



Official Xoso Coed Bar Games Rules

Honor Code

Xoso Bar Games is played on the honor system. It is important to remind yourself and your teammates that everyone in the league is here to have fun and meet new people. Unsportsmanlike conduct will not be tolerated. Both Xoso and the host bar can remove you from the league or the night if it's in the best interest of the league.

Only paid Xoso league members are allowed to play. NO EXCEPTIONS. Any team using a player not on their roster who did not register as a sub will forfeit their game. Subs can register at <http://www.xososports.com/page/sub-registration>

League Play

1. Teams will play two matches per night, in different games. Each match will be approximately 30 minutes. Winning a match earns 2 points, ties earn 1 point, losses earn 0 points.
2. Two or more players per team will participate in each game. Teammates may rotate in between games, but not during the game.
3. Although a league supervisor/monitor is on site, all games are SELF-OFFICIATED!
4. Champion will be based on regular season standings. There are no playoffs!

Speed Jenga (2v2, or everyone can play!)

1. The match will be best of 3 games, but all 3 games will be played regardless.
2. The objective of this game is to remove blocks from the tower, and place them on top of the tower without knocking the tower over or running out of time.
3. Teams will alternate moves, and each team must have at least 2 players who will alternate turns. No player can attempt a move two turns in a row. Teams may use more than 2 players if desired (all team members can play!), but any player who begins the game must finish the game. Teams may swap/change players and rotations in between games. Example rotation: Team 1 Player A, Team 2 Player A, Team 1 Player B, Team 2 Player B, Team 1 Player C, Team 2 Player A
4. Each team will have a total of 4 minutes to make their moves. Time starts as soon as the opponent hits the timer, indicating their turn is over. Time stops when you complete your move and hit the timer. Move quickly to save time for future moves! If the tower falls during

your turn, or your team runs out of time, you lose! Even if you didn't touch the tower, if it falls during your turn, it counts.

5. A move consists of removing a block from any row below the top full (3 blocks) row and placing it on top of the tower. The top row must be completed (3 blocks) before a new row begins.

Giant Connect 4 (2v2, or Everyone can play)

1. The match will consist of as many games as possible in 30 minutes. New games should not start with less than 5 minutes of play remaining.
2. The objective of this game is to drop disks into the board in such a way as to create a row of 4 disks, either vertically, horizontally, or diagonally.
3. Teams will alternate moves, and each team must have at least 2 players who will alternate turns. No player can attempt a move two turns in a row. Teams may use more than 2 players if desired (all team members can play!), but any player who begins the game must finish the game. Teams may swap/change players and rotations in between games.

Darts (301) (2v2, or Everyone can play)

1. The match will consist of 3 games of 301. Teams will rock, paper, scissors to decide who throws first for game 1. The other team will start game 2, and teams will rock, paper, scissors for game 3.
2. The objective of this game is reduce your score from 301 to zero. The winning team will be the first team to zero, OR the team with the lower score when the game ends if playing on an electronic dartboard.
3. Teams will alternate throws, and each team must have at least 2 players who will alternate turns. No player can attempt a throw two turns in a row. Teams may use more than 2 players if desired (all team members can play!), but any player who begins the game must finish the game. Teams may swap/change players and rotations in between games.

Flip Cup (everyone can play!)

1. The match will consist of three (3) best of 5 sets. Example scores: 3-0, 3-2, 1-3
2. This is a team relay race. The objective is to finish your relay before the other team. Using one hand, players will drink the liquid from the cup, then will flip the cup that is placed on the edge of the table until it lands mouth (top) down on the table. Then the next player begins the process.
3. All teammates play! Teams need at least 2 players. Rounds will be at least 4 cups vs 4 cups. If there is an unequal number of players (Team A vs Team B), then the team with fewer players will flip extra cups in the order they choose. No player may flip more than 1 time more than any teammate. Example:
 - a. ALLOWED: Team A has 3 players, Team B has 5 players. Team A can run their relay as Player 1, Player 1, Player 2, Player 2, Player 3, OR Player 1, Player 2,

Player 3, Player 1, Player 2, etc. Players 1 and 2 each flipped 2 times, and Player 3 flipped 1 time (2-1=1).

