



Goodieball Rules

§1 Game Procedure

1. A referee is appointed at the start. If there is none, one experienced player from each team takes over supervision.
2. Each player plays with a full 0.5 L bottle of beer or an alternative drink as per §4.
3. The playing field consists of a centre point, on which the water bottle filled to $\frac{1}{3}$ stands, and two lines 7 m from the centre point, behind which the teams stand with their drinks. For home games at Schanzer Racing, the official playing field in front of the W building must be used.
4. The aim of the game is to knock over the water bottle with a Formula Student tyre (preferably Goodyear) and to be the first team to successfully complete the submission as per §5.
5. The water bottle counts as knocked over if it is no longer standing upright as a result of a legal throw; bounces and rebounds count. If it falls over for any other reason, it is set up again without a drinking phase.
6. The teams throw alternately; the starting team is agreed upon. Within a team, the player on the left from the team's perspective starts, then the tyre is passed to the right across turns, including to players with an empty beer. Bystanders may take a guest throw in place of a team throw after agreement with the referee. Throws made while the referee is on the playing field are invalid and are repeated.
7. Before every throw, the team must call out a battle cry as per §2.
8. The tyre must be thrown over the head, oriented in its rolling direction. If the thrower steps over the team line while doing so, they receive a penalty beer.
9. If the water bottle is knocked over, the throwing team may drink until the setting-up team ends the turn as per para. 10 and 11. Each player drinks only their own beer, penalty beers excepted.
10. A maximum of 2 players of the setting-up team may cross the line to retrieve the bottle and tyre, but only once the bottle falls or the tyre touches the ground.
11. As soon as the bottle is standing and all team members as well as the tyre are behind the team line, the team calls out "STOP" loudly. A premature call is invalid. The drinking team must then put down their beer within approx. 3 seconds.

§2 Battle Cry

1. Before every throw, the thrower loudly and clearly calls out a battle cry of their choice, to which the remaining team members respond together, loudly and clearly. If the call or the response is missing entirely, the battle cry counts as forgotten.

§3 Penalty Beers and Warnings

1. The referee imposes a penalty beer if

- a. a beer is touched before the water bottle is knocked over or after the deadline as per §1 para. 11 has expired.
 - b. beer is spilled or foams over and leaves a stain on the ground.
 - c. runners enter the playing field too early or more players enter the playing field than permitted by §1 para. 10.
 - d. the battle cry is forgotten.
 - e. the throwing order as per §1 para. 6 is not followed.
 - f. the tyre is not thrown as per §1 para. 8.
 - g. the water bottle is set up more than 1 m away from the centre point.
 - h. beer, including fun beers, is wasted.
 - i. an acute emptying of the stomach occurs in the immediate vicinity of the playing field.
2. If the battle cry or the “STOP” call is too quiet, or the “STOP” call is made prematurely, the referee may issue a warning. Every second warning for a team results in a penalty beer.
3. Offences not mentioned may be punished at the referee's discretion.
4. Penalty beers may be passed on freely to team members.
5. A penalty beer is an additional full 0.5 L bottle, which may only be drunk during drinking phases and must be empty for the submission.

§4 Driver Rule

1. Drivers and players who do not want to drink alcohol may choose an alternative drink after agreement with the referee: a carbonated soft drink (e.g. Spezi), alcohol-free beer or shandy in a 0.5 L bottle, but not water. The same rules apply as for beers.
2. Penalty beers of a driver are drunk as beer by their team members. If a team consists only of drivers, it sits out the next successful throw.

§5 Submission

1. The submission is made by all team members together and only in place of a throw.
2. For this, the players pour out their beers one after another, held vertically, into the same bottle cap, which the referee holds in the flat of their hand. The duration is at the referee's discretion, normally 3–5 seconds per bottle.
3. If the bottle cap does not overflow and nothing drips beside it, the submitting team wins; otherwise the opposing team wins, unless a redemption is requested as per para. 4.
4. The failed team may request a redemption once per game: the opposing team keeps its current beers, the failed team receives new ones, and it is the opposing team's turn.