

Amendments for Session 3:

- Rules adjusted back for an 8 match season (two session scores are dropped)
- Scoring changed to 10/6/4/2.
- Three player group game selection is more well defined.
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Portland Pinball League

League start: August 22nd

League dates: 8/6,11/22,11/27,11/29,12/4,12/13 [Finals 12/27(Day 1) 12/28(Day 2)]

Fees:\$25,\$5 per guest play

Matchplay format: series[for group play], group matchplay[A] progress[b,c](x8),matchplay bracket [finals]

The season consists of 6 or 8 regular season meetings followed by playoffs. We keep score and report the standings to the [IFPA](#) for world ranking points. Only players who participate in at least 4 (three during six week sessions) meetings will be submitted to the IFPA (as per their rules). League points are earned on a set scale throughout the season.

Rules:

At each meeting, players will be drawn into groups of four, and play 6 games. We use the [Match Play Events](#) software to run the league, and it is set to have players play as many new opponents as possible during the regular season. Each player will choose one machine per meeting. The player with the fewest points after the first four games will pick the fifth machine.

Players earn points on each game played. The winner of each machine gets 7 points, second place gets 5 points, third place gets 3 points and fourth place gets 1 point. For example, if Player wins on Iron Maiden, gets second place on Pirates of the Caribbean, third place on Royal Flush and Doodle Bug, and fourth place on Paragon and Metallica, they will earn (7+5+3+3+1+1) 20 points for the meeting. The maximum score for a league night is 42 points.

The minimum is six.

Occasionally,three-player groups are necessary. In three-player groups the scoring is 7/4/1. The player with the fewest points after the first three games, picks the fourth machine, the player with the lowest score after that picks the next machine, and the player with the lowest score after that game picks the final machine.

The league standings is determined by the sum of points earned each meeting. The best six out of eight results (or five out of six) make up your total score.

Attendance & tardy players

To remain in good standings, members need to attend at least 50% of our regular season meetings unless there is a compelling reason for the absence. Each such case will be determined by the commissioner(s). To be included in the standings submitted to the IFPA, members need to attend at least three meetings.

At the start of each league night, members must check in with the TD before 7:30PM. If you do not check in by 7:30PM, you will not be able to play that night. If you are going to be late to the meeting, don't panic, communicate! Let a friend know and have them check in for you with that night's commissioner. Once a late coming player arrives, this is the procedure: The tardy player will enter the group upon arrival. If the other three players have already begun play on a machine, the tardy player will not be able to participate in that game and the other three players will receive points accordingly (7/4/1 scoring). For example, should the tardy player arrive in time only to play two machines, only those two machines will be scored as four-player groups. The other two machines will be scored as three-player groups.

Guests are welcome at most league meetings (finals nights excluded).

General rules

The [combined PAPA/IFPA rules](#) are used to resolve disputes and game issues. In addition the following house rules apply.

Player conduct

All players are expected to conduct themselves in a sportsmanlike manner. Any player who behaves rudely or in an inappropriate manner towards any player, scorekeeper, or tournament official may be warned, disqualified, and/or ejected from the facility.

Should a player not adhere to these guidelines, they may be warned, disqualified, and banned from participating in future events.

- 1st offense: Warning
- 2nd offense: Suspension from two future league rounds
- 3rd offense: Expulsion from the league

Examples of offenses: A player yells profanities/uses offensive language at an official/player. A player has a stuck ball, and instead of calling an official over, he finds a key to the game and removes the glass and subsequently the ball

from its stuck position. A player who is waiting their turn to play is interfering with an active player by talking to them against their will. A player abuses the machine by kicking it.

Should someone display such egregious behavior that a warning is insufficient punishment, the tournament director may instead issue a suspension or expulsion right away.

Be ready to play

Whenever a match starts, the players are expected to be in the vicinity of the machine that is being played. It creates unnecessary delays and irritation when players leave their match to attend to personal business. Should this happen, it is the responsibility of the other players in the match to notify tournament officials, who will then take action. The official may plunge the offender's ball, give a warning, or disqualify the player from the match/tournament for repeated offenses.

Any player who has an emergency should notify a tournament official, so that accommodations may be made.

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, 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.

Interference, Collusion, and Cheating

Any player who knowingly 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.

Death Saves & Bangbacks

Techniques known as "Death Saves" and "Bangbacks" are sometimes employed by players. These techniques 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 if it happens once. This may require a ruling from tournament officials if there appears to be abusive force employed by the player.

Extra balls

If a player gets an extra ball, they may use the flipper buttons to lane change before plunging. Once the ball is plunged, no further action to affect the ball or machine is allowed. Should the ball return to the shooter lane, the player may yet again use the flipper buttons to lane change before plunging. Example: On TAF, any number of EB's may be skillfully plunged to get points. **This does not apply when the ball returns during an automatic ball save.**

Post-launch: A player **may** nudge the machine while the ball is in play. No button can be pressed for any reason once a ball is in play. This does apply to video modes, so while a video mode may start, you can't navigate your way through a maze.

Please help each other out by reminding the player who is about to launch the extra ball of this rule. While some places may consider this "tampering", we feel that is absolute nonsense and runs counter to the spirit of community we try to foster in our league. Holding your tongue as a fellow league member is about to play an extra ball inadvertently is about as low as it gets, and is conduct not befitting a member of League.

Playing out of turn

A player who plays out of turn, plays an extra ball more than is allowed, and/or does something else to earn themselves a disqualification will receive a game score of zero for that machine. Always make sure it's your turn before you plunge!

Forfeiting matches

In the rare occurrence a player leaves a league night before playing out all their matches, any remaining matches will be scored as if the player **is not** present. In other words the matches will be scored as three-player matches if the group was originally a four-player group. The player who leaves prematurely may be deemed to display unsportsmanlike conduct and as a

result may be subject to the penalties outlined in the Player Conduct section above.

Final authority for any ruling, including rulings that contradict or vacate anything written in this document, rests with the commissioners.

Playoffs:

There are 3 different playoff divisions: A, B, and C.

- The top 24(or whatever is equivalent to half without being greater than 24) players qualify for the A division playoffs. The top 8 (or four depending on numbers) players will get a bye round and go straight into the head to head phase.
- Players ranked 25–40 qualify for the B division playoffs.
- Players ranked 41 and below qualify for the C division playoffs as long as they have **attended five(or four in a six week format) regular season meetings.**(won't be played if less than 12)

If two or more players have identical adjusted scores, the higher seed will go to the player with the highest total score. If their total scores are tied, whoever has the highest score from a single round will be the higher seed. If that is also tied, the second highest score in a single round etc., will be used. If the tie can not be broken in this way, a single game will decide.

A Division playoffs

Playoffs for A division consists of two stages: A group stage, followed by a head-to-head stage. In the group stage players are divided into multiple (as many as four) groups of four players. Each group will play four games with the top two players advancing. Scoring is 7/5/3/1. In the head-to-head stage players are placed into a standard single elimination bracket. Players will play best two out of three to determine the winner. Losers will play a single consolation match to determine third through eighth place.

Prior to playoffs a selection of machines will be drawn at random to be used for A Division playoffs. This random collection of machines will be used for both the group stage and the head-to-head stage.

Group stage

The regular season standings determine which players go into each group:

- Group 1: Seeds 9, 16, 17, 24
- Group 2: Seeds 10, 15, 18, 23
- Group 3: Seeds 11, 14, 19, 22

- Group 4: Seeds 12, 13, 20, 21

Each group will play four machines. Machine choice will work similar to regular league play except that only 4 games are played. Player order will be determined by seed. The highest seed is player one on game one and player order will rotate like the regular season. Players can only pick a machine that is open or where the last ball is in progress.

The top two players from each group will move on to the head-to-head stage. The bottom two players from each group are eliminated, and will get placed anywhere between 17-24th place in their respective division depending on their point total.

Ties that impact whether or not the involved players will make it to the head-to-head stage will be settled by a one game tiebreaker. The highest seeded player will get the choice of machine or playing order.

Head-to-head stage

The head-to-head stage is made up of up to 16 players: The top eight (four in shorter sessions) seeds who received a bye and the eight winners from the group stage. These 16 players are placed into a single elimination bracket and will play best two out of three (except finals which are best three out of five). Players will be seeded into the bracket using the regular season standings. The highest seed (from the regular season) will have the benefit of picking the first machine. Subsequent machines will be chosen by the loser of the previous game.

