

OVERVIEW

Monday Night Pinball is a co-ed team league where each team has a host bar, which serves as the team's "home." Once a week for the duration of the season, each team will compete against another team in their league, either at "home" or as the visiting team at their opponent's bar. Each team will score match points based on the results of the individual pinball games. At the end of each match, the team with the most points will record a win, while the other team will record a loss. League standings are determined based on a simple win/loss record then cumulative match points as the main tiebreaker.

RULE CHANGES SUMMARY for Spring 2019:

- **SUBSTITUTES:** the prior rule of penalizing teams that needed five or more subs has been dropped. The original purpose of the rule was to help teams bond, and use of many substitutes was seen as an issue. However, that's not proven to be an issue, and teams that need many subs is usually a rare need, but when it happens the team is already experiencing hardship, we don't want to penalize them more. The revised rule allows a team as many subs as needed. The one requirement is a captain must be present, or a roster player serve as captain. Teams that repeatedly have the need for many subs will be reviewed by the board at end of the season, and risks either being disbanded or having a forced change in captain if they desire to continue as a team the following season.
- The duties of the Board of Directors have been refined, with clearer separation between commissioners and advisors. Commissioners are responsible for day-to-day operation of the league and have indefinite appointments. Advisors have one-year appointments that expire every June, after the spring season. The method of selecting new advisors will be refined over the course of the season. There will always be at least two board members representing each division. Michael Adcock has been designated a new Commissioner, with the title Commissioner of Information Architecture. Refer to the section Board of Directors below for names of all current board members.
- Promotion and Relegation rules for teams between seasons has been revised to consider at team's record, rather than their final placement in the standings as was considered in the past two seasons. Refer to the detailed rules for the guidelines that the Board of Directors will use to readjust divisions between seasons.

For each of the changes above, refer to the actual rule in this document for specific details.

Team Rosters

Teams consist of at least 8 players, and no more than 10. Of these, one player will act as the Team Captain. A second player must be named as a co-captain. Captains are responsible for organizing their team and corresponding promptly with the league about rosters, scoring and scheduling. Captains also serve as team representatives in each of the matches. Captains must be part of the Facebook Monday Night Pinball Captains group, as this is where league information is disseminated. In cases where captains do not have or want a Facebook account

for personal reasons, they may designate a team secretary/liaison to handle correspondence with league officials.

The names of each player on the team must be submitted by the captain to league officials prior to the start of each season. See Roster Changes section below for mid-season changes and use of substitutes.

Each match will feature a minimum of 8 players from each team. If any roster players are missing for a night, then see SUBSTITUTE rules below. Roster changes must be submitted to the league commissioner at least 24 hours prior to a league match. Team Rating restrictions are considered each time a roster change is made to ensure the player joining the team does not cause a violation of the Team Rating Cap. Note that if existing players now exceed the team rating cap due to a player improving their personal ranking during the year, that is fine, but is factored in to whether a new player or sub can be added and will constrain the player rating of the player that can be added.

If a team cannot field 10 players, they are allowed to bring in substitute players for the night, to bring their total up to a max of 10. A team must have at least 3 regular team members present and at least 7 players including substitutes, otherwise they forfeit the match. If the team only has 7 players, then the 8th/missing player scores 0 in every game they play (only applies to doubles). If the game is doubles, it can be played as a 3-player game, with the missing player getting a 0. See Substitute section below for additional details on using subs.

Teams are awarded match bonus points for having 9 or 10 players, and thus it is in every team's best interest to find substitutes every week to fill in for missing players. If there are no registered subs available, Captains can become ambassadors for the league by recruiting new pinball enthusiasts from their host bar location and give them the opportunity to sub for one night. The match bonus points make up for the fact that they are likely not as strong as the majority of the players in the league.

Team Restrictions

In an effort to maintain competitiveness throughout the league, team restrictions are used to prevent a team from loading up with too many top players, and helping distribute the top players to different teams across the league. For roster members, team restrictions are reconsidered each time there is a roster change. The new roster cannot violate the team restrictions, otherwise the change is not approved by the league.

Following are the details of the team restrictions.

- Individual Player Rating (IPR) is a rating of 1 (novice) to 6 (very strong) for each player, which is computed based on their [IFPA World Ranking \(IFPA Rank\)](#) and [Matchplay.events Rating \(MBR\)](#)
- The distribution of IPR for all players in the league is on a curve, such that 3 is the median, +/- 12%; 2 thru 4 represents the majority from 15th thru 85th percentile; 1 is

novice, and 5 are the strong players. The top 5% of players are assigned a 6 - this applies to the players who are ranked in (or close to) the IFPA top 250 worldwide, or who have a rating on par with those worldwide rankings. The curve is re-evaluated at each IPR freeze, to retain the specified percentiles despite roster changes that may happen throughout the season.

