

BEERSBEE RULES

- 2 teams with 2 players on each team
- Beersbee will be a best of 3 series. Meaning, the first team to win 2 games advances to the next round.
 - Games 1 & 2 will be played to 21 points (team can exceed 21 points – no two-point rule)
 - Game 3 (if needed) will be played to 15 points (team can exceed 15 points – two-point rule in effect)
- A coin toss will determine which team throws first in game 1
 - Turn order will alternate for game 2
 - An additional coin toss will determine turn order for a game 3, if needed.
- Teammates will stand together at a pole, facing the team they are playing against.
- Each team is attempting to knock an object off the opposing team's pole using a flying disc.
- The teams take turns throwing the disc at the object attempting to strike either the Beersbee pole or the object in hopes of knocking the object to the ground.
- The defending team attempts to catch both the flying disc and the object (assuming it is falling).

SCORING IN BEERSBEE:

- OFFENSE is awarded 1 point if the flying disc is not caught by the defending team and the object does not hit the ground.
- OFFENSE is awarded 3 points if the object is knocked to the ground and the disk is not caught by the defensive team.
- DEFENSE is awarded 3 points if the object is knocked off the pole and caught before hitting the ground AND the disk is caught.

