

# **HAAG Pinball Tournament Format 2014**

## **H.A.A.G Main Event**

This IFPA Main Event for the H.A.A.G Show will be worth 25+ points. There will be qualification rounds to determine the top 20 players.

This year, 2014, we will have 4 banks of games that will determine the playoff participants for the Main Event. Each bank will have 2-3 games per bank. Banks 1 & 2 will be played on Friday. Banks 3 & 4 will be played on Saturday.

## **How to Qualify For Main Event**

At the Houston Expo, a Bank is a collection of tournament machines. This collection can include 2, 3 or 4 games. Collectively, this group of machines will be called "Bank 1", "Bank 2", "Bank 3", or "Bank 4". Players must participate in the Side Event in order to qualify for the Main Event.

A player must record the score on each machine in every Bank in order to have a realistic chance to earn a spot in the Main Event. The highest recorded score will be used for the purpose of calculating the player's final Bank Score.

A player's Bank Score will be calculated using a ranking system. The player's individual game score will be ranked against all other participants and assigned a ranking. Based on this ranking, the player will be assigned a score. The top ranked will be worth 100 points. The second ranked score will be worth 90 points. The third ranked score will be worth 85 points. The fourth ranked score will be worth 84 points. Starting with the fifth ranked score, each subsequent rank will be one less than the previous one. The minimum score for each machine will be 10 points.

This process will occur for each machine in the Bank. Then we will add all points from each machine to come up with a grand total for the Bank Points. Players will then be ranked in order based on points. Points for each player will then be accumulated and this will be their bank score.

## **Who Qualifies For The Main Event?**

The top 20 players will qualify for the Main Event. There are no restrictions in this event. If you pay to play, and you earn a spot, you will be playing for a trophy, points and cash prizes.

The bank's playoff representative in the Bank Playoffs will automatically qualify for the "A" Division Main Event. In addition to the top player in the bank, the next two highest non-qualified players in each bank will advance to the Main Event Playoff.

Each bank will send 3 new players to the Main Event Playoff. This means that six players will qualify on Friday based on their performance in Bank 1 & Bank 2. Six more

players will qualify for the Main Event Playoffs based on their performance in Bank 3 & Bank 4.

Once all 4 side events are done, eight (8) more players will be added to the Main Event Playoffs. These players will use their total bank points from all 4 banks to qualify. The top eight non-qualified players with the highest cumulative Bank Points will advance to the Main Event Playoffs.

The winners of Bank 1 -4 will be the top 4 seeds. Their actual seed will be determined by the Bank Playoff.

The remaining 16 players will be seeded #5 - #20 based on their cumulative Bank Points.

### **Main Event Playoff Format**

20 players will be selected for the Main Event. The Top 4 players from the Bank Qualification will represent the top half of the "A" Division.

The remaining players will participate in 4 player games to determine the last 4 spots of the "A" Division and 8 spots in the "B" Division.

The Top Seeded player will select position. Each subsequent seeded player will then select from the available positions.

#### ***First Round:***

Players will be placed into four player groups based on seed.

Group #1 – Seeds 5,20,12,13

Group #2 – Seeds 6,19,11,14

Group #3 – Seeds 7,18,10,15

Group #4 – Seeds 8,17,9,16

Each group will play 1 game on one machine.

Game One will be selected randomly. The lowest scoring player is eliminated from the playoffs entirely. This player will be tied in the standings with the other players that are eliminated in this round. This player will also select the game that will be used in the 3 player game that follows. The game used in Game One is ineligible to be chosen again this round.

Game Two will involve the remaining three players. The lowest scoring player on that game is put into the "B" Playoff. This eliminated player will also select the game that will be used in the 2 player game that follows. The game used in Game Two is ineligible to be chosen again this round.

The last game of the round is a two player game. The winner will join the "A" Division playoff. The loser will join the "B" Playoff.

***Second Round:***

Each division will break off into 4 player groups based on seeds. Seeds #1,4,5,8 will be one group. Seeds #2,3,6,7 will play in a second group.

Game One will eliminate the lowest scoring player. This game will be chosen using random draw. The order will be determined based on the top ranked seeds selecting position in order. The eliminated player will select the next game for the 3 player game that follows. The game used in Game One is ineligible to be chosen again this round.

Game Two will eliminate the lowest scoring player.

The four remaining players advance to the Championship round.  
The four losing players will advance to the Consolation round.

***Championship Round:***

The first round will be a four player game. The lowest scoring player is eliminated and is 4<sup>th</sup> Place in the Main Event. This game will be chosen using random draw. The eliminated player will select the next game for the 3 player game that follows. The game used in this Championship round is ineligible to be chosen again.

