



OFFICIAL RULES

Updated July, 2019

Pin-Masters of New England is a Pin-Golf series of tournaments throughout the year that culminate in a finals event to determine the Pin-Masters of New England Champion. This document specifies the official operating rules and regulations of the event.

The event coordinators for Pin-Masters of New England are Joe Lemire, Jeff Parsons, and Steve Daniels. Event coordinators organize volunteers, designate scorekeepers, handle malfunctions and rulings, delegate responsibilities and authority, and otherwise work to ensure the smooth operation of the tournament. Event coordinators and designated officials are not excluded from tournament play but will be recused from making rulings that directly affects their actual or potential standing as a player.

I. Quick Overview

Pin-Masters of New England is a single-round competition in the states of Maine, Vermont, New Hampshire, Rhode Island and Massachusetts with players competing in groups, playing through a course of Pin-Golf made up of 18 pin-holes. Based on the Pin-Strokes earned, the top 16 qualifiers (or top 50% if there are fewer than 32 competitors) will advance to the finals for that event. The top 32 cumulative scores over the five events will be invited to Pin-Masters of New England Final event in December. Players will compete in two divisions, top 16 A and the next 16 players in B.

II. Competition Details

1. Fees

The current entry fee into Pin-Masters of New England is \$40 per participant per event.

Fee breakdown: \$20 to payouts & trophies, \$10 to the house, \$9 to Pin-Masters of New England Finals, \$1 to IFPA.

100% refunds for cancellations until one week prior to the event. After that, 100% refund if a cancelling player's spot is taken by another player.

2. Prizes

Prizes will be awarded to, at a minimum, the top 4 finishers which include trophies and cash. The prize pool breakdown below is based on a maximum field of 36 players. Should less than 36 players participate, a similar percentage breakdown will be used based on the total funds raised through entry fees collected. Additional funds contributed by any sponsors of the event may be used to add to the prize pool. Pin-Masters of New England will generally attempt to provide a prize to all finals qualifiers, as outlined in the table below

Approximate payouts based on a full field are as follows.

Finishing Spot	Total Prize Value	Percentage of Prize Pool
1st place:	\$220.00	33%
2nd place:	\$125.00	19%
3rd place:	\$80.00	12%
4th place:	\$50.00	7%
Top qualifier	\$40.00	6%
5th place	\$20.00	3%
6th place	\$20.00	3%
7th place	\$20.00	3%
8th place	\$20.00	3%
9th place	\$10.00	1%
10th place	\$10.00	1%
11th place	\$10.00	1%
12th place	\$10.00	1%
13th place	\$10.00	1%
14th place	\$10.00	1%
15th place	\$10.00	1%
16th place	\$10.00	1%

4. Schedule

- Pin-Masters of Maine: Saturday, March 9, 2019 10 AM – 9 PM
Arcadia National Bar, Portland, Maine
- Pin-Masters of Vermont: Saturday, April 13, 2019 10 AM – 9 PM
The Pinball Co-op, South Burlington, Vermont
- Pin-Masters of Rhode Island: Saturday, June 1, 2019 10 AM – 9 PM
Flip Side Pinball Bar, Westerly, Rhode Island
- Pin-Masters of New Hampshire: Saturday, July 20, 2019 10 AM – 9 PM
Ice Ice Arcade @Chris B's house, Londonderry, New Hampshire
- Pin-Masters of Massachusetts: Saturday, October 12, 2019 10 AM – 9 PM
Mystic Pinball, Turners Falls, Massachusetts
- Pin-Masters of New England – Saturday, December 7, 2019 10 AM - 9 PM
Location TBD

III. Format Details

1. Qualifying Rounds

Players will complete in 3 person groups (based on IFPA ranking) on a course of 18 pin-holes during Qualifying. Each Pin-Hole will consist of a pinball machine with a target score. The number of balls it takes for the player to reach that target score will represent the number of Pin-Strokes earned for that hole. Should a player not reach the target score after a full game is completed, a stroke value will be determined based on how close the player was to the target score at the end of their game.

For example, the target score of Funhouse may be set at 10 million points. A player will continue playing the game until he reaches 10 million points. If reached, the number of balls it took to reach that score will be recorded for that Pin-Hole. If the player fails to reach the target score after 5 balls are played, they will be awarded a score based on how close they were to that target:

- 8,000,000 – 9,999,990 points = 6 strokes [80% of par]
- 6,000,000 – 7,999,990 points = 7 strokes [60% of par]
- 4,000,000 – 5,999,990 points = 8 strokes [40% of par]
- 2,000,000 – 3,999,990 points = 9 strokes [20% of par]
- 0 – 1,999,990 points = 10 strokes [<20% of par]

A maximum of 10 pin-strokes per Pin-Hole will be enforced. Scores will be cumulative across all rounds played.

