**Setup**

* The die table itself should be wooden, 4 ft x 8 ft and a height of 3 ft. Need four chairs positioned two on either side of the ends of the table.
* Four cups are needed. Each cup is placed a hand in and a hand over from the side and end of the table, approximately 9 inches from the side of the table and 9 inches from the end of the table in front of each player. Cups are preferably pint glasses (to hear a die clink), but red solo cups may be used.
* One six-sided die.
* Each player's cup is filled with beer.

**Rules**

* The first rule: Beer Die is a Gentleman's Game. (Note that this does not preclude women from playing. It is intended to encourage a gentlemanly demeanor i.e. no arguing over decisions, no bending the rules, etc...)
* Throwing order: If a winning team of the previous game stays on, they have honors.
* If there are two new teams throwing order is determined by the oldest player in the game and then the oldest player on the other team and so on.
* If a player throws out of order it will result in loss of turn.
* The game is won by the first team to reach 11 with a 2-point lead. (i.e. if the score is 11-10, the game continues.)
* Before each throw, all cups must be on the table.
* A legal throw must be thrown underhand while sitting and must reach a predetermined height, typically at least 6 feet above the table surface. The die must make contact with table and bounce towards the opposing team. The die must land in roughly a 45 degree angle from the corner of the table (in the catchable area).
* An illegal or “bad throw” occurs in the following situations resulting in a lost turn by the offending team and an increase in the “bad throw” tally:
	+ A throw too low, under the designated height threshold.
	+ A throw that does not make contact with the table
	+ A throw that does not land in the 90 degree area off the end of the table without being touched
* If at any time a die strikes a cup from a throw, no “bad throw” ensues and the next thrower shoots.
* To catch a throw, either player may catch the die but it must be caught with one hand without trapping it against the body.
* Players on the same team must alternate throws every turn. An out-of-turn throw results in a lost turn.

**Scoring**

* A shot that is thrown high enough and hits the table, bouncing off the defensive end (within 45 degrees of the corners as specified above) without being caught is one point for the offensive team.
* A made shot (the die landing in one of the cups on the defensive side) is worth 0 points. When made, *both* players on the hit side must finish and then refill their beers. This is called a "sink".
* The defending team may catch the die to nullify potential points scored (i.e. if the throw hits the table and bounces off the end, but is caught, no points are scored). Only one hand may be used to catch. Using two hands or "trapping" (catching against one's body) is illegal and will result in a point for the shooting team.
* The defending team may never reach over the plane of the table while defending a shot before it hits the table. Doing so results in a re-throw for the shooting team.

**Drinking**

Drinking is unrelated to scoring. Each team will drink together and finish their beers together based on the predetermined number of drinks per cup (typically 4). Drinking will then occur:

* Every 3 bad throws (1/4 cup)
* The opposing team throws the die and hits your cup (known as a "Clink") (1/4 cup for each cup hit); does not have to be a legal throw and does not count as a “bad throw”.
* The opposing team throws die into your cup (known as a "Sink") (Finish cup) ; does not have to be a legal throw and does not count as a “bad throw”.
* Throwing out of turn (1/2 cup)
* If at any time the die lies stationary on the table and a 5 shows on top, the last team to touch the die must Finish their cups. (Finish)

Once a beer has been finished, the team must refill, and the drinks per cup are reset to the predetermined number.