The second round will be a two player game. The lowest scoring player is eliminated and is 3<sup>rd</sup> Place in the Main Event. The eliminated player selects the Championship Game. The game used in this Championship round is ineligible to be chosen again.

The third round is the championship game. The winner is champion of the Main Event. The loser is 2<sup>nd</sup> Place in the Main Event Playoff.

***Consolation Round:***

The Four Players in the consolation round will play one round to determine 5<sup>th</sup>-8<sup>th</sup> place.

**Prizes**

The minimum guaranteed cash payout for the “A” Division Main Event is \$520.

1<sup>st</sup> Place will earn \$100 + 30% of prize pool and a trophy.

2<sup>nd</sup> place will earn \$90 + 20% of prize pool and a trophy.

3<sup>rd</sup> place will earn \$80 + 10% of prize pool and a trophy.

4<sup>th</sup> place will earn \$70 + 9% of prize pool.

5<sup>th</sup> Place will earn \$65 + 8% of prize pool.

6<sup>th</sup> Place will earn \$60 + 7% of prize pool.

7<sup>th</sup> Place will earn \$55 + 6% of prize pool.

8<sup>th</sup> Place will earn \$50 + 5% of prize pool.

The minimum guaranteed cash payout for “B” Division Main Event is \$130.

1<sup>st</sup> Place will earn \$40 + 6% of the prize pool and a trophy.

2<sup>nd</sup> Place will earn \$35 + 5% of the prize pool and a trophy.

3<sup>rd</sup> Place will earn \$30 + 4% of the prize pool and a trophy.

4<sup>th</sup> Place will earn \$25.

### ***Additional Trophies***

1<sup>st</sup> Place Woman wins \$75. 2<sup>nd</sup> Place wins \$50. 3<sup>rd</sup> Place wins \$25. All earn trophies.  
1<sup>st</sup> Place Kid aged 12 or younger wins \$50. 2<sup>nd</sup> Place wins \$30. 3<sup>rd</sup> Place wins \$20. All earn trophies.

### ***Prize Pool:***

The prize pool will start with a guaranteed \$200. Additional money may be added based on tournament entries.

### **H.A.A.G Side Event**

This year, 2014, we will have 4 banks of games that will determine the Main Event playoffs. In addition to acting as the qualifier for the Main Event, they will also be the IFPA Side Event.

Each bank will have 2-3 games per bank. Banks 1 & 2 will be played on Friday. Banks 3 & 4 will be played on Saturday. A machine used on Friday for Bank 1 or Bank 2 may also be used in Bank 3 or Bank 4 on Saturday.

Each Bank will be considered a side event. So the winner of each bank should expect to win 3-4 points based on last year's results. Scores will be submitted to the IFPA for each individual bank.

### **Bank 1 & Bank 2 Tournament**

***Day:*** Friday, November 7, 2014

***Open Qualification Start:*** 12:00 PM

***Open Qualification End:*** 11:00 PM

***Cost:*** \$5 for 2 games on 1 Machine

***Special #1:*** \$10 per bank

***Special #2:*** From 2pm – 6pm, players may pay \$40 and play unlimited qualifying attempts. This single price will cover all games in Banks 1 & 2. In addition, two “Special When Lit” options will be provided to everyone player that takes advantage of this special. All unlimited attempts will end at 6pm. Games in progress will be allowed to complete the game.

***Games per bank:*** At least 2, with a max of 3.

***Max Attempts:*** Unlimited. Record best game on each game

***Format:*** Player scores will be ranked from best to worst. The Best score will receive 100 points. 2<sup>nd</sup> Best will receive 90 points. 3<sup>rd</sup> Best will receive 85 points. Every subsequent score will be awarded one point less than the previous score. Minimum score of 10 points per machine.

***Finals:*** The top scorer of each bank will advance to the 4 player Bank Playoff. If the top scorer has already qualified for the Bank Playoff, then the next highest scorer is considered. This will continue until a non-qualified player is found.

***Finals Tie Breaker:*** If players are tied, one more traditional game will be played between the tied players with scores being ranked from first to worst.

***Prizes:*** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries,

but this is not guaranteed.

**PLEASE NOTE:** The line for this event will be closed at 10:30pm. All players in line at this time will be allowed to complete their games.

### **Bank 3 & Bank 4 Tournament**

**Day:** Saturday, November 8, 2014

**Open Qualification Start:** 10:00 AM

**Open Qualification End:** 6:00 PM

**Cost:** \$5 for 2 games on 1 Machine

**Special #1:** \$10 per bank

**Special #2:** From 1 2pm – 4pm, players may pay \$40 and play unlimited qualifying attempts. This single price will cover all games in Banks 3 & 4. In addition, two “Special When Lit” options will be provided to everyone player that takes advantage of this special. All unlimited attempts will end at 4pm. Games in progress will be allowed to complete the game.