2. Order of Play

When starting hole 1, the competitor ranked highest in the World Pinball Player Rankings will have choice of position for the first Pin-Hole. For all subsequent holes the competitor with the lowest score at the previous Pin-Hole takes the honor of going first at the next Pin-Hole. The competitor with the

second lowest score plays next and so on. If two or more competitors have the same score following a Pin-Hole, they play the next Pin-Hole in the same order as at the previous Pin-Hole.

3. Advancing to Finals

At the end of the 18 holes, the players with the top 16 scores advance to finals. If the event has less than 32 competitors, the top 50% will advance.

In the event that two or more players are tied on the qualifying bubble, such that not all of the tied players can advance to the final rounds, a tie-breaking procedure will be utilized. A single game will be played on a machine selected by tournament officials at random from the qualifying bank of games (any of the previously used 18 holes). The tied players will play, in randomly determined order, in a multiplayer game on the selected machine, and will subsequently be ranked in the order of their scores on that game. If more players are tied than the selected machine will support in a single game, multiple games will be played to accommodate all tied players, in randomly determined order, and the resulting scores will be compared as if they had occurred in a single game on the same machine.

Player groups in a tiebreaker will be arranged breadth-first so that each group is of similar, but descending, size. For example, five players will be arranged as a group of three and a group of two, rather than a group of four and a solo player. Nine players would be arranged as three groups of three.

In the event that two or more players are tied but are not on the qualifying bubble, we will look at who had the most holes-in-one as the metric to determine seed. Should any players be tied for the same amount, we will move to who had the most holes-in-two, etc. Under no circumstances will players be given a choice of groups at any time.

4. Final Rounds

The 16 finalists or top 50% will be divided into 4 groups with 4 players each. Each group will play three separate games, each on a different machine from among those available in the tournament.

- Group A – #1, #8, #9, #16 seeds
- Group B – #2, #7, #10, #15 seeds
- Group C – #3, #6, #11, #14 seeds
- Group D – #4, #5, #12, #13 seeds

Each 4-player game will be played and scored using the same Pin-Golf scoring used in the qualifying rounds. Each round will consist of 3 games played. A minimum score per finals round is 3 strokes, and a maximum score per finals round is 30 strokes.

The group that contains the highest-seeded player gets first choice of machine and order of play. The highest-seeded player within each group may choose *either* the machine to be played, or the order of play. If the highest-seeded player chooses order of play, the remaining players may choose their order, in descending order of seeding, and choice of machine then goes to the next

highest-seeded player in the group. Conversely, if the highest-seeded player chooses the machine to be played, then the next highest-seeded player chooses the order of play, with the remaining players choosing order of play in decreasing order of seeding. Once a player verbally announces their game choice, or chooses position, that decision cannot be changed.

If at any point a high-seed player declines to make a choice, the choice is deferred to the next highest-seeded player, as appropriate. The affected group still retains its order of choice among groups, however. If no player in a group will make a choice, the choice(s) are determined by tournament officials, who may or may not choose randomly.

Note that the original seeding of players when entering the final rounds from qualifying is used in every round. At no time does a player's seeding change from round to round; therefore the advantage of qualifying in first place can be significant.

No group may select a machine which has already been selected by a group in the same round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable; tournament officials may choose to provide additional or substitute machines, however). If the machine selected is currently being played by another group in a previous round of play, the group may wait for that round of play to be completed. For example, if one group is playing a given machine as their first machine, a different group may choose to wait for it as their second machine. A game can only be chosen once in finals.

When a player from A division and a player from B division select the same game, the A division player gets priority and will play first. Final round groups are permitted to wait for games that are being used by players in the other division.

In the event too few machines are available during any round of play, the group(s) with the lowest high-seed players will be forced to wait until a game becomes available. As soon as a game becomes available, as indicated by the scorekeeper, the next highest-seeded group must begin play on that machine. In this situation, choice of order of play will be made by the highest-seed player in the group (unless that player declines, as described above).

When all games have been completed by a group, each player will have a point total for the round. The players with the top two best total scores for the round from each group will advance.

The semifinal round will consist of the following groupings:

- Group E – #1, #4, #5, #8 seeds
- Group F – #2, #3, #6, #7 seeds

Again the top 2 players from each group will advance.