- The IPR data will be recomputed three times each season. When recomputed, the IPRs then become fixed for each player until the next recomputation. This enables teams to plan ahead for substitutes and roster changes and not have to worry about an IPR changing the night of an event because of newly reported data. The approximate “freeze” dates will be posted on the home page each season, and will occur approximately one week before week 1, once mid-season, and once just before playoffs.
- The IPR data displayed on the website is stored in a back-end *MNP Ratings Spreadsheet*, not directly accessible to the public, but available for review by Captains and the Board of Directors should the need arise. The computed IPRs are included throughout the website alongside player names, and available in a player search website for access by the public.
- The spreadsheet includes the MNP Ratings for every roster player. The spreadsheet also includes players who may not currently be on a team roster, but who have been a sub or played as a roster member for the league in the past.
- The algorithm for converting from IFPA Rank and MPR to an IPR is provided in the RP Method tab of the spreadsheet.
- Team Rating is the sum of IPR for all roster players on a team, as shown on the Teams tab of the spreadsheet.
- Team Rating Cap is the Team Rating value at which a team is constrained and is used to determine which players they can add to the roster or as subs. The team rating cap for Spring 2019 is 40.
- A team cannot add a new player with Individual Player Rating (IPR) of 3 or higher as a sub if it would cause the team rating to exceed a cap of 40.
- A team cannot add a roster player that exceeds the Team Rating cap of 40. If due to one of the exceptions the team rating is 40 or higher, they are restricted to adding players with IPR=1 only. That is, a team above the cap can only add novice/new players to their roster.
- For a player that plays regularly but new to MNP, use the following tool to determine a player's rating: MNP IPR Search
- New players with no rating and no IFPA record are given an IPR of 1.
- If a captain is uncertain of a player's IPR using the methods above, and it could affect whether or not a particular sub or roster player can be used, then contact the Rules Commissioner to obtain a ruling on that player's eligibility.
- A team cannot add a roster player with IPR=6 if there is already one player with IPR=6 on the roster.
- Note that rating data will never be perfect. However, it is the best we have to keep a balance and prevent the creation of a super-team that can never lose.

- The Team Restrictions are also in place to encourage strong teams to add novice players to their rosters. More experienced/stronger players then become role models and coaches for players who are just starting to learn.
- League officials reserve the right to assign an IPR to a player higher or lower than what is computed, if it can be shown that due to insufficient or erroneous data, a player's IPR as shown in the spreadsheet or with the calculator is incorrect by at least 2. If it's an off-by-one issue, then the value in the ratings spreadsheet or calculator will be used. +/- 1 manual corrections will not be made.
- Since MNP relies on public data in both the IFPA and Matchplay.event databases, we do not support the suppression of players. We believe it is a necessary public metric for fair competitive play. While Matchplay.events does not allow players to suppress themselves, IFPA does. Matchplay ratings alone will be used for players who have suppressed themselves from IFPA, unless the player is known to have played in major tournaments, in which case they will be assigned an automatic IPR of 6.

Substitutes

SUBSTITUTE players can be anyone but must meet the following constraints to be eligible to play for a team:

- Subs can play for any team as many times as they like during the first 9 weeks of the regular season as long as:
 - they sub fewer than 5 matches with a single team. If they play 5 or more matches with one team, that is the only team they can sub for in the 10th week or later (including the playoffs).
 - they are not listed on the roster of any other league team.
 - they have not already been a sub 2 times AGAINST the team they would play against.
- Substitute players are not allowed to play more games than any roster player. This helps prevent a team from bringing in a ringer to play 3-4 games, while roster players only play 2-3.
- Players dropped from rosters will automatically become subs, and matches played count as though they were played as a sub. A roster player dropped at end of the season cannot play for any other team in the playoffs, unless they played in 4 or less matches for the team they were just dropped from. Should a player with 4 or less matches be dropped from a roster in week 10 or later, and play in playoffs for another team, they will not be allowed to return to the roster of the team they were dropped from the following season.
- Any objection to a sub should be made before their first game of the match. A sub that still plays despite the objection, or that is found later to not be a valid sub, will result in a penalty to the team such that match bonus points for that team will be forfeited. The team may get a formal warning from the board, and subsequent uses of illegal subs could result in additional penalties or action against the team.