- b. NOT ALLOWED: If a team went Player 1, Player 2, Player 3, Player 1, Player 1, that would not be allowed because Player 1 flipped 3 times and Players 2 & 3 flipped once. (3-1=2, not allowed).
4. Players DO NOT have to use beer! Beer is not provided. Water is encouraged, but soft drinks, juice, beer, cider, etc. may used. Cups must match quantity with the opponent's opposit cup. Example: If Player 1 on each team want to have 1 inch of liquid, and Player 2 on each team want a full cup, that's fine. If players don't agree, the lower desired amount of liquid will be used. You cannot force the opponent to drink more than desired.
5. Teams agree on which end of the table is the start and finish.
6. The round begins when the first players (Cup #1) raise their cups, tap each others cup, then tap the table before drinking.
7. Players drink, then place the cup FACE UP on the edge of the table. Then using one hand, they flip the cup until it lands FACE DOWN. Then the next teammate/cup begins.
8. Players must drink and flip one handed. They may use their 2nd hand to help place the cup on the table edge, but must clearly let go before flipping with their other hand.
9. No touching your cup until your teammate's cup has settled upside down!
10. If both teams final cups land and settle at the same time, a ONE CUP OVERTIME will be played by a player from each team to decide the winner of that round.

Uno (2v2)

1. The objective is to get rid of all cards in your hand. The team of the player who first plays all their cards wins.
2. Teams will play 5 games of Uno per night. Games will not begin with less than 3 minutes left in the 30 minute match.
3. Teammates will sit across from each other, so players are sitting in between players from the other team.
4. Each player will begin with seven (7) cards. The rest of the cards are played in a draw pile and the top card will be turned over to begin the discard pile.
5. Teams will alternate dealing and shuffling. Play begins to the left of the dealer.
6. On your turn, you must match either the color, number, or action card of the previously played card. For example, if the card on the discard pile is a red 8, you may play any red card, or any card with an 8 on it. If desired, you may also play a WILD card if you have one. When playing a WILD, you must call out a color for the game to continue.
7. If a player cannot play, or does not want to play, they may draw a single card from the draw pile. If the card can be played, the player may do so. If not, the turn moves to the next player.
8. NOTE: If the first card turned over to begin the discard pile is an action card (skip, draw 2, reverse, etc.) the action must be carried out by the first player (dealer's left). If the card is a WILD, the first player (dealer's left) may choose the color. If it is a WILD Draw 4 card, the card must be inserted into the middle of the draw pile and a new top card is turned over.
9. If no player has won when the draw pile is finished, the last discarded card should be set aside, the the discard pile should be shuffled, and play continues.

10. When a player is down to their final card, they must say UNO! If they are caught not saying UNO! by another player before the next player plays their turn, they must draw 2 cards. UNO! must be called EVERY time a player gets down to their final card.

a. ACTION CARDS:

- i. Reverse - play switches directions. Clockwise -> Counter Clockwise, etc.
- ii. Skip - The next player skips their turn. If turned at the beginning, the first player skips their turn.
- iii. Draw 2 - Next player draws two cards and loses their turn
- iv. Wild - Player chooses color. May be played on any card at any time.
- v. Wild Draw 4 - Player chooses color, next player draws 4 and loses turn.
MAY BE PLAYED AT ANY TIME.

Forfeits - Don't do it! Your teammates and opponents expect you to show up, so please make sure at least two players from your team attend. Games start right on time, so we recommend coming 10 minutes early. Teams need two (2) players to avoid forfeiting and a forfeit will be declared after five minutes. Two forfeits mean your team is ineligible to win the league.

Xoso Bar Games is one of the only sports that is played without a referee or umpire. You are expected to call your own score. Team Captains need to report the final score to the Xoso representative on site.