Significant ties between players at the end of any final round will be resolved by one tiebreaking game chosen by the highest seed involved in the tie. The high seed is not permitted to choose a

game that has already been played by the group in that round. Note that a tie is only significant if it affects whether or not a player will advance toward the final round, or occurs in the final round.

If more than one group of players are tied, the machine is chosen for the group with the highest-ranking tied player first. The selected machine is not available for selection in lower groups. All tied groups will play their tiebreaking games in parallel.

In the unlikely event of an exact scoring tie on the tiebreaking game, only those affected players will play another tiebreaking game, on another game chosen in a similar fashion, under the same rules.

5. Machines Chosen

Tournament games will consist of 18 games when possible. Attempts will be made to publish the game list prior to the tournament so participants have plenty of time to get familiar with game rules and develop a strategy beforehand, although this list is tentative and is subject to change leading up to the event.

In the event that a machine becomes disabled during the tournament, if less than 50% of the field has completed that game, the scores earned on that game will be voided and a backup machine will be added to the course for all participants to play. If 50% or more of the field has completed the hole, an average score based on the other 17 Pin-Holes played will be used as the score applied for this disabled Pin-Hole.

6. Extra Balls

All attempts will be made for extra balls to be disabled for all machines. Should a player earn an extra ball, they will play it as part of the same Pin-Stroke on that particular Pin-Hole.

IV. Rulings and Malfunctions

1. The Nature of Pinball

The unique charm of pinball lies, in large part, in the physical nature of the game. Unfortunately, this means that unusual events and outright malfunctions cannot be prevented, nor can they be perfectly compensated for. IFPA/PAPA attempts to strike a balance between compensating for malfunctions and accepting the physical nature of the game.

In certain cases, malfunctions will be dealt with more strictly during final rounds than during qualifying rounds, at the discretion of the Tournament Officials.

2. Minor Malfunctions

A minor malfunction is any incident without external cause which deviates from the normal course of gameplay, without directly causing a player's loss of turn and without providing any player a significant advantage over others. A minor malfunction is considered part of normal play.

Tournament Officials shall determine what constitutes a significant advantage; in the event that such an advantage is obtained, refer to “Beneficial Malfunctions”.

A minor malfunction that occurs repeatedly, to the extent that it is markedly affecting play of the machine, may be considered a major malfunction at the sole discretion of Tournament Officials. If a player receives a tilt warning caused inadvertently by another player’s action, please see the “Player Errors” section for how that situation will be handled.

3. Major Malfunctions

A major malfunction is a gameplay problem with a machine that results in the premature loss of ball in play in a fashion that is not a normal feature of the machine’s gameplay. These may be unusual one-time events, or they may indicate a recurring problem that will need to be addressed by technicians.

Examples of major malfunctions include:

- The bonus count begins while the ball is still in play. This can happen if, for example, the machine loses track of how many balls are in the drain trough.
- A flipper or other major playfield feature ceases to function.

Note that unrepeated physical failures, such as kickbacks or balls jumping off ramps, balls flying over flippers, or balls moonwalking into the outlane following a successful shot do not qualify as major malfunctions. This is the physical nature of pinball.

Any malfunction that results in the loss of one or more balls during multiball play, without losing all balls so as to end the player’s turn, will only be considered a minor malfunction. Loss of any lit feature, running mode, or other gameplay specifics, shall not be considered a major malfunction. Loss of Tilt warnings, without loss of ball, shall not be considered a major malfunction. If the loss of Tilt warnings was caused by another player, please see the “Player Errors” section for how that situation will be handled.

Should a player lose a ball due to a flipper not engaging when the flipper button is pressed, or due to a flipper sticking in the held position when the flipper button is pressed, they should immediately notify a Tournament Official. The Tournament Official will attempt to recreate the problem by pressing the flipper button for up to 3 minutes. If the Tournament Official is able to recreate the problem, this will be treated as a Major Malfunction. If the problem is not able to be recreated, this will not be treated as a Major Malfunction and play will continue. If the game is in multiball play and one or more balls are lost as a result of this kind of issue, possibly ending multiball but not ending the ball in play, this will be considered no worse than a minor malfunction.

When a major malfunction occurs, it is the player’s responsibility to notify the Scorekeeper, calmly and promptly.

