

Flunkyball Rules

of the Mechanical Engineering Student Council (FSR MB/MEC)

Foreword

- (1) For the sake of simplicity, the term “beer” is used below; however, other beverages as described in §5 are also permitted.
- (2) Within the Free and Hanseatic City of Hamburg, this sport is called Flunkyball ['flʌŋki,bɔ:l].
- (3) Rule changes for one match or one matchday are generally possible, provided that both teams are able to agree and, if present, the referee agrees.
- (4) No empty glass bottles, crown caps, or other waste should be left behind.
- (5) For simplicity, the following text is not gendered.
- (6) These rules do not claim to be complete.

List of Abbreviations

Abs.	paragraph
bzw.	respectively
gem.	pursuant to
z.B.	for example

§1 Teams.

- (1) There are two teams, which should have approximately the same number of players.
- (2) Until one team has knocked over the target bottle for the first time, new teammates may still join that team.

§2 Playing Field.

- (1) The playing field is bounded by the two baselines, which run parallel to each other and are 13 m apart.
- (2) The field and the baselines must be kept clear.
- (3) The players' game beers stand or lie on the baseline.
- (4) The target bottle is located in the middle of the running area.

§4 Equipment.

- (1) The throwing object is a ball of IHF size 3.
- (2) The target bottle is a 1 liter PET bottle that is filled approximately halfway with water.
- (3) If the target object becomes leaky due to damage and loses water, it must be replaced or repaired and refilled before play continues.

§5 Game Beer.

- (1) The beverage must contain at least 0.33 liters.
- (2) All carbonated beverages that do not give the player a clear advantage are permitted.
- (3) The beverages are consumed from glass bottles pursuant to DIN EN ISO 12521.

- (4) If both teams and, if present, the referee agree, beverages other than game beer may also be used as game beer.
- (5) Each player is assigned one fixed game beer.
- (6) Before the game begins, the beer must be full.

§6 Game Preparation.

- (1) Each of the two teams is assigned exactly one side and lines up in any fixed order at the baseline of that side.
- (2) The players fetch and open their game beer and place it on the baseline of their team.
- (3) A round of Rock-Rock-Rock pursuant to §7 determines which team begins.
- (4) A referee may be appointed pursuant to §8.

§7 Rock-Rock-Rock.

- (1) Two representatives of the respective teams play a round of “rock-paper-scissors” until one of the two wins. The winner’s team receives the ball and may begin.
- (2) One round of rock-paper-scissors continues until one player has been beaten once, i.e., “best of one.”
- (3) Alternatively, the decision may also be made by a coin toss.

§8 Referee.

- (1) The referee is selected before the game begins; both teams must agree to the selection.
- (2) The referee appoints his or her line judges. However, these are not mandatory.
- (3) In the event of a rule violation, the referee decides how it is penalized. In doing so, the referee is not required to follow §§16a and 16b. If no referee can be found, the teams must agree among themselves.
- (4) The referee must agree to every rule change for it to come into force.

§9 Line Judges.

The referee may appoint assistants who advise the referee and observe more closely whether and when the teams’ baselines are crossed.

§10 Adjustments to the Rules.

If both teams and, if present, the referee agree, the rules may be adjusted for the match.

§11 Course of Play.

- (1) The teams alternately throw the throwing object at the target bottle pursuant to §12. Which team begins is determined beforehand pursuant to §7.
- (2) The player standing on the left of each team begins; the next throw by that team is made by the person to the right of him or her. After the throw by the player standing farthest to the right, the player on the far left is next again.
- (3) If the target bottle is hit and falls over, the team that threw may drink from its game beers. The opposing team must now set the target bottle back up in the middle, bring the throwing object behind its baseline, and be behind the baseline; only then may it audibly and loudly call “stop.” Once this has happened, the team must stop drinking.

- (4) The playing field may only be entered after the ball has left the throwing player's hand.
- (5) The team in which all game beers and penalty beers have been emptied wins. This must be demonstrated by the player holding the bottle, with the opening facing downward, over a crown cap for 3 seconds. If so many drops or foam still come out of the beer that the crown cap overflows, this is penalized with a penalty beer pursuant to §13.
- (6) After a player has emptied his or her game beer, he or she moves to the edge of the playing field and may neither throw nor influence the rest of the game in any way.
- (7) If the target bottle is not centered enough, it may be correctly repositioned. No throwing is allowed while it is being repositioned.

§12 Rule-Compliant Throwing.

The throwing hand in which the ball is located must remain above the throwing player's shoulder until the ball is released; furthermore, the field boundary may not be crossed.

§13 Penalty or Bonus Beer.

- (1) A penalty beer is a game beer pursuant to §5 that a player must drink in addition to his or her original game beer.
- (2) If the team is unable to obtain another beer pursuant to §5, it loses the match.

§14 Sitting Out.

- (1) For minor offenses, one or more players may be penalized by sitting out one or more rounds. If this happens, the player may not drink during the next hit by his or her team.
- (2) If a player already has to sit out one round, he or she may be penalized with additional rounds.
- (3) A player may be penalized with a maximum of 2 rounds of sitting out per offense.
- (4) If a player would have to sit out more than 2 times, he or she receives a penalty beer instead; §13 paragraph 2 does not apply here.

§15 Tournaments and Competitions.

For competitions, the following rule changes apply:

1. §1 paragraphs 2 and §5 paragraph 6 are omitted.
2. Each team must consist of at least 4 players or team members with finished beers; if this is no longer the case, for example due to disqualification, the team loses.
3. There must be a referee pursuant to §8.
4. Substitute players must be announced before the game begins.

§16a Penalties.

Violations of §5 paragraphs 5 and 7, §11 paragraphs 2 and 4, and §12, as well as spilling a game beer, are penalized with a penalty beer.

§16b Penalties in Tournaments and Competitions.

- (1) The following may be penalized by sitting out:
 1. Repeated throws at the opposing team's game beers.
 2. Excessive foaming of the beer.
 3. Crossing the baseline.

4. Slightly excessive drinking time.
- (2) Penalty beers are awarded as in §16a.
- (3) In the event of repeated crossing of the baseline during a throw, the other team has the turn.
- (4) The following may be penalized by disqualification:
 1. Throws at the opponent's face and upper body.
 2. Refusal to follow the referee's instructions.
 3. Unsportsmanlike conduct.

§17 Buying Back In.

Any player who has emptied his or her beer may re-enter the game with another beer.