**Games per bank:** At least 2, with a max of 3.

**Max Attempts:** Unlimited. Record best game on each game

**Format:** Player scores will be ranked from best to worst. The Best score will receive 100 points. 2<sup>nd</sup> Best will receive 90 points. 3<sup>rd</sup> Best will receive 85 points. Every subsequent score will be awarded one point less than the previous score. Minimum score of 10 points per machine.

**Finals:** The top scorer of each bank will advance to the 4 player Bank Playoff. If the top scorer has already qualified for the Bank Playoff, then the next highest scorer is considered. This will continue until a non-qualified player is found.

**Finals Tie Breaker:** If players are tied, one more traditional game will be played between the tied players with scores being ranked from first to worst.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but this is not guaranteed.

**PLEASE NOTE:** The line for this event will be closed at 9:30pm. All players in line at this time will be allowed to complete their games. Must have at least one member of the team in line.

### **“Special When Lit”**

As an added incentive to volunteer your time during the Houston Expo, we are proud to present the “Special When Lit” option. This will be handled in a similar method to fast passes at Disney World. Once a volunteer has completed a two hour shift, he will be given an “Special When Lit” that will allow him to move to the front of the line of any open event.

Tournament volunteers will get 1 “Special When Lit” and 1 complimentary bank event special for each hour worked.

Since the “Tournament Bundles” are non-refundable, those that purchased this bundle will be offered “Special When Lit” privileges as well.

Players that purchase “**Special #1**” or “**Special #2**” will be offered “Special When Lit” privileges.

**IMPORTANT NOTE:** Friday 10:30 PM will be the deadline for buying entries for Bank 1 & Bank 2. At 10:31 pm, entries will no longer be sold.

**IMPORTANT NOTE:** Saturday 5:30 PM will be the deadline for buying entries for Bank 3 & Bank 4. At 5:31 pm, entries will no longer be sold.

### **Bank Playoff Format**

Playoffs for the Bank Playoff will take place on three machines. These machines may or may not be the same machines used during qualification.

The first round will be a four player game. The lowest scoring player is eliminated and is 4<sup>th</sup> Place in the Bank Playoff and 4<sup>th</sup> seed in the Main Event. The eliminated player will choose the next game for the remaining players. The game used in the first round is ineligible to be chosen again.

The second round will be a two player game. The lowest scoring player is eliminated and is 3<sup>rd</sup> Place in the Bank Playoff and 3<sup>rd</sup> seed in the Main Event. The eliminated player will choose the next game for the remaining players. The game used in the second round is ineligible to be chosen again.

The third round is the championship game. The winner is 1<sup>st</sup> Place and 1<sup>st</sup> seed in the Main Event Playoff. The loser is 2<sup>nd</sup> Place and 2<sup>nd</sup> seed in the Main Event Playoff.

### **Prizes**

The minimum guaranteed cash payout for the Bank Playoffs is \$250. The winner will earn \$100 and a trophy. Second place will earn \$80 and a trophy. Third place will earn \$40 and a trophy. Fourth Place will earn \$30.

### **H.A.A.G “Trophy Only” Tournament Events**

These are daily tournaments that will award trophies. A Cash prize may be added, but please do not plan on a cash prize. Trophies will be given out for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place.

#### **Pin Golf Tournament**

**Day:** Friday, November 7, 2014

**Open Qualification Start:** 12:00 PM

**Open Qualification End:** 11:00 PM

**Cost:** \$10 per round

**Holes per round:** 6 holes (each game played is considered a hole)

**Max Attempts:** 2 rounds per player. Record best round.

**Machines:** At least 3 machines.

**Format:** Each machine will have a score set. A Player's score will be the number of balls needed to reach the set score. Each hole will be considered a “Par 3” game. A player wants a low score. The best score is a 6. The worst score is a 30.

**Finals:** The top 4 PinGolfers will play sudden death hole for trophies.

**Finals Tie Breaker:** If players are still tied after this sudden death hole, one more traditional game will be played between the tied players with scores being ranked from first to worst.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

**PLEASE NOTE:** The line for this event will be closed at 10:30pm. All players in line at this time will be allowed to complete their games.

### **Team Tommy Tournament**

**Day:** Friday, November 7, 2014

**Open Qualification Start:** 12:00 PM

**Open Qualification End:** 11:00 PM

**Cost:** \$10 per Team

**Max Attempts:** Unlimited

**Machine:** Gottlieb Kings & Queens

**Format:** This is a 2 person Team Event. Both players will play one game on the machine and combine their scores for one final team score. The highest recorded team score will be used as the official entry.

