

# **BATTLE OF UNIVERSITIES**

## **GAME RULES**

1. Football
2. Volleyball
3. XXL Beerpong
4. Connect 4-Race



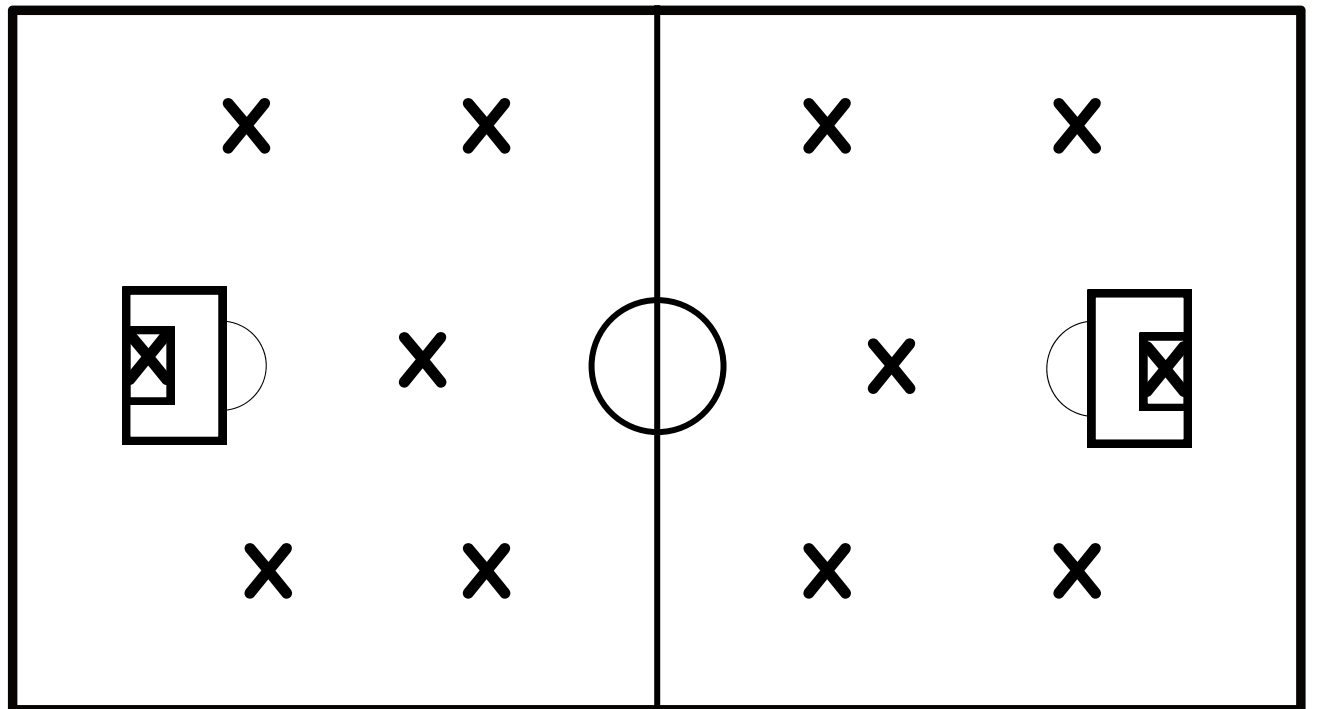


# FOOTBALL RULES



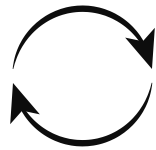
## START OF GAME

1. one goalkeeper and 5 field players
2. starting team is decided by a coin toss
3. The entire hall is in play, including the area behind the goals
4. game time: 15 minutes