On any given league night, team restrictions are reconsidered for the purpose of determining if a substitute player can play for the team. The eligibility of subs is computed as follows:

- Start with the team's current Team Rating, from the MNP Ratings Spreadsheet. If there's a roster discrepancy, adjust the team rating to align with the actual roster.
- Subtract the IPR of the absent players to form the base Team Rating before the subs.
- Add the IPR of the desired subs, starting with the lowest-IPR sub.
- If the addition of any sub would cause the Team Rating to exceed 40, then the sub must have an IPR of 1 or 2. Higher rated subs are not allowed as they would cause the team to exceed its team rating cap.
- A sub with IPR=6 can only play if the team does not have another player with IPR=6 that night.

If an opposing captain points out the violation prior to start of league match, a different sub must be used. If the violation is discovered after the match has begun, the player is allowed to play, but the team loses the match bonus points associated with having that player on the team (e.g. if that's the 10th player, then loses 5 bonus points, and match bonus points counted as having 9 legal players who all play 3 games). Match results could be updated retroactively by the board due to use of an illegal sub.

Match Flow

Start time for MNP matches is 8:45pm. By 8:45pm, captains on both teams should have their rosters approved and the visiting team begins making their picks. Match Flow and Scoring are managed by custom MNP software. All players can log in to enter scores. Captains are provided special permissions to enter match information and approve results. Instructions for using the software are provided to captains via the Captains group, with demos provided during warm-up week scrimmages.

For Game 1, teams should take no more than 5 minutes to make their picks, and responding team should take no more than 5 minutes to respond. To support this accelerated time table, each player on the team should be thinking about what they want to play before it is time to pick. This guideline is in place to encourage all league members to be courteous to all, as many players work early on Tuesday mornings. Adhering to these limits enables most matches to end by 11:30pm, and longer nights due to some good games to still be done by midnight. If players want to warm up before a match, they should arrive much earlier than 8:45pm.

Some constraints on selecting players for each round:

- In a doubles round, the 4 games must all be on different machines.
- In a singles round, the 7 games must all be on different machines
 - If there are fewer than 7 league-worthy machines available, each machine must be used once in a singles match, and remaining games scheduled so that no machine is used more than twice during a singles round.
- Each individual player is only allowed to play one game per round.

At the end of each game, players or their captains submit scores for each game via the MNP website software. Players should take photos of all games and upload them along with scores for review. Any score issues or loss of scorecard can be fixed with photos of the games. In the case of a player DQ or forfeit, the player should be given a score of '1', to distinguish from a '0' which causes the system to think the score is not yet entered.

At the conclusion of all games in a round, both captains should review the scores, points, and total. Once confirmed, that round is complete and cannot be changed, so make sure both sides agree before confirming.

All machines and players should be selected before the games of that round are started.

- Captains must be logged into the site to enter game selections.
- Players must be logged into the site to enter the scores for their games.
- Any player from either team may report any score. (To help players not on the site.)
- We encourage all players to [SIGNUP](#) for site access.

Matches flow according to the following order:

- PRE-MATCH
 - Captains from both teams declare lineups
 - Captains from both teams confirm each other's lineup
- ROUND 1 (doubles)
 - Away team picks 4 machines and 4 pairs of players
 - Home team picks 4 pairs of players to match up against the players selected by the away team
 - A four player game is started on the chosen machines. Players 1 and 3 are from the away team, players 2 and 4 are from the home team
 - Scores and photos are entered on the site
 - Captains review and confirm the round
- ROUND 2 (singles)
 - Home team picks 7 machines and 7 players
 - Away team picks 7 players to match up against the players selected by the home team
 - Scores and photos are entered on the site
 - Captains review and confirm the round
- ROUND 3 (singles)
 - Away team picks 7 machines and 7 players
 - Home team picks 7 players to match up against the players selected by the away team
 - Scores and photos are entered on the site
 - Captains review and confirm the round
- ROUND 4 (doubles)
 - Home team picks 4 machines and 4 pairs of players

- Away team picks 4 pairs of players to match up against the players selected by the home team
- A four player game is started on the chosen machines. Players 1 and 3 are from the home team, players 2 and 4 are from the away team
- Scores and photos are entered on the site
- Captains review and confirm the round

****If a tiebreaker is needed, see tiebreaker rules*

Scoring and Bonus

Each match awards 82 game points. Teams can also earn up to 9 bonus points described below. If a match is tied after round 4, including bonus points, the winner of the tiebreaker gets 1 point and the win for the match. See Tiebreaker rules. Points are earned as follows:

- 20 points available each doubles round, as 5 points per game.
- 21 points available each singles round, as 3 points per game.
- **Match Bonus points** are awarded for including more players in games. Teams are awarded 9 points if they have 10 players play 3 games each, or 4 points for 9 players playing at least 3 games each.

