

Northwest Pinball Championship Rules

The 2010 Northwest Pinball Championship will feature 3 Tournaments this year: An Open Tournament, a Novice Tournament, and a Classic Tournament. The Open tournament is open to any and all players who are not competing in the Novice tournament. The Classic Tournament is open to all players of all skill groups. There will also be a Women's Championship integrated into the Open Tournament as well this year. The 2010 tournament director is Eden Stamm of the VRPA Pinball group from Canada. Please read through the tournament format and rules before playing in any tournament.

***** In August of last year, a key member of the Northwest Pinball Tournament crew, and a dear friend of the pinball community, Henri Naccache lost his life after a battle with cancer. This Tournament would never have been possible without the wonderful software he created for scorekeeping, and will never feel the same without him here with us.**

Henri will always be a part of the Northwest Pinball Tournament crew...

This year's Championships are dedicated to him...

Tournament Schedule:

Friday, June. 11th:

Noon to Midnight – Qualifying is open for all Tournaments.

*** At the stroke of Midnight, any ball in play must be allowed to drain and the game is considered over. Whatever score the player has will be recorded.*

Saturday, June. 12th:

10am to Midnight – Qualifying is open for all Tournaments.

*** At the stroke of Midnight, any ball in play must be allowed to drain and the game is considered over. Whatever score the player has will be recorded.*

Sunday, June. 13th:

9 am – Players who have qualified for the **Novice Finals** and **Classics Finals** are required to check in. Players who want to sign up for the **Wild Card Playoff** are required to do so at this time as well.

9:10 am – Sign-up for the **Wild Card Playoff CLOSES** and the 4 names of the players who will compete in the match will be drawn at this time.

9:15 am – The **Novice Finals**, **Classics Finals**, and **Wild Card Playoff** begin.

9:45 am – Women who have qualified for the Women's Championship are required to check in. The **Women's Championship** will start after the **Wild Card Match** and **Novice Semi-Finals** have been completed.

10:15 am – Players who have qualified for the **Open Finals** are required to check in. The **Open Finals** will start after the previous finals matches have all been completed, and the pre-finals awards have been presented.

Open Tournament:

Players will qualify on the (7) seven pinball machines that are chosen for this tournament. Players do not have to play all seven if they feel their point total will get them into the top (15) fifteen players on Sunday.

Cost to Play:

Players will purchase game tickets to play in tournament.
Each ticket will let you play (1) one game of your choice.

1 Ticket = \$3.00; 4 Tickets = \$10.00 (value price)

** Tickets are Non-Transferable **

Scoring and Rankings:

Players will get ranked on each game they play depending on their score. The Top 15 ranked players *plus a wild card winner* will compete in the finals on Sunday for the championship and prize money.

Below is an example of the scoring and ranking:

Player	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Ranking
Bob	1000 (3)	500 (1)	600 (2)	1100 (2)	900 (2)	200 (1)	300 (1)	12 (3)
Ann	900 (2)	700 (3)	400 (1)	1200 (3)	1000(3)	700 (3)	500 (2)	17 (1)
Tom	800 (1)	600 (2)	700 (3)	900 (1)	500 (1)	500 (2)	700 (3)	13 (2)

Each game will have 50 points given out starting from the top score receiving 50 points, 2nd highest score receiving 45 points, 3rd highest score receiving 42 points, and from then on, 4th, 5th, 6th etc. will receive 40 points, 39 points, 38 points and so on respectively. Player's points are totaled up to determine their total score and ranking. The top 15 players, plus the winner of the wild card spot, will compete in the Final Rounds. If there is a tie for TOP QUALIFIER, the tied players will play off for that position. A coin toss will determine who has 1st choice of game or position. Any tiebreakers for SEEDING will be determined with a coin toss. The winner of the coin toss will be the HIGHER SEED. In the case of a multiple player tie, a similar multiple-coin-toss procedure will determine the SEEDING of those tied players. Any players tied for the remaining spot(s) in the finals will play off for those remaining spot(s). Once the spots have been filled, those players that made it in will be considered Qualified, and if more than one spot was played for, these players will also be SEEDED by coin toss as described above. These

Qualifying positions are each players' SEEDING for the remainder of the Tournament.

**** Special Bonus!! :** Any player who has an Open Qualifying total of **350 points** at the conclusion of the Open Qualifying session will receive **\$350** on top of any monies earned for **Top Qualifier** and **High Scores** on any machines.

Wild Card Playoff:

Any person, who enters the Open Division, plays all 7 games at least ONCE, and does NOT qualify for the Finals, is eligible to win a Wild Card Spot. On Sunday at 9:00 AM, eligible participants must show up to the Tournament area and sign up for the **Wild Card Playoff** draw. At 9:10 AM, no more entries for the draw will be accepted. At that time, 4 names will be drawn, and they will play a match against each other, with the winner receiving the Wild Card spot in the Northwest Pinball Championship **Open Finals**.