**The Twist:** The player who is playing the game will be playing like Tommy . You will be wearing eye patches on both eyes. Your team mate will be able to offer vocal coaching during your game. Your team mate may not touch the game in any way. Your game will be considered a game ending “Tilt” should this rule be broken.

**Finals:** There are no finals for this event. The submitted scores will be ranked and a final ranking determined from these scores.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Each team member will receive a trophy. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

**PLEASE NOTE:** The line for this event will be closed at 10:45pm. All players in line at this time will be allowed to complete their games.

### **Fun House One Handed Tournament**

**Day:** Friday, November 7, 2014

**Open Qualification Start:** 12:00 PM

**Open Qualification End:** 11:00 PM

**Cost:** \$5 per game

**Special:** \$15 for a 4 games. All games must be played as a 4 player game.

**Machine:** Williams Fun House

**Format:** Play the game for high score.

**The Twist:** The game must be played one handed. The game is specially modified with two flipper buttons on the one side. One button controls the right flipper and the other button controls the left flipper.

**Finals:** There are no finals for this event. The submitted scores will be ranked and a final ranking determined from these scores.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

**PLEASE NOTE:** The line for this event will be closed at 12:15AM. All players in line at this time will be allowed to complete their games.

### **Pin Bowling Tournament**

**Day:** Saturday, November 8, 2014

**Open Qualification Start:** 10:00 AM

**Open Qualification End:** 11:00 PM

**Cost:** \$10 per game

**Frames per game:** 5 frames (each game played is considered a hole)

**Max Attempts:** 2 games per player. Record best game.

**Machines:** At least 5 machines.

**Format:** Each machine will have a score set. If a player reaches the score on Ball 1, the player will record a strike. If a player reaches the score on Ball 2, then the player will record a spare. If the player is unable to record a strike or spare, then the player will record a value based on how close the player came to the scoring goal. 1 pin will be added for every 10% of score reached, rounded down to the nearest 10% level.

**Finals:** There are no finals for this event. The submitted scores will be ranked and a final ranking determined from these scores.

**Finals Tie Breaker:** If players are tied, one more traditional game will be played between the tied players with scores being ranked from first to worst.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

**PLEASE NOTE:** The line for this event will be closed at 10:30pm. All players in line at this time will be allowed to complete their games. Must have at least one member of the team in line.

### **Pirate Pinball Tournament**

**Day:** Saturday, November 8, 2014

**Open Qualification Start:** 10:00 AM

**Open Qualification End:** 11:00 PM

**Cost:** \$10 per person



**Max Attempts:** Unlimited

**Machine:** TBD

**Format:** Play a 3 ball game on a pinball machine. Record your score after the game ends.

**The Twist:** The player must wear an eye patch on one eye. When the ball ends, the player must move the eye patch to the other eye. The player may not play two consecutive balls with the same eye covered. Player **MUST** swap the eye patch after each ball.

**Finals:** There are no finals for this event. The submitted scores will be ranked and a final ranking determined from these scores.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

### **Video Arcade Game Tournament**

**Day:** Saturday, November 8, 2014

**Open Qualification Start:** 10:00 AM

**Open Qualification End:** 11:00 PM

**Cost:** \$5 for 2 games

**Max Attempts:** Unlimited

**Machine:** TBD

**Format:** Play a single game on a Video Arcade Game. Record your score after the game ends.

**Finals:** There are no finals for this event. The submitted scores will be ranked and a final ranking determined from these scores.

**Prizes:** Trophies for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Place. Cash prize may be added based on paid entries, but please do not plan for a cash prize.

**PLEASE NOTE:** The line for this event will be closed at 10:45pm. All players in line at this time will be allowed to complete their games.

# **HAAG Pinball Tournament Rules**

Thanks to PAPA for the use of their rules as a guide.

## **A. Malfunctions and Rulings**

### **1. The Nature of Pinball**

The unique charm of pinball lies, in large part, in the physical nature of the game. Unfortunately, this means that unusual events and outright malfunctions cannot be prevented, nor can they be perfectly compensated for.

In certain cases, malfunctions will be dealt with more strictly during finals rounds than during qualifying rounds, at the discretion of tournament officials.

### **2. Minor Malfunctions**

A minor malfunction is any incident without external cause which deviates from the normal course of gameplay, without directly causing a player's loss of turn and without providing any player a significant advantage over others. A minor malfunction is considered part of normal play. Tournament officials shall determine what constitutes a significant advantage; in the event that such an advantage is obtained, refer to "Beneficial Malfunctions".

A minor malfunction that occurs repeatedly, to the extent that it is markedly affecting play of the machine, may be considered a major malfunction at the sole discretion of tournament officials.

### **3. Major Malfunctions**

A major malfunction is a gameplay problem with a machine that results in the premature loss of ball in play in a fashion that is not a normal feature of the machine's gameplay. These may be unusual one-time events, or they may indicate a recurring problem that will need to be addressed by technicians.