## SUBSTITUTIONS

Rolling substitutions allowed at any time



## KICK-OFF

After a goal, the conceding team restarts from the center

## Shooting Rule

Shots are only allowed from behind the halfway line

## OUT OF BOUNDS

No corner kicks.  
Throw-ins only if the ball goes over the side wall

## OFFSIDE

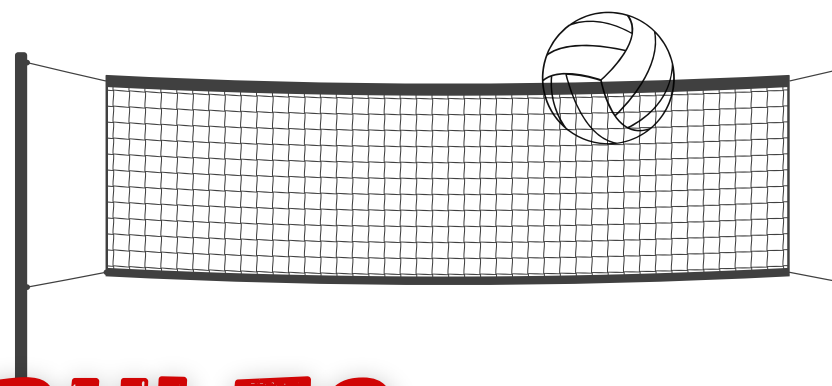
NO offside rule in this game

## FOUL

A foul results in a free kick for the other team

~~Penalty~~

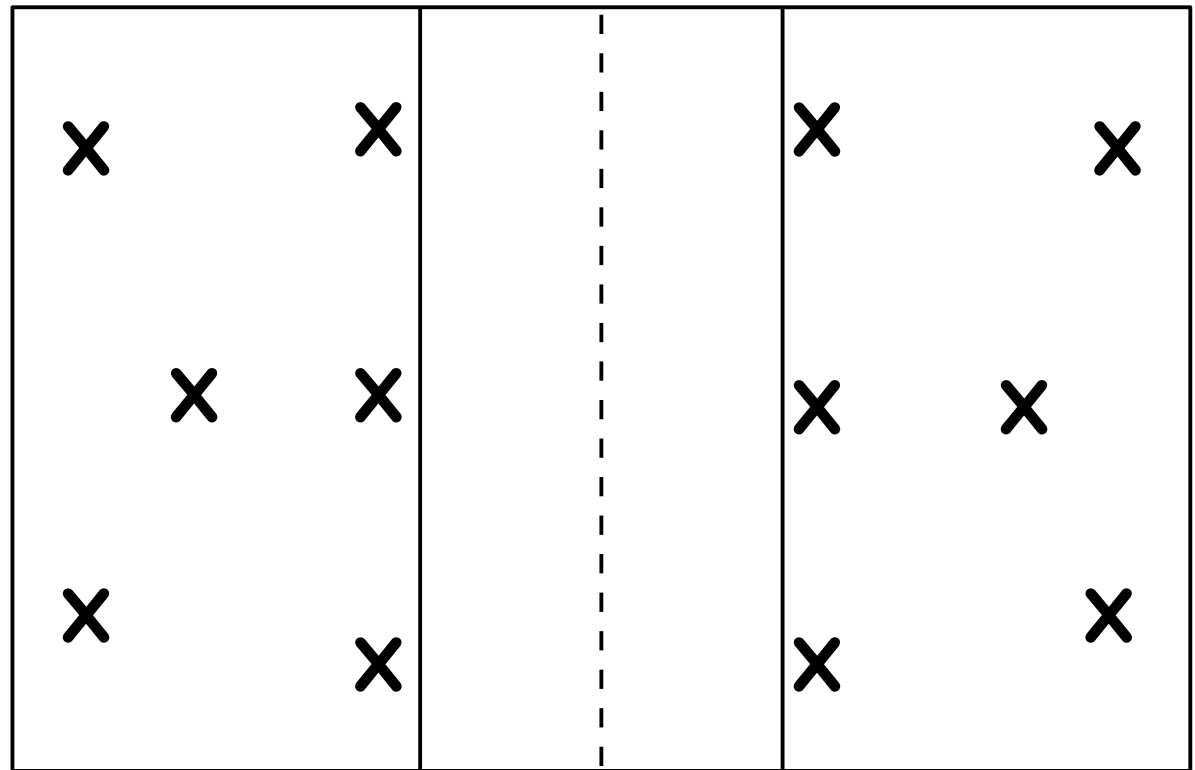
Goalkeeper may only use hands inside the box



# VOLLEYBALL RULES

## START OF GAME

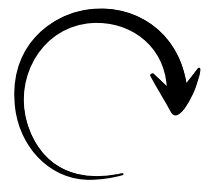
1. Each team has six players on the court
2. first serve is decided by a coin toss



## SCORING

A game is played for 15 minutes.  
Points are counted until time runs out

## ROTATION



Teams must rotate clockwise  
after winning the serve

## NET FAULT

Net contact during play is a  
fault

## BASIC RULE

Maximum 3 touches per team.  
Ball must cross the net and land  
inside the court

## DOUBLE TOUCH

A player may not touch the ball  
twice in a row (except after a block)

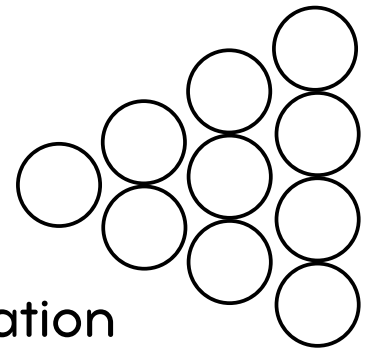
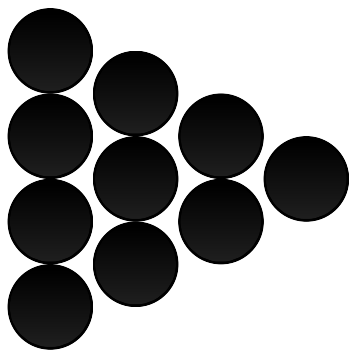
## SERVE

