



Weekly IFPA Best Game Team Competition

Late Summer 2022

It's a multi-week IFPA Best Game league with a Team twist!

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The Basics:

- Fundamentally, it's a multi-week "Best Game" league where your scores are compared with all other players.
- Additionally, individuals are paired up each night into a group of 3 or 4 players based on IFPA Ranking.
- You will play four games with that group.
- Your individual scores on the game are combined to make a team score and compared with other groups.
- Coaching is allowed and encouraged! Help your team win!
- Each week we'll have a Team Winner and each team member will receive a \$5 in PinCrossing Bucks!
- Individual scores across all players are compared to produce Individual Standings for each week.
- Finals: Top Eight Individuals will play in A-Division, and Everyone Else will play in B-Division.

Schedule

- Aug 3 Aug 10 Aug 24 Aug 31 Sep 7 Sep 14
- Best 4 of 6 Weeks Count
- Finals Sept 28

Time

- We'll start at 7:15pm

Price

- \$5 entry fee for an individual night
- -or- \$20 gets you entry into all six weeks of competition, including Finals
- Machines are on coin drop

How Team Pairing Works

- Players will show up and be registered on the MatchPlay.events software
- MatchPlay will look up your IFPA Rankings
- Groups will be matched up via IFPA Rankings
- Example: If we have eight players, MatchPlay will rank and group the teams as follows:
 - Team 1: 1-4-5-8
 - Team 2: 2-3-6-7
- If the number of players is not divisible by four, then some teams may only have three players.

- Teams are NOT the same week-to-week. Each week you will be paired up based on the rankings of those present for the week.

Rules

All events will use the combined IFPA/PAPA Ruleset, found here:

<https://www.ifpabinball.com/menu/rules/>

Stuck Balls During Multiball Rule

Because of a lack of keys and general access to publicly-available machines, Stuck Balls during multiball will be allowed to be played and are not considered a beneficial malfunction.

Special Score Handling

Any player who reaches the maximum possible score on a machine that has such a limit, will receive that score as their total. If two or more players reach the maximum possible score on the same game, those players will be considered tied for that game.

During sessions, any player whose machine “rolls over” to a zero score is responsible for confirming this with his or her opponents before and after the rollover occurs.

How Team Scoring Works

- The individual scores of players within a team will be combined to calculate an average for a Team Score for the game. The Team Score will be compared with the other teams as follows:
 - 1st - 10pts
 - 2nd - 7pts
 - 3rd - 5pts
 - 4th - 4pts
 - 5th - 3pts
 - 6th - 2pts
 - 7th - 1pts
 - 8th or Below - 0pts
- Points are combined across the games to determine a Team Winner for the night
- The members of the team in 1st Place (including any ties) will be awarded a \$5 PinCrossing Redemption Certification to be used in the change machines

How Individual Scoring Works

- The individual scores of players will be compared to determine individual rankings for the week.
- Scoring will be a max of 25 points per game, decrementing a point per position as follows:

- 1st - 25pts
- 2nd - 24pts
- 3rd - 23pts
- 4th - 22pts
- ...
- 24th - 2pts
- 25th - 1pts
- 26th or Below - 0pts
- Score will be combined across the four games
- If you are part of the winning team for the night, you will be given an extra five points on your individual score for the night.

Addressing Malfunctions

- Because all players need to play the same machines, there may arise a situation where some players may not get to play a game
- If less than 50% of players have completed a game and it goes down, a replacement game will be named
- If more than 50% of players have completed a game and it goes down, a replacement game will NOT be named and the following will take place:
 - Each team will drop their lowest collective result for the purposes of the Team Score
 - Each individual will drop their lowest individual score for the night, and the total points earned by that individual will be multiplied by 1 and $\frac{1}{3}$ in order to equate that night's results to the standard 100 maximum points possible in a standard 4-game night

Finals

- Individual Scores are used to determine qualifying for Finals
- Your Best Four of Six Weeks are used for your Finals Qualifying Standings
- The Top Eight players will partake in A-Division Finals
 - You need to have played in at least two of the six weeks of Team Play to make A-Division Finals
 - If there are absences in A-Division, the top seeds in B-Division will move up to fill the slots
 - If there is a tie for 8th, Tied Players will play a single-game playoff on a game chosen at random
- All other players will partake in B-Division Finals
 - This includes folks present who did not participate in any Team Play weeks
- A-Division Format:
 - Three-Game PAPA-Style Finals
 - 4-2-1-0 Scoring
- Rules for A-Division
 - Choice of Game or Position done by seed
 - All games, positions, and game order will be determined at the outset of the round. Game order may be swapped during the round to allow for maximum efficiency of time and to avoid conflict with B-Division games.
 - You're only allowed to pick a game once, which includes any games selected for tiebreakers.
 - If a tiebreaker is required, the highest seed will choose between game or order
- B-Division Format: 6-Strike "Fair Strike" Group Strike
 - 0-1-1-2 Strikes for 4-Player Groups
 - 0-1-2 Strikes for 3-Player Groups
 - 0-2 Strikes for 2-Player Groups
- Rules for B-Division
 - Game and Position are all done randomly in the MatchPlay software
- Final Standings for IFPA
 - In order to be submitted to the IFPA, you will have had to have played in at least three of the six weeks of Team Play
 - A-Division - Finishing position in Finals
 - B-Division - Your finishing position is locked-in after qualifying, with one exception. If you are in the Top 3 of B-Division, you will jump to the top of the B-Division standings for IFPA reporting