



# World Cup of Caps Official Tournament Rules

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## **RULE #1**

CAPS is considered a "drinking" game meaning that alcohol is expected to be consumed during gameplay. During official tournaments, all players are required to have an alcoholic beverage from which they are to consume their awarded drinks. Players are expected to maintain reasonable composure and be respectful of others during gameplay. Should any player, during or immediately preceding a game, be deemed by a referee to be overly intoxicated to a level in which their safety or the safety of others is at risk, that player and their teammate will forfeit that game as they cannot be required to consume more alcohol. They do not have to forfeit any future games should they regain their composure. Player substitutions are not permitted during tournaments. Players are welcome to refrain from consuming alcohol between games.

*Disclaimer: Tournament organizers are not held liable for the actions of players, referees, or spectators.*

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## **2 - FIELD OF PLAY**

The following items are considered the field of play:

### **A TABLE WITH 4 CHAIRS...**

2 positioned behind each end of the table. The table should be as close to 3 by 5 feet as possible. Table height must be between 30 and 42 inches. The seat of the chairs cannot be more than 3 inches higher than half the height of the table;

### **2 STANDARD COFFEE MUGS...**

(4 inches tall, 3 inches in diameter) filled with water approximately 1/4 inch from the top, placed approximately 4 inches from either end of the table and centered on the table;

### **AT LEAST 1 DRINK PER PLAYER...**

placed on top of the table along the side nearest the player and 12 inches from the end of the table nearest the player. Empties may be left on the table, but they will count during BEERING and may prevent rebounding caps from exiting the FIELD OF PLAY (see 6 - RE-SHOTS);

### **BEER LINES**

If not marked, the line between the drinks is called the BEER LINE. Caps that are shot remain in play only if they bounce back off the mug past the opponents' BEER LINE;

### **2 TOWELS...**

placed underneath the mugs to absorb splashed water, but not extending past either BEER LINE;

### **1 SOCIAL BUCKET...**

(no dimension greater than 12 inches) placed on the floor next to either side of the table; and

### **ALL PLAYERS' BODIES...**

excluding any clothing that extends significantly beyond their body (ex: dress covering floor, cape, giant sombrero). A referee will determine if clothing exceeds this limit prior to the start of a game.

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## **3 - SHOOTING A CAP**

Players may shoot caps using any desired method with the following restrictions:

- They must be sitting in their chair;
- They must shoot using one hand;
- Their elbow must remain behind the end of the table nearest them until the cap is released;
- They may not use anything outside the FIELD OF PLAY to assist their shot (walls, lights, etc.), but bouncing off the table or other players is permitted.

Any cap that passes a player's own BEER LINE is considered a shot, provided it is their turn.

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## **4 - PLAY / TURNS**

Play alternates from one team to the other, also alternating teammates. A player's turn begins after the last cap shot exits the FIELD OF PLAY and all players have consumed any drinks awarded them. A player's turn ends after any caps they shoot enter their opponents' mug or exit the FIELD OF PLAY (including RE-SHOTS and SHOTGUNS).

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## 5 – MATCHING

If a player makes a shot and the next opposing player makes a shot during their turn, this is called a MATCH. Each MATCH prevents the previously made shot from scoring a point and increases the number of drinks awarded by 1. If all 4 players should make a shot during 4 consecutive turns (a TABLE-MATCH), play halts, and all players are awarded 1 drink in honor of the feat they just accomplished. Play continues with the next MATCH attempt. If a player bounces a cap into their opponents' mug either deliberately or unintentionally, the next opposing player may choose either of 2 options:

- They may attempt to MATCH with a bounce-in, and, if successful, would prevent the first bounced-in shot from scoring points. The next opposing player would then choose between these 2 MATCH options.
- They may attempt to MATCH with a normal, non-bounced shot, which would negate only 1 of the 2 points scored by the other team. The original shooter would get credit for 1 point, while the opponent would get credit for a MATCH. The drinks awarded double.

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## 6 - RE-SHOTS

When a cap is shot, it remains in play so long as it is past the BEER LINE of the opposing team and in the FIELD OF PLAY. Opposing players may attempt to remove the cap from the table using their hands or another cap. If the shooting team retrieves the originally shot cap while it is still in play, the shooting player may shoot that cap again. Opponents are expected to wait until the cap exits the FIELD OF PLAY before attempting a shot.

