

# Beer Frisbee Rules



## SETUP

2 posts, pipes, or ski poles, placed 25 to 40 feet apart.

- around chest height
- distance varies, go with what works best based on your players.

Place an empty beer bottle (or can) atop each pole.

- Other, similarly sized objects will work.

Each team of 2 stands behind one of the poles.

## Game Play

Players take turns throwing the frisbee, trying to knock the bottle off the opponents pole.

- teams alternate turns throwing and defending
- each team gets one throw per turn, team members alternate turns throwing
- a team may only score when throwing

Players must stay behind their pole during defense and offense.

- The pole is considered the fault line
- Frisbees caught before breaking this plane are considered goal tending
- Defenders cannot attempt to prevent the frisbee from striking the pole or bottle.

Frisbee must pass or make contact with the bottle and pole before it can be caught. (no goal tending)

- Either team member may catch the frisbee
- Points are scored if receiving team does not catch the frisbee

Frisbee must be within a catchable area.

- NOT lower than “knee high” of the opposing player at the point it crosses the fault line.
- NOT too high so that it is uncatchable or that a jump is needed
- NOT too far to either side where more than one step is required to catch it.

Throws that are outside the “catchable area” are considered a “scratch” or Out of Bounds.

- No points are awarded and the next player throws

(Optional) Throws that are thrown intentionally hard may also be considered un-catchable or bad sportsmanship.

If the bottle is hit, the receiving team must attempt to catch it before it hits the ground. (See **Point Scoring** below)

(Optional) You must have a drink in one hand at all times.

- aka, the “Beer-In-Hand Rule”
- For non-drinkers, a can of soda will work.

## Point Scoring

Games are played to 21. Must win by 2 points. Only the throwing team may score points.

There are several scoring combinations. Points are redeemed by catching either the Frisbee, the bottle, or both.

## Point Values

- **Zero Points:** Uncatchable Throw :: Frisbee is Caught
- **One Point:** Frisbee is Dropped
- **Two Points:** Frisbee hits the pole, knocking the bottle off. Neither Frisbee or Bottle are caught.
- **Three Points:** Frisbee hits the bottle, knocking it off the pole. Bottle and Frisbee Hit the Ground.

## Examples:

- **ZERO POINTS:** Frisbee hits pole, knocking off the bottle. BOTH the Frisbee and Bottle are caught.
- **ONE POINT:** Frisbee hits the pole, knocking off the bottle. Opposing team is able to catch the frisbee, but not the bottle. One point is scored. The caught Frisbee redeems one of the two lost points.
- **ONE POINT:** Frisbee hits the bottle, knocking it off the pole. Opposing team catches both the Frisbee and the bottle. ONE point is still scored. One point is redeemed for the Frisbee, and one point is redeemed for the caught bottle.

## Optional Drinking Game Rules

- No Drink in Hand / Dropped Drink ( optional )
- Spilled Drink – defense or offense ( optional )

Game is played to 21 points. Must win by 2.

Played as a drinking game, the losing team members must finish their drinks!

