

KIDFORCE LEAGUE CHAMPIONSHIP I:

This is a card qualifying and strike knockout finals pinball tournament, to end our 7-week Summer 2023 League.

ENTRY FEE:

There is no entry fee for this tournament. There is an optional side pot with a 20 dollar buy-in that will pay out to the top 8 players who enter.

QUALIFYING:

Qualifying will last from August 21st thru August 26th. August 21st thru the 25th will have qualifying from 6pm to 9pm. August 26th will have qualifying from 12-5. After these time slots, no player may begin a ticket but players who are currently playing will be allowed to finish their ticket. The qualifying portion will be scored through our existing software for our casual league ([Kidforce Collectibles Pinball League](#) - look at week 7 and 8 A/B). Each player will play 12 games (split into 2 banks of 6) and receive one point for each player they beat, with bonus points being awarded for 1st (+15), 2nd(+6), and 3rd(+2) place scores on each game. Players must play their games with another player or under oversight of a tournament official.

PLAYOFFS:

The top 24 tickets will make the playoffs. Playoffs will be on Sunday, August 27th. They will start at 12pm with doors opening at 11am. The format will be group 5-strike knockout, with 0/1 strikes in 2 player groups, 0/0/1 strikes in 3 player groups, and 0/0/1/1 strikes in 4 player groups. The knockout will continue until one player remains.

TIES:

All ties, in qualifying (for players on the bubble to qualify) will be broken automatically. The first tiebreaker is the highest placing game (i.e. player 1 and player 2 each have 700 points. Player 1's highest finishing game finished 3rd, while Player 2's highest finishing game finished 6th. Player 1 wins the tiebreaker.). The second tiebreaker is the second highest finishing position, etc. In the extremely rare instance that both players are tied all the way down, the tie will be decided by a coin flip.

MALFUNCTIONS, DISABLED MACHINES:

If a game breaks or malfunctions in the middle of a game, the tournament director will take appropriate steps to remedy the situation. In the playoffs, if the game cannot be repaired in an appropriate time frame (no more than 20 minutes), the game will be declared disabled, removed from play, and replaced with a same-era alternate. In the qualifying portion, the game will be repaired as quickly as possible. Players who did not finish their card will be welcome to wait for the repair or return later in qualifying. If they elect to return and then do not return, their score will be a 0 for that game.