The player with machine choice may defer that choice and instead choose playing order. Players are not allowed to pick the same machine more than once during the head to head phase unless they have already chosen all available machines. If the player with machine choice defers, the other player must choose a machine.

You can only pick a machine that is open or where the last ball is being played.

- **Round of 16:** The winner of each pairing will advance. The losers will tie for ninth place.
- **Quarter finals:** The remaining 8 players will play head to head, best two out of three. The winner of each pairing will advance. The losers will play one game for 5-8th place.

- **Semi finals:** The remaining four players will play head to head, best two out of three. The winner of each pairing will advance. The losers will play one game for 3-4th place.
- **Final:** The remaining two players will play head to head, **best three out of five.**

For each of the consolation matches the higher seed has a choice of machine or position. If the highest seed chooses position, each player in turn (according to seed) gets a choice of machine or position. Positions are not chosen until a machine has been chosen. Just like the matches in the bracket, players are not allowed to pick a machine they have already picked once.

B/C–Division playoffs

B–Division and C-Division playoffs will be conducted as two separate 10 strikes knockout tournaments. Players will be put in groups of three- or four players. Pairings will be **balanced**. In four-player groups 0/1/2/3 strikes are awarded to 1st/2nd/3rd/4th place. In three-player groups 0/1/2 strikes are awarded to 1st/2nd/3rd place. When a player receives their sixth strike, they are eliminated from the tournament. The last player standing is the winner of the tournament. In case of a tie for second, third, and/or fourth place, one game will be played to determine those places. The higher regular season seed will have the choice of position or game.

Appendix:

Stuck balls

A stuck ball is an unmovable ball that is trapped by any object in the machine that isn't in control by a player. If the stuck ball has not been freed after **three ball searches**, or if the machine is not performing searches for some reason, the player must alert a league official. 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.

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 generally not deemed to be a stuck ball, but part of skillful play.

If a ball becomes stuck during a multiball mode, **the player must 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.**

A league 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 and a compensation ball may be awarded. 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 league official nudging is considered normal play.

If the league official is unable to free the stuck ball, the machine will be opened if possible, and the stuck ball removed and placed on either upraised flipper, with the flipper button held by the player. If this is not possible, it will be placed in the shooter lane.

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

Any ball that comes to rest in an outlane, where any portion of the ball is below the outlane post, is not deemed a stuck ball.

Since it is impossible to cover every situation that may occur in competitive pinball, it is at the discretion of the commissioner, tournament director, and officials to make rulings to the best of their ability if a situation is not covered by these rules.

Final authority for any ruling, including rulings that contradict or vacate anything written in this document, rests with the commissioner of the League or any of their agents. Further rules may be needed regarding malfunctions. In this case, our league goes by the IFPA/PAPA Tournament Rules, which can be found at <https://www.ifpabinball.com/menu/rules/Definitions>

Warning: This is given for minor offenses, accidents, and misunderstandings. Accidental interference with a player, a first-offense outburst, delay of game, or other offenses as determined by series officials. Warnings can be fairly common, particularly for new players. Multiple warnings at a single event or over the course of a season may lead to an ejection.

Disqualification: A disqualification automatically ensures the guilty party scores a '1' on the current game. Any form of cheating, deliberate interference with a player, abuse of machines (including death saves / bangbacks) playing an extra ball by pressing more than one button post-plunge, tilting another player's game in any way, and playing out of turn are examples of action warranting disqualification.

Ejection: An ejection bars a player from further competition during that league meeting or tournament. It also ensures that the offending player not only is disqualified from their current game, but receives the lowest score or placement possible in the current round. Players with multiple warnings and/or disqualifications, misconduct such as harassment, fighting, violence, extreme disturbances, or other actions as determined by league officials or location employees or management.

Suspension: A suspension bars a player from participating in a set number of league meetings, as determined by league officials and/or venue staff. This is used in the case of chronic disregard for the rules and/or disdain for one's fellow players. A player with their second ejection of a season is automatically suspended for the next league meeting.

Ban: If a player is banned, they are no longer permitted to participate in any league meetings, events, or gatherings for the duration of the current season. In extreme cases, an individual may receive a permanent ban, which extends to all future league events and meetings. Please note that venue management obviously reserves the right to suspend or ban players from their location, and that decision is outside the scope of our league.