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## 7 – SHOTGUNS

A cap that bounces off of the rim of a mug and is immediately and cleanly caught (caught by one hand without using any part of the body for assistance and without bobbling) is called a SHOTGUN. A SHOTGUN is placed in front of that team's mug and may be used at any time throughout the game as a backup shot. Use of a SHOTGUN increases the drinks to be awarded by 1, but scoring remains unchanged. A team is given 5 seconds to decide if they will use a SHOTGUN during a MATCH attempt before a point is scored and drinks are awarded. Should a SHOTGUN cap be unintentionally knocked off of the table by an opponent, it may be replaced with another cap. However, should a SHOTGUN cap be dropped, it has exited the FIELD OF PLAY and may not be retrieved or replaced. Referees will track SHOTGUN usage or loss.

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## 8 - CLUTCH SHOTS

A CLUTCH SHOT is defined as a shot with increased pressure for the shooter. There are three types of CLUTCH SHOTS:

- MATCHES - any shot made during a player's turn after an opponent makes a shot (see 5 - MATCHING);
- RE-SHOTS - any shot made after retrieving a cap that bounces back to the shooting team (see 6 - RE-SHOTS);
- SHOTGUNS MADE - any shot made with a SHOTGUN cap (see 7 - SHOTGUNS).

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## 9 - SCORING POINTS

Points are scored when a player makes a cap in their opponents' mug and is not MATCHED by their opponent during their turn (see 5 - MATCHING). An unmatched shot is worth 1 point and both players on the non-scoring team are awarded the total drinks accumulated. A bounce-in from the table is worth 2 points if not MATCHED, or 1 point if MATCHED with a non-bounce-in. If a bounce-in is not MATCHED with a bounce-in, the number of drinks awarded doubles. Points are represented by a cap placed ridges down for 1 point and a cap placed ridges up for 5 points. Points are placed along the edge of the table. If a referee is unavailable, players are expected to keep track of their own points. Only with the agreement of the opposing team can an unscored point be added after play has continued. Any caps representing points that are removed from the table will be replaced.

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## 10 - ENDING A GAME

### WINNING

The winner is the first team to score 11 or more points while leading by at least 2 points.

### FORFEITING

A team must FORFEIT a game and their opponents are awarded a win:

- if a player or team is unable to begin or complete a game, or
- if a player commits a FOUL with the consequence of FORFEITING their next game.

Any player stats for the game (points, CLUTCH SHOTS, SHOTGUNS), however, are removed from player totals.

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## 11 – BEERING

In any instance that a cap that is in play touches a drink, the owner of that drink is awarded 1 drink. Players may deliberately use their turn to attempt to hit an opponent's drink, but should they miss, they must take a drink. Excessive BEERING is frowned upon and could lead to a game being called due to time. A referee may prohibit the deliberate BEERING of any player at any time.

## 12 – SOCIALS

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A SOCIAL is called, play is halted, and all players are awarded 1 drink when:

- a cap lands in the designated SOCIAL BUCKET, or
- when either team reaches any multiple of 5 points.

Play resumes with the next shooter.

## 13 – TIMEOUTS

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Players should use their time between games wisely so as not to need to stop a game, but TIMEOUTS may be called with the following restrictions:

- TIMEOUTS will last no more than 2 minutes.
- TIMEOUTS may only be called in instances of emergency, never for strategic purposes.
- TIMEOUTS may only be called by the team whose turn it is, and never before a MATCH attempt.
- TIMEOUTS may not be called once either team reaches 10 points (The Poland Rule).
- Teams are granted 2 TIMEOUTS per game.
- Pauses in a game to fill mugs with water, clean spills or other necessary actions are not considered TIMEOUTS, but should be limited to adhere to GAME TIMING.

## 14 – FOULS

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### TABLE FOUL (OVER-THE-LINE)

A player whose elbow is deemed to be "*over the line*" of the edge of the table nearest them has committed a TABLE FOUL. Those TABLE FOULS not resulting in a made shot simply serve as a warning to the shooter. Should the first or second occurrence of a TABLE FOUL committed by a player result in a made shot, the shot will still be counted. Upon the second occurrence, a line judge will be called to the table to watch the player in question. Any following shots deemed by the line judge to be "*over the line*" will not count and will result in a loss of turn. Should the player in question attempt to retaliate by calling for a line judge for the other team, both teams will be given a last warning. Any player that then shoots "*over the line*" will forfeit that game for their team. Only opponents and referees may call a TABLE FOUL.

