

Small Table Official Rules

Official gameplay rules for Small Table Series 01.

Section A - Basics

1. Small Table is played in teams of two across the table.
2. Official table dimensions are 14.5 inches wide, 24 inches long, and 18 inches tall.
3. The table contains a 1-inch centerline running across the width of the table at the midpoint.
4. The game is played using one standard 19 mm die and four cups placed at the corners of the table.
5. Games are played to 5 points and must be won by 2.
6. In ranked play, players roll for teams. Matching rolls become teammates. If no rolls match, the two highest rolls become teammates.
7. In dynasty play, all players must agree before the game begins. Winning teams stay together and remain on the table.

Section B - Scoring

1. To score, the die must be thrown open-palmed, travel above the tallest seated player's head, and land on the opposing side of the table.
2. If the defending team fails to legally catch the die before it touches the ground, the offensive team receives 1 point.
3. A die landing on the centerline counts as a fair shot.
4. Defending players must catch with one hand. Two-handed catches award the offensive team 1 point.
5. Cup hits do not score unless the die becomes a sink.
6. Reverse-side cup hits are legal as long as the original throw was not short.
7. If the die touches a player's torso at any point, the die is dead and the offensive team receives 1 point.

8. A die remains live until all motion stops. If any portion of the die is touching the table once motion fully stops, the die is considered on the table.

Section C - Dead Die Rules

1. The die is immediately dead if it contacts a wall, ceiling, or outside object before hitting the table.
2. Shots that completely miss the table are dead.
3. If the die contacts a player's torso, the die is immediately dead.
4. Short shots may not become sinks.

Section D - Sinks

1. A successful sink awards 1 point.
2. Bounce sinks count as sinks.
3. A self-sink awards the opposing team 2 points.
4. If the die legally lands on the table and later enters the offensive team's own cup, it is considered a self-sink.
5. If a cup falls off the table while the die remains inside the cup, it is considered a sink.

Section E - Catching Rules

1. Players may not catch the die over the table.
2. Players may swat or catch falling cups until the cup touches the ground.
3. Players may not swat cups while the cup remains on the table.
4. Players may not intentionally block or cover cups to prevent sinks.

Section F - Shooting Rules

1. Line shots are fair.
2. Short shots do not score.
3. Shots must travel above the tallest seated player's head.
4. Double tapping the table signals readiness to begin play.

5. The offensive team may not intentionally interfere with defensive players attempting catches.

Section G - Other Rules

1. Teams have 5 minutes to reset play and return to the table after interruptions.
2. After 5 minutes, the ready team receives 1 point for every additional minute.
3. No player may remove their cup while the die is in the air.
4. If no fair ruling can be determined, the shot is replayed.