Serve from behind the end line.  
Only one serve attempt is allowed



# XXL BEER PONG RULES

## START OF GAME



1. 10 cups per side in a triangle formation
2. look opponent in the eye and shoot
3. whoever scores first begins

## Shooting

Two shots per team



If a ball goes in, that cup is removed

If a shot bounces off the "table" and then goes into a cup, 2 cups are removed

## Balls Back

If a team makes both shots in a row, they get 2 balls back and shoot again

## Elbow rule

When shooting, your arm or body may not cross the throwing line

## Defense

As soon as the ball hits a cup or the floor you can block, swat or do nothing

## Bomb

If both balls land in the same cup remove 3 cups and get 2 balls back

## Re-Rack only once

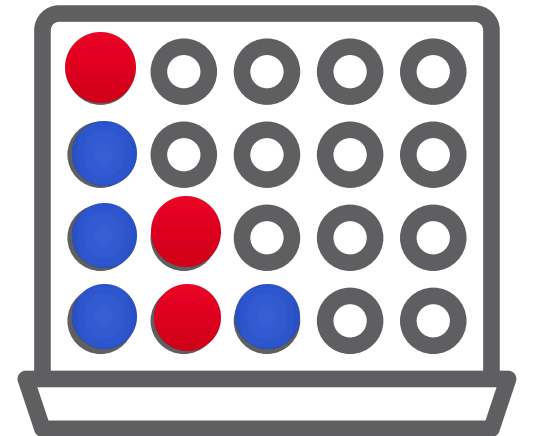
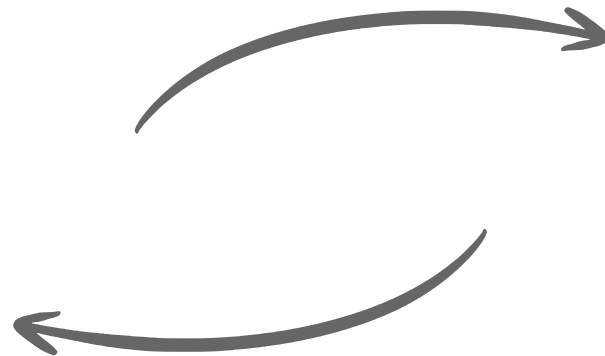
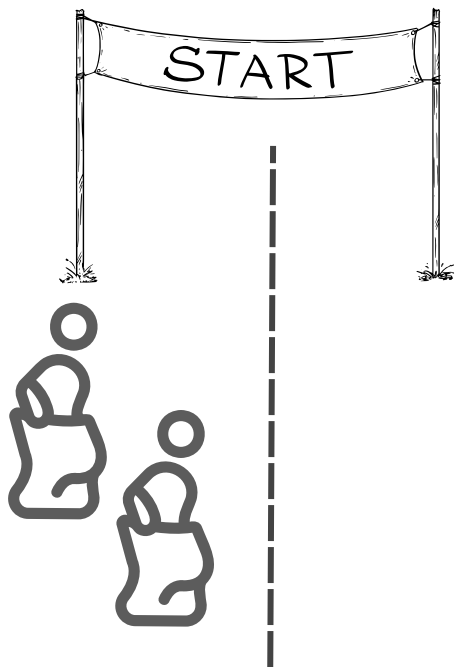
~~Lonely Island~~

**Trick shot: If the ball rolls back to your side**

~~blow finger~~



# CONNECT 4-RACE RULES



## 1. Start

First player starts in a sack behind the line.  
Start on the referee's signal

## 2. Sack Hopping

Hop in the sack to the Connect 4 board.  
No running or walking

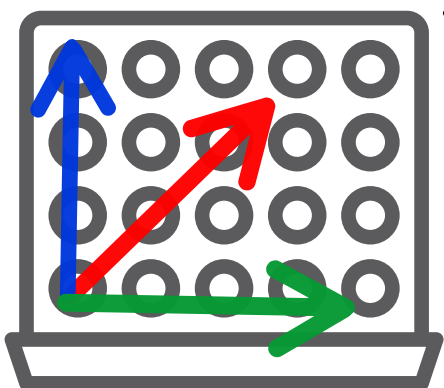
## 3. Placing the Game Piece

Take one game piece.  
Place it in the Connect 4 grid

## 4. Return and next player

The player hops back to the start line. Next player starts after the previous player returns

## Connect 4 Rules



Teams try to connect four pieces in a row:

- horizontally
- vertically
- diagonally

**Important Rules:**

- Only one piece per turn
- Once a piece is placed, it cannot be moved

**Winning:**

- First team with four in a row wins, or best position after 15 minutes