Examples of major malfunctions include:

- The bonus count begins while the ball is still in play. This can happen if, for example, the machine loses track of how many balls are in the drain trough.
- A lit kickback fails to return the ball to play, ending the player's turn. This does not apply to other ball saving devices such as timed ball savers, ball traps, gates, or "virtual" kickbacks.

Any malfunction that results in the loss of one or more balls during multiball play, without losing all balls so as to end the player's turn, will only be considered a minor malfunction. Loss of Tilt warnings, without loss of ball, shall not be considered a major malfunction. Loss of any lit feature, running mode, or other gameplay specifics, shall not be considered a major malfunction.

When a major malfunction occurs, it is the player's responsibility to notify the scorekeeper, calmly and promptly. The scorekeeper will request advice from a tournament official. If the official(s) agree that the incident is a major malfunction, the player will be provided with one additional ball of play at the beginning of a new game, after the current game has been completed. No attempt will be made to re-establish the state of the machine at the time of the major malfunction. The player's total score on the additional ball of play will be added to his or her previous score, and the new game will be terminated.

If a major malfunction occurs early in the play of the first ball by the first player, tournament officials may rule that the current game is voided. Machine repairs will be attempted and the player(s) will restart their play without needing to track the previous score.

In the event that two or more major malfunctions take place during the same game, the current scores of the player(s) will be recorded, and the game terminated. Once the machine has been repaired, players will be provided additional ball(s) of play on a new game, as necessary to provide the correct number of balls of play for each player. Alternatively, tournament officials may choose to allow the affected player(s) to replay the game from scratch, and the higher score for each player will be recorded as his or her official score, except in any case where the original score was unfairly improved by the malfunction or was significantly increased during attempts to investigate or cure the malfunction. In the event that a recurring major malfunction

cannot suitably be repaired, the failure must be treated as a catastrophic malfunction.

Under certain specific conditions, a major malfunction may be declined by the player. This must be approved by the tournament official, and must not result in a situation which provides an unfair advantage to the player.

#### **4. Known Malfunctions**

Any malfunction or unusual behavior that is determined to be relatively minor but unusual enough to merit comment may, at the discretion of tournament officials, be posted for players to be aware of before playing the affected machine. Players who have played the machine before this notice is provided will not be allowed to replay the machine nor to replace it with play of another machine. The occurrence of any posted malfunction will be treated as a minor malfunction unless it worsens or interacts with another feature to yield a major malfunction.

#### **5. Catastrophic Malfunctions**

A catastrophic malfunction is any event, not caused by a player, which immediately ends play for all players on the machine.

Examples of catastrophic malfunctions include:

- The game system crashes and/or resets due to a software error or component failure.
- Power is lost or interrupted.
- A new game starts.
- A major malfunction repeatedly recurs in spite of attempts to repair the machine.

Any event caused by a player, intentionally or unintentionally, including Slam Tilts, is covered under "Player Errors" below.

In the event that two or more major malfunctions take place during the game, the current scores of the player(s) will be recorded, and the game terminated. Once the machine has been repaired, players will be provided additional ball(s) of play on a new game, as necessary to provide the correct number of balls of play for each player.

Alternatively, tournament officials may choose to allow the affected player(s) to replay the game from scratch, and the higher score for each player will be recorded as his or her official score, except in any case where the original score was unfairly improved by the malfunction or was significantly increased during attempts to investigate or cure the malfunction.

If a machine affected by catastrophic malfunction cannot be repaired in order to continue play, it is considered disabled; please see "Disabled Machines".

## **6. Beneficial Malfunctions**

Any malfunction which provides at least one player with a significant advantage over any other player competing on that machine is known as a beneficial malfunction. Tournament officials shall determine what constitutes a significant advantage.

Any beneficial malfunction which results in a player being able to continue play of a ball that normally should have ended is normally allowed once per game. Examples of this would include an unexpected software ball save, a ball that bounces back into play without player action, or a ball that comes to rest on an unlit kickback in the outlane. Any such behavior shall not be allowed if it repeats, meaning that tournament officials may require players to allow the repeatedly-saved ball to drain, or play on the machine may be terminated in accordance with catastrophic malfunction rules, at which point repairs may be attempted.

Any beneficial malfunction which provides one or more players with a significant scoring or strategic advantage in a way that is not part of normal gameplay will void the score of the affected player(s), unless all immediately-affected players and tournament officials can agree on a suitable adjustment of the score or other elimination of the advantage. If the beneficial malfunction has been specifically avoided by the player, it is unlikely that a penalty is necessary. If any player score(s) are voided, the affected player(s) may then replay the game after the other players have finished, and the new score(s) are used for the affected player(s).