The Scorekeeper will request advice from a Tournament Official. If the Official(s) agree that the incident is a major malfunction, one of the following steps will be taken, in order of priority:

- If the machine's software supports adding balls to a game already in progress, a Tournament Official will add a ball to the game in progress and the affected player will complete their game. All other players will continue to play their game as normal, without skipping a ball.
- If the major malfunction cannot be fixed without resetting the machine, the player's score will be recorded and their game will be terminated and restarted. The affected player will continue their remaining balls on the restarted game and their score from the aborted game will be added to their total. For example, if such a malfunction occurs on Ball 2 of a 3-ball game, the player will be given two new balls on a restarted game. In multiplayer games, all players will receive the same compensation.
- If the major malfunction can be fixed without resetting the machine, the player will be provided with one additional ball of play at the beginning of a new game, after the current game has been completed. The player's total score on the additional ball will be added to his or her previous score, and the new game will be terminated.

Tournament Directors may allow the player to play ball 3 or 5 of the new game, if that player has been denied certain features that are freely awarded by the machine. Examples of this include 'Double Bonus' balls on many EM machines, as well as pity Mist Multiball on Dracula should the player have not yet played one. The player's total score on the additional ball of play will be added to his or her previous score, and the new game will be terminated. Tournament Directors will NEVER attempt to re-establish the state of any game features at the time of the Major or Catastrophic Malfunction.

In the event that two or more major malfunctions take place during the same game, the current scores of the player(s) will be recorded, and the game terminated. Once the machine has been repaired, players will be provided additional ball(s) of play on a new game, as necessary to provide the correct number of balls of play for each player. In the event that a recurring major malfunction cannot suitably be repaired, the failure must be treated as a catastrophic malfunction.

Under certain specific conditions, a major malfunction may be declined by the player. This must be approved by the Tournament Official, and must not result in a situation which provides an unfair advantage to the player.

4. Known Malfunctions

Any malfunction or unusual behavior that is determined to be relatively minor but unusual enough to merit comment may, at the discretion of Tournament Officials, be posted for players to be aware of before playing the affected machine. Players who have played the machine before this notice is provided will not be allowed to replay the machine nor to replace it with play of another machine. The

occurrence of any posted malfunction will be treated as a minor malfunction unless it worsens or interacts with another feature to yield a major malfunction.

5. Catastrophic Malfunctions

A catastrophic malfunction is any event, not caused by a player, which immediately ends play for all players on the machine.

Examples of catastrophic malfunctions include:

- The game system crashes and/or resets due to a software error or component failure.
- Power is lost or interrupted.
- A new game starts.
- A major malfunction repeatedly recurs in spite of attempts to repair the machine.

Any event caused by a player, intentionally or unintentionally, including Slam Tilts, is covered under "Player Errors" below.

When a catastrophic malfunction occurs, if the scores are able to be recorded, players will be provided the appropriate number of additional ball(s) of play on a new game once the machine has been repaired. If the scores are not retrievable, players will be forced to start their game over.

Tournament Directors may allow the player to play ball 3 or 5 of the new game, if that player has been denied certain features that are freely awarded by the machine. Examples of this include 'Double Bonus' balls on many EM machines, as well as pity Mist Multiball on Dracula should the player have not yet played one. The player's total score on the additional ball of play will be added to his or her previous score, and the new game will be terminated. Tournament Directors will NEVER attempt to re-establish the state of any game features at the time of the Major or Catastrophic Malfunction.

If a machine affected by catastrophic malfunction cannot be repaired in order to continue play, it is considered disabled; please see "Disabled Machines".

6. Beneficial Malfunctions

Any malfunction which provides at least one player with a significant advantage over any other player competing on that machine is known as a beneficial malfunction. Tournament Officials shall determine what constitutes a significant advantage.

Any beneficial malfunction which results in a player being able to continue play of a ball that normally should have ended is allowed once per game. Examples of this would include: an unexpected software ball save or a ball that comes to rest on an unlit kickback in the outlane (which will lead to a ball search, kicking the ball back into play). Any such behavior shall not be allowed if it repeats, meaning that Tournament Officials may require players to allow the repeatedly-saved ball to drain, or play on the machine may be terminated in accordance with catastrophic malfunction rules, at which point repairs may be attempted.

For situations where a ball goes through the drain trough area without triggering the trough switch, and is spit out into the plunger lane as the same 'ball in play', the ball will be immediately placed in the drain. This mostly occurs in EM machines, and early Williams Solid State machines. For situations where the playfield isn't yet valid (typically this is a minimum switch count or some sort of scoring having been made), players will be allowed to continue play as normal. