

Seasonal Pinball League Rules

v. 6.13.25



SUMMER PINBALL LEAGUES

THURSDAYS @ 7:00 PM

*Past Times Arcade
Girard, OH*

01. Introduction

a. Purpose

- i. The Past Times Pinball League rules provide a format for friendly league competition for pinball players of all skill levels.

b. Location

- i. The Past Times Pinball League will meet at Past Times Arcade, 419 N. State St., Girard, OH 44420, unless otherwise announced for special events or occasions.

c. Dates and Times

- i. The Past Times Pinball League will meet for "League Night" seasonally on Thursday evenings.

- ii. Leagues start promptly at 7:00 pm.
- iii. Doors open for weekly registration and practice time at 4:00 pm.
- d. *League Registration Fees and Dues*
 - i. The Past Times Pinball League requires a one-time registration fee of \$40 for each new league season.
 - ii. League members are required to pay an entrance fee of \$10 per week.
 - 1. The weekly entrance fee is required on the first week of league play in addition to registration fees.
 - 2. The weekly entrance fee of \$10 per week is waived for league players with a valid Past Times Arcade membership.
- e. *League Divisions*
 - i. To support the learning and enjoyment of the sport of pinball, players will be able to sign up for one of two divisions each league season.
 - 1. Open Division: IFPA Sanctioned Co-Ed Competitive
 - 2. Women's Division: IFPA Sanctioned Competitive

02. League Officials

- a. *Definition*
 - i. For situations requiring an immediate decision or rule interpretation, League Official refers to the highest-ranking league official present who is not directly affected by the decision.
 - ii. Rulings on malfunctions or interference should be deferred to an uninvolved League Official.
 - iii. In other cases, League Official refers to any appropriate league officer.
- b. *Senior League Official*
 - i. The Senior League Official, henceforth referred to in these rules as the SLO, shall be appointed by the management of Past Times Arcade.
 - ii. The SLO may participate as a league player upon their choosing.
 - iii. The SLO is responsible for league tasks such as scheduling, collecting dues, communications to league members, making rule changes, scorekeeping, and any other organizational duties required for the effective and efficient running of the Past Times Pinball League.
 - iv. The SLO may assign TD (tournament director) tasks to members of the Past Times Pinball League as necessary.
- c. *Discretion of Officials*
 - i. League rules are a guide to help ensure fair league play. Situations will arise that are not specifically covered by these rules.
 - ii. In the event that league rules do not cover a situation, the SLO should make a decision in the spirit of the rules.
 - iii. SLO decisions shall be documented for later reference and be applied consistently should the situation arise again.

03. League Attendance

- a. *Absences*
 - i. The SLO will set the complete league schedule before league play begins.
 - ii. League members may miss two (2) weeks of the season without any score penalty (See Section 06.d.v.).
 - iii. Players missing registration on Week 1 of league play must register by no later than Week 3.
 - 1. Players will receive scores of 0 for the weeks they miss.
 - 2. Players will be placed in groups based on the rules set forth in Section 06.a.
 - iv. Players not attending any league night on any given week will be given a score of zero.
 - 1. Exceptions may be made in the case of canceled league events (see Section 03.d.).
- b. *League Start Time*
 - i. League play begins promptly at 7:00 pm each week with announcements and group assignments.
 - ii. Non-league games in progress at league start time are to be immediately halted.
 - iii. Players are to join their assigned groups and begin to play immediately.
- c. *Tardiness*
 - i. Any player not signed in by the league start time will be considered tardy.
 - 1. Players may not sign in any player other than themselves.
 - 2. Players who communicate unforeseen circumstances, including but not limited to traffic or vehicle issues or emergencies, will be given no more than a 20 minute grace period.

- ii. Tardy players will either be put into their original group assignment or put into a group containing the least number of players that has the most games remaining.
- iii. Tardy players may not enter a game already in progress and will receive last place scores on all the games they did not participate in.
- d. *Inclement Conditions and Cancellations*
 - i. The SLO may cancel a league night due to inclement weather or other inclement conditions, particularly if travel conditions are deemed unsafe for players.
 - 1. The SLO is responsible to notify all players if it is deemed that a league night cannot be held as scheduled.
 - 2. Notifications will be posted on www.pasttimesarcade.com/leagues as well as the league Facebook page.
 - 3. League Officials will schedule a make-up date for all players affected.
 - 4. Extra time may be allotted at the discretion of the SLO for tardiness in the event of inclement conditions.
 - ii. Past Times Arcade may need to close down due to weather or power outage during league play.
 - 1. If less than two games have been played by any group, the match shall be canceled and not recorded.
 - 2. If two or more games have been played by all groups, then scores will be recorded only for those games played by all groups.
 - a. Other games will be recorded as forfeits; these forfeits will not count toward individual player forfeit totals.
 - b. Missing games will be rescheduled by the League Officials.

04. Machine Play Rules

- a. *Extra Balls*
 - i. All extra balls must be plunged by the earning player. The player may not touch the machine after plunging to allow the ball to drain.
 - ii. Any earned points from the initial extra ball plunge through a ball save to the next player's turn will count towards score.
 - iii. "Buy-ins" for extra balls are not permitted.
 - iv. Games specifically designed as Add-A-Ball (AAB) games such as Gottlieb Wedgeheads and Williams Reverse Wedgeheads are an exception to this rule. Players are to play all extra balls on this specific subset of games.
- b. *Replays and Specials*
 - i. No award is given for credits earned by replays or specials during league play.
 - ii. If a machine awards extra balls for replays or specials, they are played as prescribed in Section 04.a.
- c. *Malfunctions*
 - i. Major Malfunctions
 - 1. To keep league play on track and prevent excessive focus on minor glitches, only a major malfunction can affect league play.
 - 2. A Major Malfunction is defined as a machine issue that results in a loss of a playable turn that is not a normal part of the game (i.e. premature loss of turn).
 - 3. A Playable Turn is defined as a player's current turn at play and any other balls the player is entitled to play.
 - 4. An active multiball is part of the "current turn at play" and therefore a major malfunction during multiball is only counted once.
 - 5. If an issue with a machine is announced to league players by the SLO prior to the start of league play, that issue will NOT be considered a major malfunction even if the result is loss of ball in play.
 - 6. In disputed situations, the SLO shall decide whether or not a malfunction is considered major.
 - 7. The following are examples of major malfunctions.
 - a. A turn ends prematurely (i.e. with 1 or more balls in play as in multiball).
 - b. A ball is auto-plunged or otherwise shot into play prematurely.
 - 8. The following are examples of what would NOT be considered major malfunctions.
 - a. A player tilts away a stuck ball when it is not clearly necessary (see Section 04.d.).

- b. A multiball round ends prematurely but does not result in loss of turn.
 - c. A ball goes airborne and drains.
 - d. A lit kickback fails to kick the ball back into play.
 - e. A ball saver fails to work.
 - f. A player tilts another player's ball.
 - i. This is considered interference (see Section 05.d.).
 - g. A game kicks 2 balls into the shooter lane and the turn ends when one drains.
 - h. A switch intermittently not registering.
- ii. Positive Malfunctions
 - 1. A Positive Malfunction is defined as a malfunction that causes a player to receive an exceptionally unfair advantage over the other players
 - 2. A one-ball "multiball" nor a missing tilt assembly is not considered to be an exceptionally unfair advantage.
- iii. Catastrophic Malfunctions
 - 1. Catastrophic Malfunctions are defined as malfunctions that cause a total and complete shutdown of a pinball machine.
 - 2. The following are examples of Catastrophic Malfunctions.
 - a. Slam tilts.
 - b. Total machine failure.
 - c. Fire due to overheated components.
 - d. Main processor halts.
- iv. Malfunction Resolutions
 - 1. Major Malfunctions
 - a. When a major malfunction occurs, it is the player's responsibility to notify the SLO calmly and promptly.
 - b. If the SLO agrees 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 once the current game is completed.
 - i. No attempt will be made to re-establish the state of the machine at the time of the major malfunction.
 - ii. The player's total score on the additional ball of play will be added to their previous score and the new game will be terminated.
 - c. A player may request, if and only if a tournament official approves, to terminate the current game, record their score, start a new game, play the appropriate amount of balls, and add the new score to the old score to determine their total score.
 - i. This approach is functionally similar to the process prescribed in Section 04.c.iv.1.b., but may afford different strategic opportunities to the player.
 - ii. In no event shall a player be allowed to abuse this rule through intentionally seeking a major malfunction.
 - d. 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 void and the scores will be discarded.
 - i. Machine repairs may be attempted and the player(s) will restart play without tracking previous scores.
 - e. In the event that two or more major malfunctions take place during the same game, the game may be declared unplayable by the SLO.
 - f. Under certain conditions, a player may decline a major malfunction.
 - i. This must be approved by a tournament official.
 - ii. This must not result in a situation which provides an unfair advantage to the player.
 - 2. The SLO may declare a machine unplayable at any time if it is not functioning properly and the resulting malfunction(s) will, in their estimation, impair the ability of players to obtain fair scores.
 - 3. If the first ball played by all players result in major malfunctions, or if play cannot be continued on a machine for any reason, the machine is automatically declared unplayable for the rest of the meet or until the machine is repaired.
 - a. In these cases, the entire game is replayed immediately on a machine chosen by the player who selected the affected machine.

4. Positive Malfunctions

- a. If there is no reasonable way to avoid a positive malfunction, the game is to be stopped and a new game is started either on the same machine or on a different machine at the SLO's discretion.
- b. If a positive malfunction can be avoided (such as the awarding of extra points by the repeated tapping of a flipper button), then this behavior shall be reported to the SLO and shall be avoided during subsequent league play.
- c. A game may be replayed at the discretion of the SLO if it is felt that an unfair advantage was already gained by one or more players due to the malfunction.
 - i. The SLO may also rule that completed scores on the game are to be discarded in this situation.
- d. It is the responsibility of all members of a group to ensure that positive malfunctions are not abused.

5. Catastrophic Malfunctions

- a. Catastrophic malfunctions are to be handled on a case by case basis.
- b. Frequently, catastrophic malfunctions will invalidate all scores for that group on the affected machine.
- c. Depending upon when the malfunction occurs, the scores may stand as played if so decided by the SLO (e.g. catastrophic malfunctions on the last ball of the game).
- d. Any recorded scores on the affected machine at the time of failure will be used if the machine is brought back into service and affected players replay, or players accept the agreed-upon scores.
- v. It is recommended that the league prepare a maintenance sheet on which is noted any malfunctions that are found on the various machines during league play. This list should be passed on to the site's management to assist in the proper maintenance.

d. *Stuck Balls*

- i. If after the following a player's ball remains stuck in the middle of a turn, the player should raise their hand and/or tell the other players in their group to notify the SLO.
 1. Nudging the machine a little does not release the ball.
 2. The game goes into ball search (if applicable) and does not release the ball.
- ii. The SLO will remove the playfield glass and place the ball on a flipper depending on where the ball was stuck.
 1. If the ball is stuck on the left side of the playfield, the ball will be placed on the cradled left flipper.
 2. If the ball is stuck on the right side of the playfield, the ball will be placed on the cradled right flipper or shooter lane.
 3. Ball placement is at the full discretion of the SLO.

e. *Additional Rulings*

- i. Any situation requiring a ruling not specifically mentioned in the Past Times Pinball League rules shall utilize the most recent PAPA rules set (www.papa.org).

f. *Game Play Promptness*

- i. Upon a player's turn at a machine in a league match, they are expected to begin play promptly.
- ii. Should a player not begin play in a reasonable amount of time, the SLO may plunge the ball for him, and the player may not play the ball.
 1. A reasonable amount of time is usually, but not always considered to be 5 minutes.
 2. Please be courteous and notify your assigned group if you leave to use the restroom or get something from the kitchen to alleviate any promptness issues.
 3. The SLO and/or their designee are exempt from this rule if they are attending to any issues another group may have.

g. *Game Practice*

- i. Practice on any of the arcade machines is permitted during league play.
 1. Players are not permitted to practice on a machine directly to the left or right of a league game in progress.
 2. Practice games may not interfere with the league play of their group or another group of players.
 3. Practice games must end immediately if a league group is ready to play a scheduled match on that machine.

h. *Distractions*

- i. In general, random distractions that occur during league play, including minor physical bumps, are considered play conditions and no allowances are made for the effects of such distractions to a player's game.
- ii. Excessive celebration or frustration that is distracting to another player or that is taken out inappropriately on a machine will be penalized with a yellow card.

05. Illegal Actions and Severe Violations

a. *Improper Number of Games Started*

- i. If too many games are started inadvertently, the game must be restarted.
 1. If too few games are started, additional games are to be started, if possible, so that the number of games on the machine matches the number of players in the group.
 2. If the proper number of games cannot be started by the above means, the game is ended immediately and a replay of the machine by all players commences.
- ii. There is no penalty for the player who started the incorrect number of games as all players are responsible to ensure the correct number of games is started on a machine.

b. *Playing an Opponent's Ball*

- i. It is a league member's responsibility to know what player they are assigned in league play. League members should consult their score sheet if they are unsure of their turn order.
 1. This also includes being aware if the previous player did not plunge their extra ball.
- ii. Immediately upon realizing the error of playing an opponent's ball, the violator shall attempt to trap the ball(s) on a flipper.
- iii. The violator will receive a score of 1 for that game.
- iv. The victim of the violation may choose one of two options to resume game play following the violation.
 1. The victim may continue playing the erroneously plunged ball if control can be recovered.
 2. The victim may drain the plunged ball and play an additional ball through a new game (comp ball).
- v. The victim must announce their decision to all players in the group prior to resuming play.
 1. The victim is responsible for ensuring that the next player does not begin play before their decision is announced.
 2. Should the victim allow the game to continue without announcing a decision, then it is presumed that they wish to continue the game and play an additional ball.
- vi. If the affected ball was an unallowable extra ball, there is no compensation as prescribed in Section 05.b.v.
 1. Points earned on the playing of an extra ball counts and remains a part of the victim's score.

c. *Cheating*

- i. Cheating is defined as the violation of any rules with the clear intent of preventing another player from fairly playing the machine or of unfairly increasing one's own score.
 1. Cheating is not tolerated.
 2. Penalties for cheating will be determined by league officials based on the severity of the offense.

d. *Interference*

- i. Interference in another player's game is not tolerated.
- ii. Interference includes, but is not limited to:
 1. Intentional slam tilts
 2. Tilting an opponent's ball.
 3. Nudging the machine during another player's ball even if the action does not cause the victim to lose the ball.
 4. Intentional distraction of a player during their play.
 - a. Talking or coaching is not considered interference unless the player at the machine specifically requests that they not be spoken to during play.
- iii. If interference causes a drain and/or loss of turn, the victim of the interference may choose one of two options to continue gameplay following the violation.
 1. The victim may choose to restart the entire game.
 2. The victim may choose to continue the game and play 1 additional ball to replace the interfered ball.
 - a. The additional ball may be an earned, normally unallowable extra ball or a buy-in ball.
 3. The victim must announce their decision to all players in the group prior to resuming play.

- a. The victim is responsible for ensuring that the next player does not begin play before their decision is announced.
 - b. Should the victim allow the game to continue without announcing a decision, then it is presumed that they wish to continue the game and play an additional ball.
 - iv. Interference is a serious violation of league play rules, and a penalty will be addressed on the violator as prescribed in Section 05.g.
- e. *Slam Tilts*
 - i. A slam tilt is defined as a tilt caused by an aggressive shove of the machine or by an attempted bang back or death save and is considered illegal.
 - 1. The violator will receive a 0 score for that game.
 - 2. The violator will not receive a choice of game for the following match.
- f. *Death Saves and Bang Backs*
 - i. Death Saves and Bang Backs are techniques used by some players to return a ball back into play that has already gone down an outlane or otherwise drained.
 - ii. Death Saves and Bang Backs are not allowed in league play.
 - iii. A player that successfully performs a death save or bang back will receive a score of 0 on that game and must plunge any balls without playing them.
 - iv. Balls are allowed to bounce back into play of their own accord. This is most common on Gottlieb and newer Stern games.
 - v. Although these techniques are illegal in game play, they are not considered a serious violation of league rules as defined in Section 05.g. as they do not interfere with any other player's game.
- g. *Joe Melfi Rule*
 - i. High powered magnets of any type are strictly prohibited. Sorry, Joe. You have to move the balls with the flippers.
- h. *Serious Violations of League Rules*
 - i. Serious violations are those so designated in these rules as well as any conduct by a player that the SLO determines to be exceptionally detrimental to the league.
 - ii. Examples of serious violations include, but are not limited to the following.
 - 1. Interference.
 - 2. Slam Tilts.
 - 3. Vulgar/Inappropriate Language.
 - 4. Mistreatment of League Officials.
 - iii. Serious violations are cumulative over an entire season, not just one match.
 - iv. The following penalties are assessed for serious violations.
 - 1. First and Second Offense
 - a. Forfeiture of the current game with a machine score of zero (0).
 - b. If the violator's group does not have a current game in progress, a machine score of zero (0) points will be assessed against the game of the current match for which the violator has the highest league points.
 - i. If there is more than one such game, the last such game of the match will be penalized.
 - 2. Third Offense
 - a. Forfeiture of all games in the current match with machine scores of zero (0).
 - b. Behavior which causes a player to be ejected from Past Times Arcade by the SLO or management will be penalized as an automatic third offense even if it occurs before or after league play.
 - c. If the violator's group does not have a current match in progress, the match chronologically closest to the violation will be penalized.
 - 3. Fourth Offense
 - a. Forfeiture of the season.
 - b. The violator's scores are wiped and the player will be suspended from the league.
 - c. Violence of any kind against fellow players, vandalism of pinball machines or other property of Past Times Arcade or league members will be penalized as an automatic fourth offense.
- i. *Player Conduct and Sportsmanship*

- i. Past Times Arcade league players are expected to maintain a level of conduct and sportsmanship during league events. This includes respecting the location, machines, players, and other patrons and/or employees of Past Times Arcade.
- ii. Verbal abuse directed at an official or another player is considered a violation of league rules.
- iii. Loud verbal outbursts, especially vulgar or profane ones, are considered a violation of league rules.
- iv. Pinball machine abuse is considered a violation of league rules.
 1. Nudging and tilting a pinball machine are both normal parts of pinball play as well as slap saves and any other reasonable moves on a machine to try and save a ball. None of these are considered to be against league rules.
 2. Pinball Machine Abuse is defined as any type of violent shaking, kicking, dropping of the machine, hard smacks on the lock bar or glass, tilting on purpose after a ball drain (rage tilting), shoving the machine, etc. These are considered to be against league rules.
- v. The SLO will enforce the rules of player conduct and sportsmanship and violators will be subject to any of the following depending on the severity of the offense.
 1. Verbal Warning
 - a. A Verbal Warning lets a player know they are in violation of the rules as listed above.
 - b. Multiple verbal warnings will result in being issued a yellow card.
 2. Yellow Card
 - a. A Yellow Card is defined as a recorded formal warning.
 - b. Yellow cards may be issued for multiple verbal warnings or if an outburst or machine abuse is egregious.
 - c. A second yellow card in the same season will result in the loss of 10 points from the violator's overall season score at the end of the season.
 - d. Three or more yellow cards in the same season will eliminate the violator for the remainder of the season including finals.
 - e. No monetary refunds will be given should an elimination occur.
 3. Red Card
 - a. A Red Card is defined as the equivalent of 2 yellow cards.
 - b. Extreme examples of outbursts or machine abuse along with physical threats or violence towards another player or league officials will result in the issuance of a red card.
 - c. A red card will result in the loss of ten (10) points from the violator's overall season score at the end of the season.
 - d. Any additional yellow or red cards in the same season will eliminate the violator for the remainder of the season including finals.
 - e. No monetary refunds will be given should an elimination occur.

06. League Night Procedures

a. Player Group Assignments

- i. All of the players' names in attendance at the start time of the first week of play as defined in Section 01.c.ii will have their names randomly drawn by the SLO and will be placed into two, three, or four player groups.
 1. Two (2) player groups will not be used unless absolutely necessary.
 2. If, based on the number of players in attendance, groups of different sizes are necessary, four player groups are drawn first followed by groups of three and then groups of two.
 - a. For example, seven players in attendance would require a four player group and then a three player group. The four player group would be drawn first followed by the three player group.
- ii. After the first week of league play, players will be regrouped weekly according to their previous week's scores to encourage players of similar skill levels to compete against one another and to foster social interactions within Past Times Pinball League play.
 1. Top scores 1-4 will be grouped together, then scores 5-8 will be grouped together, etc.
 2. Should a player's previous week's score be a zero (0) due to an absence from the previous league night, they will go to the bottom of the results list.
 3. Should ties in scores occur that require breaking to sort players into groups, scores from two weeks previous will be used to group players.
 - a. Should there be ties in the two weeks previous scores, the scores from three weeks previous will be used to group players. This will continue until ties are broken.

- b. If ties cannot be broken in the manner listed above, player names will be drawn at random.

b. Player Order Assignments and Rotation

- i. Player order shall be determined by the order of scores from the previous week's league night play.
 1. The league member with the highest previous week's score in each group shall be designated as Player 1.
 2. The remaining league members in each group will be assigned Players 2-4 by descending order of their previous week's scores.
 3. Should ties in scores occur that require breaking to determine player order, ties will be broken as described in Section 06.ii.
- ii. Player order shall rotate throughout each match during league night.
 1. The league member designated as Player 1 in each group will take the 1st Player position in Game 1 followed by Players 2-4.
 2. The league member designated as Player 2 in each group will take the 1st Player position in Game 2 followed by Players 3, 4, and then 1.
 3. This rotation will continue throughout the match.

c. Machine Selection

- i. Each player will have the opportunity to select the game in which they are the starting player.
 1. In groups of two, each player will be able to select two of the four games.
 2. In groups of three, the fourth game shall be chosen at random.
- ii. Players will announce their game choice prior to starting said game. Game choices will not be announced prior to the start of league night.
- iii. If a selected game is in use by another group and they are on their last ball of play, the player selecting the game already in use may wait until the aforementioned group's game has finished. If that group is not on their last ball of play, another game must be selected to keep game play moving forward.
- iv. If a machine should become unplayable during league play, a replacement machine must be chosen by the player that selected the unplayable game.
- v. Machines may not be chosen to be played twice in the same group on the same league night. This includes replacement machines as mentioned in Section 06.c.iv. unless otherwise a match cannot be completed due to a lack of available machines.
- vi. Traditionally, the following is the weekly schedule of games to be chosen. However, deviations will be at the discretion of the SLO.
 1. Weeks 1-2, and 8: All games
 2. Weeks 3-6: Theme Nights
 3. Week 7: Game NOT played throughout Weeks 1-6

d. Scoring

- i. The player designated as Player 1 in each group shall be the scorekeeper for their group.
- ii. It is each player's responsibility to ensure that their machine scores are recorded correctly by the scorekeeper on the score sheet after each game is complete.
 1. Scoring errors should be brought to the attention of the scorekeeper or SLO immediately.
 2. Once notified of a possible error, the scorekeeper shall contact all the players in the affected group to determine their recollection of the scoring.
 - a. If all players are in agreement with the reported error, the scoring shall be corrected.
 - b. If all players are not in agreement with the reported error, the score recorded on the score sheet shall stand.
- iii. Points are available based on the number of players in each group.
 1. Two (2) player group
 - a. 1st - 5 points
 - b. 2nd - 1 point
 2. Three (3) player group
 - a. 1st - 5 points
 - b. 2nd - 3 points
 - c. 3rd - 1 point
 3. Four (4) player group
 - a. 1st - 5 points
 - b. 2nd - 3 points
 - c. 3rd - 2 points

- d. 4th - 1 point
- 4. If a player does not compete in a game within a match, either due to tardiness or leaving early, that player will receive a score of (0) for that game and the game will be scored by the number of people who played in that game.
- iv. Players' weekly points are added to a cumulative season total every week.
- v. To even the playing field for players unable to attend league night every week, all players will have their lowest two scores from the season dropped from their final standings.

07. Playoffs and Finals

- a. Playoffs and finals formats will be determined after league registrations have been completed.
 - i. Standard playoffs and finals format will be Best of 3, Head-to-Head, Double Elimination Bracket.
 - ii. Deviations from the standard playoffs and finals format will depend on the total number of players in each division.
 - iii. Playoffs and finals formats need not be the same for each division within the same season.
- b. Playoffs and finals for all IFPA Sanctioned Divisions will always be set up to maximize WPPR percentages and points for all players in that division.
 - i. For league play, IFPA requires a minimum 50% cutoff for finals from the qualifying rounds of play in order for the qualifying rounds to count towards WPPR points calculation.
 - ii. In all IFPA Sanctioned Divisions, the top 50% of players within a season will qualify to compete for the top 4 placements and cash payouts within the division. This grouping will be labeled as Finals Division A.
 - iii. In all IFPA Sanctioned Divisions, the bottom 50% of players within a season will not qualify to compete for the top 4 placements and cash payouts. However, those players will qualify to compete for 4 placements and 4 cash prizes. This grouping will be labeled as Finals Division B.
 - iv. All IFPA Sanctioned Division players will receive IFPA WPPR points. The entire division will be ranked starting with the finals placements of the top 50% of the players in a season followed by the bottom 50% of players.
 - v. EXAMPLE: A Division has 24 players. At the end of 8 weeks of qualifying play, the top 12 players will move on to Finals Division A to play for the top 4 placements and cash payouts for the season. The bottom 12 players will move on to Finals Division B to play for 4 placements and cash payouts. Ranking will be reported to IFPA with Finals Division A being ranked from 1-12 and Finals Division B being ranked from 13-24.

08. League Finances

- a. *Registration and Admission Fees*
 - i. Season registration fees and weekly admission fees as designated in Section 01.d. shall be collected by a designated Past Times Arcade employee or the SLO.
 - ii. Dues must be paid in full before the player is allowed to play in a league match.
 - iii. Dues will be used for end-of-season payouts and expenses as listed in Section 08.b.
 - iv. Weekly entrance fees will be used to cover Past Times Arcade expenses including, but not limited to, employee salaries and wages, operational costs, and expenses required for machine maintenance.
- b. *Payouts and End-of-Season expenses.*
 - i. All but \$10 of each league registration fee will be spent on league activities.
 - 1. \$10 of each league registration fee will be retained by Past Times Arcade for the purpose of providing a well-maintained location for league activities.
 - 2. Non-SLO league officials shall not receive any kind of compensation for their duties.
 - 3. League activities include, but are not limited to, end-of-season payouts, an end-of-season party, and end-of-season awards.
 - ii. The following are approximate percentages for league expenditures (after \$1.00 IFPA Fees per Player)
 - 1. 55% - Prize Payouts (distributed proportionally between divisions based on quantity of players)
 - 2. 30% - End-of-Season Party
 - 3. 15% - Giveaways and contests throughout the season.
 - iii. The following are the percentages in which the 55% prize pool shall be divided.
 - 1. 75% of Open Division portion of Prize Pool - Open League Finals Division A
 - 2. 25% of Open Division portion of Prize Pool - Open League Finals Division B
 - 3. 75% of Women's Division portion of Prize Pool - Women's League Finals Division A
 - 4. 25% of Women's Division portion of Prize Pool - Women's League Finals Division B

- iv. The following are the percentages of payout each placement shall receive within each Finals Division A grouping.
 - 1. 1st place - 25%
 - 2. 2nd place - 20%
 - 3. 3rd place - 15%
 - 4. 4th place - 10%
- v. The following are the percentages of payout each placement shall receive within each Finals Division B grouping.
 - 1. 1st place - 50%
 - 2. 2nd place - 25%
 - 3. 3rd place - 15%
 - 4. 4th place - 10%
- vi. Should there not be 4 eligible players in any Finals Division A grouping or 4 eligible players in any Finals Division B grouping to receive payout, the remaining pot in those divisions will be split evenly between the other placements.

09. Games Disqualified for League Play

- a. Check the back of the league scorecards for the most up-to-date listing of games disqualified for league play.
- b. Games with lock stealing are not disqualified from play (unless listed in the disqualified lists), but players are reminded about lock stealing and the scoring and opportunity imbalances associated with it.
- c. It is the responsibility of all league members to ensure that disqualified games are not chosen for league play.