Examples of beneficial malfunctions would include a jackpot switch that registers when a different target is hit, a valuable switch that scores

repeatedly without the ball contacting it, a failed Tilt sensor, or a ball stuck during multiball. See also "Stuck Balls".

Any situation which indicates the presence of a beneficial malfunction should be brought to the attention of the scorekeeper promptly, who will alert tournament officials. Any player who intentionally takes advantage of a significant beneficial malfunction may be given a warning and/or have his or her affected entry interrupted and disqualified by tournament officials.

## **7. Stuck Balls**

During the course of play, it is possible for one or more balls to become stuck on a playfield feature, usually after becoming airborne. If this happens during single ball play, the player must wait for automatic ball searches to occur. The expiration of any timed feature during this period is not considered a malfunction.

If the stuck ball has not been freed after four such searches, or if the machine is not performing searches for some reason, the player must alert the scorekeeper, and a tournament official will be brought to the machine. The player must remain alert and at the machine, as he or she is responsible for the ball if it becomes freed at any point. Where possible, machines will be configured with "chase" features disabled, so that additional balls will not be released into play as a result of ball searches. However, in the event this occurs, the player is responsible for continuing play, and a suitable malfunction will only be ruled if the machine is unable to function normally from this point forward.

A tournament official may initially choose to try to free the stuck ball through judicious nudging, tapping, etc. The player must remain ready to resume play at the machine during this attempt. If actions by the official result in a Tilt, this will be treated as a major malfunction (not the fault of the player). If the official frees the ball but the player does not successfully continue play, this is normal play (the fault of the player). Loss of Tilt warnings due to tournament official nudging is considered normal play.

If the tournament official is unable to free the stuck ball, the machine will be opened, and the stuck ball freed and placed either in the plunger lane, if it is manually controlled, or on the upraised flipper of the player's choice, with the flipper button held by the player. In the event this is not possible, the official may select another location or feature where the ball can be placed

safely while the machine is being closed in order to resume normal play. If more than one ball is stuck, all freed balls will be placed on the flipper(s) of the player's choice before play resumes, or in the plunger lane if the flippers are inactive while the machine is open.

If the ball is inadvertently freed while the machine is open and drains without the player regaining complete control (stopped on a flipper), this will be treated as a major malfunction. If the machine cannot be opened successfully, or if opening or closing the machine terminates the game(s) in progress for any reason, this will be treated as a catastrophic malfunction. If the ball is freed and the machine closed without the player's loss of ball, play continues as normal. If the game is in multiball play and one or more balls are lost as a result of freeing stuck balls, possibly ending multiball but not ending the ball in play, this will be considered no worse than a minor malfunction. If any feature or mode that is lit or active times out while one or more balls are stuck, this will not be considered a malfunction.

Any player who chooses to shake or bump the machine in order to free a stuck ball does so at his or her own risk. No allowance will be made for a player who tilts while attempting to free a stuck ball, whether or not tournament officials are present.

If a ball becomes stuck during a multiball mode, the player should attempt to trap the other ball(s) in play and request assistance. A stuck ball during multiball often represents a significant beneficial malfunction, and intentionally taking advantage may result in a penalty. Please note specifically that a ball ending up in the plunger lane during multiball on a machine where there is no autoplunger (or where the autoplunger for some reason refuses to fire) counts as a stuck ball. See "Beneficial Malfunctions" for further details.

Any player who misuses a game feature in order to intentionally trap a ball during a multiball mode, such as holding in the plunger on Tommy in order to defeat the autoplunger, may be given a warning and/or have his or her affected entry interrupted and disqualified by tournament officials.

In situations where a ball is trapped in a way that it can be released through player action other than shaking or bumping - for example, a ball at rest underneath a flipper which the player controls - this is not deemed to be a stuck ball. Balls trapped in this fashion during multiball modes are not

generally considered to be a rules violation, although the ruling will depend on the exact machine and situation.

## **8. Disabled Machines**

Any tournament machine that breaks down during play will be attended to by technicians as promptly as possible. In the event that a breakdown is severe and cannot be repaired promptly, the machine may be taken out of service temporarily or permanently. During qualifying rounds, players in the affected division must choose an alternate machine in place of a temporarily disabled machine. A permanently disabled machine will be replaced with a designated substitute by tournament officials. During finals rounds, tournament officials will designate an alternate machine; the game in progress on the disabled machine, if any, will be discarded, and play will continue on the newly designated machine.

Any machine that is temporarily disabled for more than two hours will normally be considered permanently disabled. During qualifying rounds, a permanently disabled machine presents a unique problem, as it is no longer possible for new qualifying entries to compete against ranked scores on that machine. If the machine in question is disabled before 3pm on Saturday, all scores recorded on the disabled machine up to that point will be voided. A substitute machine may be added to the division, which will have its own independent ranking of scores from that point forward.

