

0 – MARCUS GARRETT

IF MARCUS...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Marcus' point total.

SUPER POWER!

HUSTLE PLAYS

Every time Marcus makes a "hustle play" (e.g., takes a charge, attempts a charge, picks a pocket, flops, drops, dives, or scrambles), give out three (3) drinks to anyone in the room. Feel free to slap the floor with two hands before delivering.



UNIVERSAL TEAM RULES EVERYONE...

3-Point Rule

Throw up the 3-goggles (hold up three fingers in the "a-ok" formation and putting the circle over your eye). The LAST player to do it has to drink five (5).

Frustration Time-Out Rule

If the other team calls a timeout in frustration after a big KU run or exciting play, find a partner and do a jumping back-bump. Or invent your own "back to the huddle" celebration and tweet it to @FakeJoeDooley and I will post it.

Pizza Commercial Rule

If your television shows a pizza commercial, take one (1) drink and order another pizza. No pizza days off.

Kids Rule

If the camera shows Self yelling at a player, the first person to tell a kid about playing fundamental basketball gets to give five (5).

RESERVE PLAYER RULES EVERYONE...

The Silvio Rule:

Silvio is a lot like Mario when he gets a star because he runs around all crazy. When Silvio enters the game, everyone drink 4 because it's about to get wild.

The Bench Holdback Rule:

If the bench players are shown holding out their arms to prevent the rest of the players from jumping on the court, stretch your arms out and prevent your neighbor from jumping into your TV and drink two (2). Send me your best holdback pictures.

Martini Room Mitch:

If Martini Room Mitch does something funny for the camera, everyone toast to him "Martini Room!" And drink three (3).

Walk-ons:

If Conner's brother, Clay something, the football guy, or one of the other walk-ons I can't remember enters the game, drink five (5) because we actually put a team away.

35 – UDOKA AZUBUIKE

IF UDOKA...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Udoka's point total.

SUPER POWER!

THUNDER DUNKS

Every time Doka dunks it, give out three (3). If he mean mugs after it, mean mug the person next to you and give them an extra drink. If he flexes, you have to also flex or your fellow competitors can make you finish your drink. (To be safe, just flex every time.)



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Walk-ons:

If Conner's brother, Clay something, the football guy, or one of the other walk-ons I can't remember enters the game, drink five (5) because we actually put a team away.

10 – SVIATOSLAV MYKHAILIUK

IF SVI...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Svi's point total.



SVI FOR THREE

Every time Svi attempts a 3-pointer, give out one (1) drink. If he makes the 3-pointer, give out three (3) drinks.



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Martini Room Mitch:

If Martini Room Mitch does something funny for the camera, everyone toast to him "Martini Room!" And drink three (3).

Walk-ons:

If Conner's brother, Clay something, the football guy, or one of the other walk-ons I can't remember enters the game, drink five (5) because we actually put a team away.

14 – MALIK NEWMAN

IF MALIK...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Malik's point total.

SUPER POWER!

THE PULL-UP JUMPER

Every time Malik pulls up for a jumper, give out two (2) drinks. If he converts on that pull up, give out five (5) drinks.



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Martini Room Mitch:

If Martini Room Mitch does something funny for the camera, everyone toast to him "Martini Room!" And drink three (3).

Walk-ons:

If Conner's brother, Clay something, the football guy, or one of the other walk-ons I can't remember enters the game, drink five (5) because we actually put a team away.

4 – DEVONTÉ GRAHAM

IF DEVONTE...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Devonté's point total.

SUPER POWER!

THE JAMES HARDEN

Every time he is dribbling and does that head-fake-try-to-get-foul-call thing, give two (2). If he gets the call, give four (4). Also as a super duper power, for every minute that Devonté sits on the bench, give two (2).



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Walk-ons:

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2 – LAGERALD VICK

IF LAGERALD...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling LaGerald's point total.



THE LOB

Every time LaGerald attempts a lob dunk, give three (3). If he converts, give four (4). And if it's fucking awesome, give five (5) because dunks are awesome.



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Walk-ons:

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44 – MITCH LIGHTFOOT

IF MITCH...

YOU...

Scores a point

Take a drink for each point scored. 1 for a free throw, 2 for a field goal, and 3 for a 3-pointer

Gets a Technical Foul

1. Take ten (10) drinks
2. Punch your neighbor
3. Give ten (10) drinks to your neighbor (or the whole room)

Posterizes another player

Give five (5) drinks to the room. If you re-enact the play, give 15.

Achieves a career high in points

Give out drinks to the room equaling Mitch's point total.



TAKING THE CHARGE

Every time Martini Room Mitch attempts to take a charge, give five (5). If he succeeds, give fifteen (15).



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