### OUT-OF-TURN

OUT-OF-TURN shots will not be counted, and the shooter is awarded a drink for the delay of game. Play will resume in the original order. Upon the third occurrence of a player deliberately shooting OUT-OF-TURN, that player will lose their subsequent turn. Referees should be able to inform the teams as to whose turn it is upon request.

### GOALTENDING

If an opponent physically alters a player's shot or knocks over their mug, the following rules apply:

- 1st occurrence: The GOALTENDING player is awarded 1 drink, the shooter will get to shoot again, and no points are scored.
- Future occurrences: 1 point will be scored for the shooting player's team without the opportunity to MATCH, and the GOALTENDING player's team's awarded drink total doubles.

### DELAY OF GAME

Any DELAY OF GAME lasting more than 15 seconds will be considered a TIMEOUT and will count against the 2 TIMEOUT limit. If a team should call a TIMEOUT or be called for a DELAY OF GAME after their allowed TIMEOUTS have been exhausted, they will lose their turn (The Georgia Rule).

### COURTESY

It is considered courteous to adhere to the following rules:

- Players are expected to refrain from shooting until their opponents have finished any drinks that have been awarded them so that they can give attention to caps in play.
- Players who deliberately attempt to distract their opponents during a game using anything outside the FIELD OF PLAY will lose their turn (The Brazil Rule). Excessive distractions by a player or team will lead to the FORFEITING of the game by the offending team.
- Spectators are not to toss caps or any other objects onto the FIELD OF PLAY during a game (Rule 3D). Offending spectating players who repeatedly interrupt a game will FORFEIT their next game. Offending spectators will be warned not to interfere and may be asked to leave.

## 15 - GAME TIMING

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Games will be timed by a referee. Group stage games will be held no longer than 20 minutes. Playoff games will be allowed to last for their entirety. In the event that a game is not complete within the time constraints, the team that is winning at the end of the allotted time will be awarded a win. The team must still win by 2 points, so play will continue until this requirement is satisfied. Games will start within 5 minutes of the end of the previous game on a given table.

## **HOUSE RULES**

### **(Not required, but encouraged)**

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- If a team scores 7 points before their opponents score 1 point, the leading team wins. This is referred to as a "skunk".
- If a cap were to bounce off of the mug and into a drink, the owner of the drink must finish the drink and replace it with another.
- During SOCIALS, spectators are expected to drink with the players.
- Following a TABLE MATCH, spectators are expected to drink with the players.
- If a player gives up a SHOTGUN, they must take a drink.
- If a player BEERS themselves, they cannot RE-SHOOT that cap.
- If a player BEERS their partner, they must drink with them.
- If a player shoots a cap OUT-OF-TURN and makes it, they must say "pants" (in any language of their choosing) before someone else does, or they must take a drink (and technically lose their pants).

## **CUTTHROAT RULES**

### **(1-on-1-on-1)**

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- The game is played as every player for themselves.
- The winner of the cap flip chooses order and shoots first.
- The person sitting alone must choose which player's SHOTGUNS they will catch. The other players compete for SHOTGUNS and place them on their respective side of the mug.
- Upon a missed MATCH attempt, both non-scoring players must drink.
- A SOCIAL occurs whenever all 3 players reach the same score.
- Strategy should be considered for rebounding shots.
- The first player to score 11 or more points and be leading all other players by at least 2 points wins.

\* All tournament participants are expected to take whatever action necessary to become familiar with the aforementioned rules prior to gameplay. All questions pertaining to the rules must be presented to the referees prior to the start of the tournament. After the tournament has begun, questions will be directed to the posted rules. Rule alteration or creation during gameplay may only be conducted by a referee with consensus from any other available referee(s).

\*\* CAPS is a game of skill and drunkenness. CAPS uses an honors system and players are expected to perform respectfully and truthfully. Not abiding by the rules is a disgrace to all players, past and present.