A team that is found to have played with an illegal sub, will forfeit any match bonus points that the illegal sub helped them obtain. For example, a team with 10 players, but one an illegal sub, will only receive 4 match bonus points due to 9 legal players.

5 points for each doubles game are scored as follows:

- Two players from each team play a 4 player game. The team that picked the game plays as player 1 and player 3.
- Each player gets 1 point for each player on the other team they defeat.
- The team with the higher combined score gets one additional bonus point.
- Another way of saying this: Finish 1st and 2nd, win the game 5-0.
- Finish 1st and 3rd, win the game 4-1
- Finish 1st and 4th, then the team with higher combined score wins the game 3-2.
- If any 2 players on opposing teams have exactly the same score at the end. They should play a 1 ball playoff with the winner adding +1 to their score. If the total is tied for the bonus point, play a 2 ball playoff as a shared singles game. Each player plays 1 ball. Add +1 to a score of one of players from the team winning the tie breaker. NOTE, do player vs player tiebreakers first, then do a bonus point tie breaker, if needed.

3 points for each singles game are scored as follows:

- Win the game by less than doubling the other player's score, win the game 2-1.
- Win the game by at least doubling the other player's score, win the game 3-0.
- If a singles game is tied after all balls are played, there is a 1 ball playoff, with the winner getting +1 to their score. Example: Surf Champ, A vs B, 35,000 to 35,000. Playoff is 10,000 to 2,000. Report score of 35,001 to 35,000 for 2-1 points.

- The winner of any 1 or 2 ball tie breaker will ALWAYS get ONLY +1 to their score (or at least some amount that is very small).

At the end of the match, the team with the highest point total will be declared the winner. If the match is tied after 4 rounds, see the Tiebreaker rules below.

Scoring Errors

Each captain will have the opportunity to review all reported scores at the end of each round. If no errors are found, the round is confirmed and no longer able to be changed. This is different from prior seasons with paper scoresheets. There will be NO score corrections for any errors discovered after the match is confirmed and all points will be officially calculated by the software. If for any reason paper sheets are needed for a night, make sure to go through the same confirmation process as we will not alter scores. Even if incorrectly confirmed scores result in a loss for your team, the result stands.

Extra Balls

To help keep matches from running too long, extra balls are no longer played. Players are allowed to attempt a plunger skill shot. They may flip before launch to change a lane or make some other selection that might help. Once ball is in motion, player must step back from machine with no further flips, nudges, or other button presses (like FIRE on AC/DC). The player can retry the skill shot only if the ball returns to the plunger lane and the ball is not auto-plunged upon returning. A player earns any points and end-of-ball bonus associated with plunging the extra ball.

For strategic reasons, a player may choose to tilt their extra ball rather plunging it for the skill shot. To prevent confusion, the player should notify their opponents of their intent to do so, prior to intentionally tilting the ball while the ball is still in the shooter lane. Once a player attempts the skill shot, even if it returns to the plunger lane, any subsequent tilt on that ball will be a disqualification from the game.

****NEW RULE**** (Exception): if a player has been awarded a compensation ball due to a major malfunction, they may choose to play an earned extra ball as the compensation, in lieu of one ball in a fresh game after the current game has ended.

In tiebreaker games, teams may play 1 extra ball, if they can get one. In 1 or 2 ball tie breakers, no extra balls are allowed.

If a player forgets to plunge their extra ball and someone on the other team starts playing it, neither player is penalized. As soon as the mistake is realized, that player should drop flippers and step back, as they are inadvertently earning points for the other team. Any points earned will count to the player who earned the extra ball.

If a player starts a normal ball that is not theirs, they forfeit the game as a zero score. If it is a doubles game, the remaining player on their team can finish the game, and still earn as many as 3 of the 5 points for the doubles game for their team.

Some machines (e.g. Space Shuttle) provide timed bonus balls. Any bonus ball that is timed and ends by disabling flippers CAN be played; these are not considered extra balls.

Match Tiebreakers

In the event of a tie after round 4, including bonus points, there will be three shared singles tie-breaking games to determine the evening's winner.

- If there is a discrepancy between the software and the rules listed here, then the rules listed here shall prevail; players should use paper and pen to score the match, then transcribe into software in the order the software expects. (this disclaimer added due to known issues with tie-breaking portion of software, some of which might not have been addressed at time of updating these rules).
- Each tie-breaking game is played as a shared game with two players from each team.
 - Step 1: HOME team picks machine for game 1 and two players to play game 1.
 - Step 2: AWAY team picks two players for game 1
 - Step 3: AWAY team picks machines and players for games 2 and 3.
 - Step 4: HOME team picks players for games 2 and 3.
- The team that picks the machine for a game, plays first in that game. The software may show it differently; simply be sure to record scores in the proper location within the software.
- For 3 ball games, one player plays balls 1 and 3, the other plays ball 2 and an extra ball, if possible.
- For 5 ball games, one player plays balls 1, 3 and 5, the other plays ball 2, 4, and an extra ball, if possible.
- The team winning at least 2 tie-breaking games is awarded 1 additional match point and declared winner.
- Tiebreaker games DO NOT count towards participation bonus points. Those should be calculated prior as part of determining if a tiebreaker is needed.

Malfunctions and Rulings

MNP operates on the standardized IFA/PAPA Rule set (<https://www.ifpabinball.com/rules/>), except when a rule is overridden by statements in this MNP rule set.

Exceptions to IFA/PAPA rules include the following:

- If a machine has a "catastrophic" malfunction and is determined to be down and out, the team that selected the machine selects a new machine, provided it is not one already played in the round. They may also select new players, as long as they have not already played in the round, including the players from the malfunctioned game. The responding

team then may also select any players from their pool of players that did not play in the round, as well as their players in the malfunctioned game.

- If a compensation ball is awarded due to a major malfunction, and the player earns an extra ball, they may choose to play the extra ball in lieu of the compensation ball that would otherwise be played at the beginning of a new game.
- If the captain or co-captains from each team come to agreement on a fair alternate ruling, that ruling will stand.
- If the captains cannot agree on a fair ruling, and they are uncertain how to interpret the IFFPA/PAPA Rules, Captains are encouraged to ask one or more players on their teams, especially those with significant tournament experience, to help interpret the ruling.
- If there is still no resolution, then a text message can be sent to the commissioner of rules and regulations (Dave, 410-507-9020) (who might be playing at another location), with a maximum 10-minute wait for a response. If there is a response, then the response is binding. Since a response cannot be guaranteed, if there is no response in 10-minutes, and no resolution per PAPA rules, and captains cannot agree, then the game is voided; BOTH teams get a 0 for that game.

Unfortunately, not all locations have key access to every machine. In case of stuck balls during multiball on such machines, the ruling is to play on. If this leads to a situation that is clearly not fair as it leads to an exploit, then the rules for beneficial malfunction should apply. Captains should agree on a fair ruling.

Player Conduct

All players should read the IFFPA/PAPA **Player Conduct** rules, listed in Section III here:

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

We are all guests of the bars that host our matches, so we must behave like guests. If a player displays unsportsmanlike conduct or threatens the safety of any individual or machine, then that player should be reported to a league official. The league will investigate the incident and, if necessary, disciplinary action will commence. Mild infractions will incur a warning, while extreme misconduct or repeated infractions will result in suspension or expulsion from the league.

Monday Night Pinball prohibits discrimination or harassment of any kind and will strive to create a safe and fun environment for all participants. Any threats or intimidation of other players or teams will not be tolerated. Any league member who has experienced or witnessed harassment, discrimination, or violence toward another league member or guest, or believes a particular person, team, or location creates an unsafe environment for any reason should contact the league immediately. All league members have a responsibility to submit complaints to their captain or to the MNP board in a timely manner. The league encourages prompt reporting of all incidents, regardless of who the offender may be.

In the event that a formal complaint is submitted to the league, an impartial investigation into the complaint will begin. This investigation will be kept confidential to the best extent possible, and

will be conducted by the MNP board. Every reasonable effort will be made to rationally, objectively, and promptly resolve all complaints. At the end of the investigation period a ruling will be made by the board.

Any league member who is found to be in violation of the code of conduct will be subject to disciplinary action as determined by the league board. This action may include suspension or expulsion from the league. Any league member who is found to have initiated a false complaint at the end of an investigation may also be subject to disciplinary action.

The staff or management at any location has the right to evict any player from the location at any time. Should that happen, that player is disqualified from their current game if they are in the middle of a game, and cannot play in any subsequent round that night, nor can they remain on the premises. Any player that is evicted from a location, whether it be that night only or a longer period of time, will automatically incur a disciplinary review by the board. Captains are responsible for reporting such incidents to league officials within 24 hours of the incident, which should include their best assessment of what happened.

Coaching

Coaching of teammates is encouraged. However, coaching or any verbal communication to your opponent while they are playing is considered interference, and is not allowed.

Exception: per IFPA rules is if there's a stuck ball during multiball, an opposing player can say "stuck ball" loud enough for the player to recognize it.

When coaching a player who is actively playing, that player must still adhere to IFPA/PAPA rule of not delaying more than 30 seconds while discussing or taking instruction from a teammate coaching them. If they do, the delay of game rules as described in the IFPA/PAPA rule are in effect.

Death Saves and Bang Backs

Techniques known as "Death Saves" and "Bang Backs" are not permitted during match play. However, should the drained ball bounce back into play without deliberate player action, the ball may be played. A player caught ATTEMPTING one of these techniques during match play will forfeit their score.

Exception: if the machine has a post with rubber in areas after the ball drained whose purpose is to provide the player a final chance to regain the ball, then in those cases only, the player can attempt to nudge the ball when it gets to the post. Notable machines with such features include Centaur with posts in each outlane and a gate to let ball in, the right-side post on Indy Jones for narrow escape, and the center post that is close to drain on Xenon.

Schedule, Standings, and Playoffs

The regular season consists of 11 weeks of round robin play within two separate divisions

- Half of games will be at a team's home venue. Half will be away.
- The full schedule will be created and distributed prior to the start of the season.
- Number of teams, conference organization, and distribution of matches may change from season to season, depending on number and location of teams that season.

Standings

League standings are maintained based on win/loss record, with cumulative match points recorded as the first tiebreaker. Since match points earned is used to break ties, it is important to play every game during match play. Do not end a match early simply because one team has earned enough points to record a match win.

At the end of the regular season, if two teams have the same record and same number of match points, then their head-to-head result will be considered to break the tie. If they did not play each other, their record vs common opponents will be used to break the tie. If still tied, their points vs common opponents is used. If still tied, the league will flip a coin.

Playoffs

PLAYOFF SEEDING/BRACKET

Top 6 teams in each division at the end of the regular season make the playoffs

- WEEK 1 (Quarter-Finals)
 - Top 2 teams in each division get a bye and home field advantage in week 2
 - Team 3 vs Team 6, and Team 4 vs Team 5 (matches are played at the higher-seeded teams' home locations)
- WEEK 2 (Semi-Finals)
 - Teams are re-seeded into new bracket
 - Team 1 vs Team 4, and Team 2 vs Team 3 (matches are played at the higher-seeded teams' home locations)
- FINALS
 - Division 1 Final 4 will compete at a single neutral location, with winners of the semi-finals playing for 1st and 2nd, and losers of the semi-finals playing for 3rd and 4th.
 - Division 2 Final 4 will compete at a single neutral location, but different than where Division 1 finals is occurring.

Except for the championship finals, the team with the higher seed gets home-field advantage, with the match played at their home location. Location of championship finals and consolation finals is a neutral location that is not home for any of the final four teams. Location of these matches is to be announced no later than 48 hours after conclusion of Quarter Finals match, but could be announced earlier if the planned host does not have any home team in the playoffs.

The regular season schedule is created to avoid two matches in the same location, but on rare occasion it can happen, in favor of meeting other scheduling criteria. In Finals, there is always two matches doubled-up, and larger locations are selected as the neutral locations. When there

is doubling up, the captains for one of the two matches can agree to start either 15 minutes earlier, with picks at 8:30pm, or 15 minutes later with picks at 9:00pm. As long as the matches are staggered, the night should run smoothly. If captains don't agree on a time shift, then everything starts on schedule at 8:45pm, and the teams simply need to wait for machines when there are conflicts. On these nights, players should not practice between rounds on machines selected for use by the other match.

Other

Tardiness and Early Departure

Matches should start on time provided 8 players from each team are present. The match should not be delayed simply because a "better" player is on their way. If there are not enough players to start, but more are on their way, or the captain is speaking to locals at the bar to recruit a substitute for the night, then the start of the match may be delayed for up to 15 minutes. After 15 minutes, league must move on, and games of missing players get forfeited. Team captains are encouraged to use players who are on time in Round 1, and have late arriving players only join in for Round 2.

Forfeits

If a team cannot field at least 7 players (including substitutes) within 15 minutes of the scheduled starting time, then they forfeit the match. The team that is present will receive the win and 41 match points (50% of 82 points) for purposes of standings. The team that forfeits receives 0 points and 0 match points. If 7 or more players from the team that is present remains at the location for at least two hours after the start time, then they will receive an additional 20 match points for a total of 61 points (~75% of 82 points). This additional reward in points is out of respect for the location owners who host the league, who may be counting on business brought in by league participation.

Game Payment

It is the shared responsibility of both teams to pay for the individual pinball games. In the event that a player "Matches" or earns a "Free Play" then that player's TEAM will earn the extra credit and it will be passed along to the next match up. TEAMS, not individuals, earn extra play.

Idle Machines

During a match, players are allowed to practice on those machines which are not in use under a few conditions. First of all, practice games may not interfere in any way with match play. If the machine is needed to progress the match, then league players should surrender the machines immediately for match play. Also, if the practicing player's physical presence is deemed a distraction to a match game, then the practicing player should not practice on that machine.

When a practicing player is needed for a match game, then that player must immediately step away from practicing to participate in match play, so as to not hold up the match. Finally, those practicing MUST allow other players, from either team, to join them in the practice game. Once

machine selections are made for a round, no player can start a new practice game on any machine selected for use in that round.

Minors

Monday Night Pinball is a 21+ bar league. Minors are not allowed to participate in the league. In addition, league players are not allowed to bring minors to matches at a location that has an age restriction. Age restrictions of a location are based on state licensing, and the league and location must abide by them. Use of a minor in a league match at an all-ages location will be penalized as an illegal sub, and subject to match bonus points penalty accordingly.

Location Availability

Venues need to continue to meet the same location requirements that new locations are required to meet, as listed in the [Call for Teams](#).

If a team has advanced knowledge of a location not being available on league night, they should notify the league and opposing captain when the issue is identified. The league and captains will discuss the best plan for upcoming league night, including the option of moving to another location preemptively based on the risk of the location not being available.

Machine Availability

Locations must have at least 8 games per the location availability rules. On league night, at least 5 of them must be in league-worthy condition to host league play, or the match must move to another location. The league should be notified any time a location failed to meet this requirement. Repeated issues could lead to a team being forced to choose a new venue.

A machine is considered league-worthy if it meets the following criteria:

- Machine is primarily pinball. A machine with a video mode is OK, but a machine in which more than 10% of the time is in video mode, or for which you can lose your turn by losing video mode instead of draining a ball, are not eligible.
- All switches are registering (it's allowable for some switch errors, as long as they are non-critical for game play and both players agree to proceed with the match ahead of time).
- Any shots or features that are not working but have suitable compensation enabled (like disabling claw in Demolition Man) is acceptable.
- Lower flippers are strong enough to hit every shot, even after the machine has been in constant use for 30 minutes. Upper flippers are strong enough to make crucial shots (a broken upper flipper on some games like Mars Trek is acceptable, but on most games it isn't).
- Most (preferably all) lights are working.
- Playfield is reasonably clean, and doesn't have significant grime build-up. Playfield wear is normal for older machines, and not a reason to flag a machine as not league-worthy.
- Balls rarely get stuck.

- Machine does not regularly glitch, such as resetting mid-game, ending balls prematurely, creating arbitrary multi-balls or not serving multiple balls during multi-ball, etc. A machine that does this rarely (e.g. at most once a league night) is ok; THE FIRST TIME IT HAPPENS, malfunction rules apply. If it's happening more frequently, the machine is not league worthy.

Machines that are not league-worthy should not be used. Any machine that the venue has flagged as out-of-order should not be used. Any other machine is to be used, unless both captains agree that it is not league-worthy. If only one captain thinks a machine is not league-worthy, then the machine is "in" and available for selection. However, upon first occurrence of a situation that requires a major or beneficial malfunction ruling, then malfunction rules shall apply to that game, and the machine should not be used in subsequent rounds for rest of the evening. If a minor malfunction continues to happen and is the same for both teams, then play continues.

If there are not at least 5 working machines at the home venue, the match must occur at a close-by board-approved venue. The selected replacement venue must not be hosting a match. The home team has choice of this alternate venue, although a mutually agreeable venue with the visiting captain is preferred.

If it is known several hours before league time that the location is problematic, the host team captain should contact visiting captain and possibly setup the alternate venue ahead of time.

Closed Venues

If a location is closed or unavailable for one league night, apply the machine availability rules above. If a location closes temporarily or permanently, the remainder of the season is to be carried out by a team selecting a home location for each remaining home match. This could be the same each week, or move from week to week, based on availability.

The home team must notify the league via the captain's group at least one week prior to each match, what location will be the home location for their next match. It must be either a current league location that is not hosting a home match that night, or a location that meets league criteria that has been pre-approved by the board as acceptable to play in. If the home team fails to notify what location to use one week before, a league commissioner will make the decision and post it to the captain's group.

Regardless of where the team plays, they will carry out the season under the banner of their original home location for that season. Prior to the next season, the league and team captain will discuss on a case-by-case basis whether the team needs to find a new home, can wait for the location to reopen, or must disband the team.

Any match when fewer than 5 machines were available at a location, league officials should be notified. They will contact the location owner/operator, as awarding a team to a location came with the understanding that at least 5 machines would be available for play at the start of each week. Prolonged lack of machines can result in forfeit, suspension, or removal from the league, but we will try to work with owners to help prevent this from happening. If captains cannot come to an agreement, then a text message to league officials should be made. Any decision by league official is final.

Captain Responsibility

Captains on each team are selected for the difficult task of helping to run a smooth league that is distributed at many locations. The league relies on the captains to negotiate with one another to manage as many rulings as possible without league official intervention, in as fair a manner as possible. The league retains the right to remove captains who are not cooperative, and who put the advantage of their own team ahead of the interest of the league to run smoothly by not being willing to negotiate fair terms with the other captains.

In all cases, league officials are only a text message or phone call away. They also play in the matches and might not be able to answer in a timely manner, but please feel free to contact league officials when necessary for help in making fair rulings.

Anytime captains are uncertain about how to deal with a situation, they may contact any board member for advice. During league night, Commissioner of Rules and Regulations is on standby to quickly address issues if possible, and many of the other board members are available as-needed to answer question via text, voice, or in person if one happens to be on your team or the opposing team.

Division Assignments

The league is structured in two divisions, called Division 1 and Division 2. Division 1 was initially established with the 12 strongest teams in the league. Each season through promotion, relegation, disbanding, and expansion, the teams in this division are adjusted. All remaining teams are in Division 2.

Expansion teams are always added to Division 2. Teams in Division 1 that lose 5 or more of their players between season will automatically be disbanded and must re-apply as an expansion team, and will re-enter in Division 2 as well.

After each season, the highest ranked teams in Division 2 will be promoted to Division 1. Some lowest-ranked teams in Division 1 will be relegated to Division 2, in order to keep Division 1 at 12 players. The guidelines for promotion and relegation are the following. The Board of Directors will make the final decision of who is promoted and relegated, based on applying the following guidelines:

- A team's likelihood of being promoted or relegated are based on the number of wins they obtain during the season, including playoff wins. The objective is to keep teams balanced in each division, while to the extent possible having teams on the threshold play in their division of preference.
- Teams with at least 11 or more wins (including playoffs) in Division 2 are destined to be promoted to Division 1.
- Teams with 8 or less wins (including playoffs) are destined to remain in Division 2.
- Teams with 2 or less wins in Division 1 are destined to be relegated to Division 2.
- Teams with 5 or more wins will remain in Division 1, unless they don't retain at least 5 of their 10 players.
- If there's an uneven number of teams eligible for promotion and relegation, then the Board of Directors will decide which Division 2 teams with 9 or 10 wins might also be promoted, and which teams with 3 or 4 wins in Division 1 might also be relegated. If this is not sufficient to ensure exactly 12 teams in Division 1, then only in that case might a team end up in a division different than what they are destined for, based on above bullets.

Board of Directors

The league is a 100% volunteer operation, led by the Board of Directors. The Board of Directors consist of two types of positions, Commissioners and Advisors.

Commissioners are responsible for the day-to-day operation of the league, and have indefinite appointments. They are responsible for organizing schedules, rules, format, teams, players, maintain the website, and respond to any issues that may arise during the season. A commissioner's appointment only ends if they voluntarily step down, or the rest of the Board of Directors has a non-confidence vote that a particular commissioner is not adequately executing their responsibilities and negatively affecting the league.

Advisors are representatives of the players and have one-year appointments that expire after the Spring season. The method of selecting advisors is TBD[being revised in Spring 2019]. Advisors are responsible for reviewing issues with individuals, teams, or locations, including discussions of disciplinary actions to take when there are serious issues. Advisors provide regular feedback to the commissioners to help make difficult decisions throughout the season and between seasons. Advisors may also assist commissioners in the day-to-day operation or in organization special events.

Generally there will be three advisors, but additional advisors may be added if either Division 1 or Division 2 does not have at least two representatives on the board, which could occur if a team that the advisor is on is promoted or relegated.

Commissioners need not be roster members, and can remain commissioners as long as they continue with the daily and weekly duties their position entails. Advisors must be roster members. If they drop from a roster, then they are subjected to being replaced. Anytime an

additional advisor is selected mid season (per TBD method), they will have a shortened term, still ending after the Spring season.

At most one Advisor's appointment can be renewed for a second year. At least two advisors will rotate annually.

Current Commissioners are the following:

- Alexa Philbeck, Chief Commissioner
- Geoff Simons, Commissioner of Operations
- Michael Adcock, Commissioner of Information Architecture
- Dave Stewart, Commissioner of Rules and Regulations

Current Advisors with terms expiring in June 2019 are the following:

- Maureen Hendrix
- Eric Csakany
- Megan Czahar