The Wild Card group will play 3 games using this scoring method:

Score #1 = 4 points, #2 = 2 points, #3 = 1 point, #4 = 0 points.

The higher SEEDED player **from their qualifying session** will have choice of game or position for each game played.

Finals:

Players will be placed into 4 groups of 4 players as follows:

Group A = players 1, 8, 9, **Wild Card Winner**

Group B = players 2, 7, 10, 15

Group C = players 3, 6, 11, 14

Group D = players 4, 5, 12, 13

Each group will play 3 games using this scoring method:

Score #1 = 4 points, #2 = 2 points, #3 = 1 point, #4 = 0 points.

The Top 8 players overall will continue to next round. All tiebreakers will be played off to determine the winner. The higher SEEDED player in each group will have choice of game or position.

Their **original qualifying standings** will rank players for the 2nd round. This round will be played the same way as the first round. Players will be put into 2 groups of four for this round.

Group A = players 1, 4, 5, 8

Group B = players 2, 3, 6, 7

The top 4 players of this round will advance to the finals.

The final round will be the Top 4 remaining players. They will play 3 games just as before with the final standings being their final rank. As before, the higher SEEDED player in each group will have choice of game or position, and so forth until all positions are filled.

**** PLEASE NOTE:** In the event that the final rounds run longer than expected, it may be necessary finish the round of the final four players in an alternate fashion. Should the clock hit 2:30 PM, on the Sunday of the finals without the event being completed yet, this is how the final standings will be determined:

- If necessary, the final games will be played at an alternate location within driving distance. All players remaining in the competition will be provided transport to and from the Northwest Pinball Show venue.
- As a secondary option, the final four players may decide upon an alternate finals structure of their own choosing as long as it is unanimous, and approved by tournament directors.
- **No player, through action or inaction, may attempt to force the 2:30pm cutoff time from occurring!!**

See prize payout for more info on prize money.

Women's Championship:

The 4 women with the highest qualifying positions in the Open Tournament will participate in a match on Sunday for the Women's Championship. If any of those women fail to appear or choose not to participate in Women's Finals, the next highest ranked woman will be eligible for the Women's Finals. If we do not have 4 female participants after going down the entire list of Open Qualifiers, we will then move on to the top of the list for the Novice Tournament and work our way down until we have filled the 4 spots. Please note that a woman can qualify for **BOTH** the Open Tournament **AND** the Women's Championship.

The group will play 3 games using this scoring method:

Score #1 = 4 points, #2 = 2 points, #3 = 1 point, #4 = 0 points.

The higher SEEDED player **from their qualifying session** will have choice of game or position for each game played. A player seeded in Open is always considered higher seed over a Novice participant.

See prize payout for more info on prize money.

Novice Tournament:

Players will qualify on the (7) seven pinball machines that are chosen for this tournament. Players do not have to play all seven if they feel their point total will get them into the top (8) eight players on Sunday.

Cost to Play:

Players will purchase game tickets to play in tournament.
Each ticket will let you play (1) one game of your choice.

Registration Entry: \$10.00 (includes one game played on each machine)

1 Ticket = \$2.00; 3 Tickets = \$5.00 (value price)

** Tickets are Non-Transferable **

Scoring and Rankings:

Players will get ranked on each game they play depending on their score. The Top 8 ranked players will compete in the finals on Sunday for the prize money. Below is an example of the scoring and ranking:

Player	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Ranking
Bob	1000 (3)	500 (1)	600 (2)	1100 (2)	900 (2)	200 (1)	300 (1)	12 (3)
Ann	900 (2)	700 (3)	400 (1)	1200 (3)	1000(3)	700 (3)	500 (2)	17 (1)
Tom	800 (1)	600 (2)	700 (3)	900 (1)	500 (1)	500 (2)	700 (3)	13 (2)

Each game will have 20 points given out starting from the top score receiving 20 points, 2nd highest score receiving 17 points, 3rd highest score receiving 15 points, and from then on, 4th, 5th, 6th etc. will receive 14 points, 13 points, 12 points and so on respectively. Player's points are totaled up to determine their total score and ranking. The top 8 players will compete in the Final Rounds. Any tiebreakers for SEEDING will be determined with a coin toss. The winner of the coin toss will be the HIGHER SEED. In the case of a multiple player tie, a similar multiple-coin-toss procedure will determine the SEEDING of those tied players. Any players tied for the remaining spot(s) in the finals will play off for those remaining spot(s). Once the spots have been filled, those players that made it in will be considered Qualified, and if more than one spot was played for, these players will also be SEEDED by coin toss as described above. These Qualifying positions are each players' SEEDING for the remainder of the Tournament.