Any player who has previously posted a qualifying score on the disabled machine may be eligible to play a "make-up" game on a substitute machine; his or her resulting score will then replace the previous score on the disabled machine.

In the event that a machine is disabled during qualifying rounds at any time after 3pm on Saturday, the scores and ranking up to that point shall stand. In this case, a substitute machine will not be added to the division, and no entries will be eligible for make-up games.

Qualifying entries played before 3pm on Saturday therefore enjoy a slight theoretical advantage in the event of machine failures. The addition of a



substitute machine to a division does not allow existing entries to be modified except in the case of replacing a score from a disabled machine.

## **9. Player Errors**

A player error is any player action, purposeful or accidental, which affects the normal play or outcome of a game in progress.

Any player who tilts his or her ball in play will not receive any penalty other than the normal loss of ball. Note that some older machines may penalize the player with loss of game; this is equivalent to tilting all remaining balls in order. Abuse of machines is covered under "Player Conduct". Any player who tilts the ball of another player, either through interference or by tilting his or her ball so roughly that the next player's ball is affected before play continues, will receive a score of zero for that game, unless tournament officials grant an exception based on the behavior of the machine in question.

Any player who slam tilts a machine, thereby ending play for all players, will receive a score of zero for that game. The slam tilt is treated as a catastrophic failure for any other player(s) who have not completed their game(s) in progress; they will be allowed to replay a new game and choose the higher score. If a tournament official rules that the slam tilt sensor is not functioning properly, the slam tilt will be treated as a catastrophic failure for all players.

Any player who deliberately tilts or slam tilts a machine in order to derive some benefit to his or her own play, or the play of others, under these rules, may be ejected from the tournament.

Any player who deliberately interferes with the play of another player, through distraction, touching the machine or player, or disrupting tournament procedures, will receive a score of zero for the game. Any repeated offense under this rule will result in ejection of the player from the tournament. Any non-player, or tournament participant not playing in the game in progress, who deliberately interferes with the play of any

tournament game, will be given one warning. On the second offense, the offender will be ejected from the facility.

Accidental interference is regrettable but can happen. Any player or non-player who accidentally interferes with the play of any tournament game will be warned. If the interference was sufficient to cause the loss of ball, this will be treated as a major malfunction. If the interference terminated play for all players (for example, tripping over a power cord and pulling it from the wall), this will be treated as a catastrophic malfunction.

A player who plays out of turn in a multiplayer game will receive a score of zero. The affected player may choose to take over the ball in play, if possible, or they may choose to have the incident treated as a major malfunction. In the event the player takes over, he or she shall be deemed "in control" after declaring his or her intent, taking his or her position at the table, and making contact with the ball via the flippers. The affected player may not change his or her mind once he or she is "in control". Any player who plays out of turn deliberately in order to employ this rule will be disqualified entirely in the current division of play.

In qualifying rounds, any player who starts a multiplayer game will only be allowed to complete the "player one" game, regardless of when they noticed the error. Any player who restarts a qualifying game, rather than completing it and allowing it be recorded, will have that entire entry disqualified. Repeated offenses will lead to ejection from the tournament.

Because the tournament divisions consist solely of singles play, coaching of any player during a game, in any round, is not allowed. If a player specifically requests advice on a game feature during play, his or her question may be addressed only by a tournament official, and answered only in terms of whether or not the machine is functioning correctly. Players are not to seek assistance from other players or spectators. While not actively playing, players are of course free to discuss features and strategies as much as they like, including between balls during a game.

Tournament officials will be the sole determiners of what constitutes interference and whether or not it is accidental or deliberate. Scorekeepers are strongly encouraged to watch for and, if possible, prevent incidents of interference.

## **10. Rulings**

Rulings shall be made by tournament officials, which includes event coordinators and any person(s) designated as officials by the coordinators. Designated officials may have restrictions on the breadth of rulings, and may be overridden by tournament officials. Any designated official or event coordinator is excluded from ruling on any play situation that directly affects his or her actual or potential standing as a player. Such persons may also be recused where their decision affects a close friend or family member, at the discretion of other tournament officials.

Complaints will be taken seriously, ruled upon, and considered resolved.

