle, fetch the ball or drink. If, after 10 minutes, a team has not finished the game by emptying all the beers, the baseline will be moved to the mark 4m from the target bottle. This situation will be indicated and explained by the referee. The game at a distance of 4m is identical to the one described above. If after 15 minutes none of the teams made a match decision, a direct decision will be made by "Stafettentrinken": The teams are asked to go to the middle line. There they line up opposite each other with their remaining beer. After a starting signal ("Los") from the referee, the opposing players 1 of each team start drinking the match beer. If player 1 has finished his beer, which he clearly marks by calling the signal "Fertig", player 2 (if still eligible) of each team may start to empty his match beer. Players 3 and 4 of each team, if still eligible, act identically. Accordingly, the team in which each player has finished his beer in turn first wins.

The complete emptying is checked by the referee at the end and the winner of the match is named. It is not allowed to exchange, share or pass on beers. Each player drinks his own match beer and any penalty beers allocated to him. The use of any aids (e.g. straws, nails, etc.) is not permitted during the entire game.



Tournament schedule

The tournament is divided into a group phase and a knockout phase. In the run-up 4 groups of 6 teams each will be drawn at random. During the group phase, each team plays against a total of 3 randomly selected teams from its own group. The teams, which comes first and second place of their group in the group phase, qualify for the knockout phase. The ranking is determined on the basis of the number of points achieved: The winning team receives 3 points per game won within the regular playing time of 15 minutes. If the victory is decided by drinking a relay, the winning team receives 1 point. If there is equality of points between the first and second placed teams of a group after 3 group matches, the direct comparison of the teams decides first, provided that the teams concerned have played against each other in the group. If this is not the case, it comes to another relay drink, in this case with 0.33l Carlsberg UrPils (exceptions: Women's teams, AH-team (see above)), about the entry into the knockout phase. The knockout phase consists of 4 quarter-finals, 2 semi-finals, one final and one match for 3rd place. The quarter-finals will take place between the following teams: First place Group A against second place Group B, first place Group B against second place Group C, first place Group C against second place Group D and first place Group D against second place Group A. In the semi-finals, the winner of the first quarter-final will face the winner of the second quarter-final and, by analogy, the winner of the third quarter-final will face the winner of the fourth quarter-final.



Prices

The prizes will be awarded after the final. The specific prizes can be found in the Facebook event. The theme prize will be awarded before the knockout phase. The winner of the best team motto will be determined by a Facebook voting on the website of the Urweiler Jugendclub.



Catalogue of punishments

Penalties are generally given by the referee and are to be accepted by the punished without resistance. In general, the referee is urged to refrain from imposing penalties in the interests of a pleasant game. The referee is allowed to coordinate with the tournament management at any time. The penalties for various offences are briefly listed below:

Strafbier:

- with over-foaming beer (larger quantity)
- spilled/ fallen over beer (own fault or external fault)
- if the beer was not submitted correctly (without the referee's attention/ more than 4 cl residual content)
- if the drinking time after the referee's stop signal is exceeded
- when crossing the baseline more marked

→ After 3 "Strafbieren" caused by obvious self-inflicted misconduct, the referee is allowed to disqualify the player in question.

Abandoning the next player of the team:

- in the case of a very marked crossing of the baseline
- in case of non-compliance with the throwing sequence
- in the event of intentional delay in play

Disqualification:

- in case of referee insult / repeated disregard
- in the event of deliberate obstruction or destruction of the playing field/playing equipment
- in case of malicious sabotage of the tournament
- for grossly unsportsmanlike behaviour (see preamble)



- public vomiting
- after three self-inflicted punishments

→ in the case of disqualification of a player, his match beer and any penalty beers that may have accrued shall be transferred to team members still playing. The cans may be divided among the team members.



Liability

We would like to point out that the Jugendclub Urweiler cannot be held liable for any physical or material damage suffered by the players of the tournament. In spite of the greatest care in the preparation of the courts, the organisation of the tournament and the rules, we cannot completely preempt injuries or damage to personal property. We therefore appeal to each individual: Play carefully, take care of yourself and your teammates and follow the instructions of the referees and the tournament management.