Finals:

Players will be placed into 2 groups of 4 players as follows:

Group A = players 1, 4, 5, 8

Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

Score #1 = 4 points, #2 = 2 points, #3 = 1 point, #4 = 0 points.

The top 4 players overall will move on to the final round where they will play 3 games just as before with the final standings being their final rank. As before, the higher SEEDED player will have choice of game or position, and so forth until all positions are filled.

See prize payout for more info on prize money.

Classic Tournament:

Players will qualify on the (4) four pinball machines that are chosen for this tournament. Players do not have to play all four if they feel their point total will get them into the top (8) eight players on Sunday.

Cost to Play:

Players will purchase game tickets to play in tournament.
Each ticket will let you play (1) one game of your choice.

1 Ticket = \$3.00; 4 Tickets = \$10.00 (value price)

** Tickets are Non-Transferable **

Scoring and Rankings:

Players will get ranked on each game they play depending on their score. The Top 16 ranked players will compete in the finals on Sunday for the prize money.
Below is an example of the scoring and ranking:

Player	Game 1	Game 2	Game 3	Game 4	Ranking
Bob	1000 (3)	500 (1)	600 (2)	1100 (2)	8 (2)
Ann	900 (2)	700 (3)	400 (1)	1200 (3)	9 (1)
Tom	800 (1)	600 (2)	700 (3)	900 (1)	7 (3)

Each game will have 50 points given out starting from the top score receiving 50 points, 2nd highest score receiving 45 points, 3rd highest score receiving 42 points, and from then on, 4th, 5th, 6th etc. will receive 40 points, 39 points, 38 points and so on respectively. Player's points are totaled up to determine their total score and ranking. The top 16 players will compete in the Final Rounds. If there is a tie for TOP QUALIFIER, the tied players will play off for that position. A coin toss will determine who has 1st choice of game or position. Any tiebreakers for SEEDING will be determined with a coin toss. The winner of the coin toss will be the HIGHER SEED. In the case of a multiple player tie, a similar multiple-coin-toss procedure will determine the SEEDING of those tied players. Any players tied for the remaining spot(s) in the finals will play off for those remaining spot(s).

Once the spots have been filled, those players that made it in will be considered Qualified, and if more than one spot was played for, these players will also be SEEDED by coin toss as described above.

These Qualifying positions are each players' SEEDING for the remainder of the Tournament.

**** Special Bonus!! :** Any player who has a Classics Qualifying total of **200 points** at the conclusion of the Classics Qualifying session will receive **\$200** on top of any monies earned for **Top Qualifier** and **High Scores** on any machine.

Finals:

Players will be placed into 2 groups of 4 players as follows:

Group A = players 1, 4, 5, 8

Group B = players 2, 3, 6, 7

Each group will play 3 games using this scoring method:

Score #1 = 4 points, #2 = 2 points, #3 = 1 point, #4 = 0 points.

The top 4 players overall will move on to the final round where they will play 3 games just as before with the final standings being their final rank. As before, the higher SEEDED player will have choice of game or position, and so forth until all positions are filled.

See prize payout for more info on prize money.

Playoff and Finals Rules:

The highest ranked player in each group gets first choice of playing position OR machine. This continues until all 4 player positions are filled. IF no-one picks a machine, the Scorekeeper will choose the machine to compete on

Prize Payouts:

No person is receiving any money for helping with tournament.
All people that are helping are volunteers.

Top Qualifier of OPEN Tournament receives: \$150.00
Top Qualifier of CLASSIC Tournament receives \$100.00
Top Score on EACH TOURNAMENT MACHINE receives \$25.00
This can be either an Open, Novice, or Classics Tournament Score.

Classic Tournament Payout:

1st = \$500.00
2nd = \$250.00
3rd = \$150.00
4th = \$100.00
5th to 8th = \$50.00 each

Novice Tournament Payout:

1st = \$100.00
2nd = \$50.00

Women's Championship Payout:

1st = \$50.00

Main Tournament Finals payout:

1st = 30% (of remaining prize fund)
2nd = 18%
3rd = 12%
4th = 8%
5th to 8th = 4% each
9th to 16th = 2% each

**** These figures will all be rounded to convenient DOLLAR amounts ****

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 can't 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 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 When a catastrophic malfunction occurs, 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 undergoing repairs during the finals rounds is unavailable as a game choice until it is considered repaired. At this time, players may not wait for the game to be repaired, but must choose a different machine that is available to them. It is also possible that a machine that breaks down in the final rounds may NOT become available again during the event.

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 tilts their own ball, which then results in a tilt warning given to the following player will not have any consequences for the first offense. The player with the warning will be allowed to continue play as normal, or choose to have the

ball played on a fresh game. A second offense by the same player anytime throughout the tournament, and it will be treated as a tilt of another player's ball, with a score of 0 for the offending player.

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, harrasment, 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.

These rules have been adapted with permission from:

www.PAPA.org - Home of the Pinball World Championships