There is to be *no whining* :-)

## **B. Machine Settings**

### **1. Software Settings**

In general, the software settings of each machine will be adjusted to best accommodate tournament play. The following settings will be employed on any machine that supports them:

- Tournament Mode
- Free Play
- 3 Balls
- Extra Balls disabled
- Buy-In or Continues disabled
- Game Restart disabled
- 2 Tilt Warnings (may be 0 on older machines)
- Flipper AutoLaunch disabled
- Timed AutoLaunch disabled
- Standard Factory Settings for Ball Savers, Difficulty, Timers, etc
- Specific Difficulty Settings as determined by tournament officials
- Automatic Reflexing Features disabled
- Replays disabled (no score or Extra Ball awarded)

Certain older machines may include extra balls and/or five-ball play. These features may be utilized by the player unless otherwise posted. Players

should also be aware that some machines end gameplay entirely for a Tilt (similar to modern games' Slam Tilt), that scoring mechanisms can malfunction (this is handled as minor, major, or beneficial, depending on the situation), that in some cases features that resemble pop bumpers and slingshots are not powered, and that some older machines employ gobble holes which end the current ball in play.

## **2. Hardware Settings**

Machines used for tournament play will be prepared and kept in good working order to the greatest extent possible. Each machine will be properly leveled left-to-right and inclined front-to-back.

Any player with a complaint or question about the hardware setup of a machine should make his or her inquiry in between games, or in between balls, if urgent.

## **3. Machine-Specific Settings**

In order to best suit tournament play, certain machines may be subject to specific settings or rules adjustments, at the discretion of tournament officials. These adjustments will be made before tournament play begins, and will be documented if possible. The intent is to eliminate features which can be abused by skilled players, or which arbitrarily extend play time to a degree that would hinder the smooth progress of the tournament.

# **C. Player Conduct**

## **1. Facility**

All areas inside the building are strictly non-smoking. Smoking is restricted to designated areas outside the building. Violation of this and/or other rules may lead to ejection from the tournament.

Weapons, illegal drugs, and alcohol are prohibited on the property. Naturally, any and all types of illegal activity are prohibited as well.

## **2. Personal Conduct**

All players are expected to conduct themselves in a polite and sensitive manner. Outbursts, especially those including indecent language, are unacceptable. A wide variety of players and observers will be present, including media, and these types of outbursts do nothing to promote pinball as a sport.

Any express or implied threats or actions of violence are grounds for immediate ejection from the facility, and authorities will be contacted. Other possible grounds for ejection include but are not limited to fraud, theft, illegal activity, harrassment, inappropriate behavior, public drunkenness, etc.

Any person ejected from the facility is banned and may not return to the property. Banned persons will be prosecuted for trespass if necessary.

### **3. Abuse of Machines**

Tilt sensors are employed to determine what constitutes unduly rough handling of each machine, within the parameters of normal play. Abusive handling such as punching, kicking, lifting, tipping, or rocking a machine, or hitting the glass in any way, is grounds for a warning and possible disqualification of game or ejection from the tournament, at the discretion of tournament officials.

### **4. Interference & Cheating**

Any player who intentionally interferes with tournament play or otherwise disrupts the tournament setting will be warned and/or ejected from the tournament, at the discretion of tournament officials.

Any form of cheating, including game restarts, tampering with games, tampering with recorded results, scorekeeper intimidation or collusion, or anything else not covered here, will be addressed by tournament officials as appropriate, including disqualification and/or ejection from the tournament.

### **5. Delay**

Any player who delays the progress of his or her game for more than 30 seconds, for any reason other than to await a ruling or resolution of a temporary inconvenience, will be given a warning.

Temporary inconvenience is defined as any condition which can reasonably be expected to be resolved quickly, such as unusual noise, lighting problems, etc. An inconvenience such as sunlight glare does not normally qualify, unless easily resolved.

If the player is choosing to let a game mode time out, the total delay must be less than 30 seconds. Delay is defined as time during which the ball is left in the plunger lane, or held on a flipper by the player. Stuck balls do not count as intentional delays. If delays are repeated or willful, tournament officials may terminate the game in progress and record a score of zero for that player.

## **6. Death Saves, Bangbacks, etc**

Techniques known as "Death Saves" and "Bangbacks" are sometimes practiced by certain advanced players. Because the effectiveness of these techniques varies from machine to machine, and because of the risk of injury to either player or machine, these are banned from tournament play. In the event that a drained ball bounces back into play without deliberate or significant player action, the ball may be played. This may require a ruling from tournament officials if there appears to be abusive force employed by the player.

## **7. Wagering or Gambling**

Please note that gambling is illegal in our venue and the tournament does not endorse, condone, nor support wagering between players. We also feel that pinball is at least 75% skill-based, making any wagering at best ill-advised, in addition to being illegal.

## **8. Accommodating Disabilities**

Tournament officials will make every reasonable attempt to accommodate genuine disabilities, and may also elect, on a case-by-case basis, to ameliorate injuries or other hardships. Players who are not fluent in English are allowed to utilize a bilingual assistant in order to understand these rules, official rulings, and so forth.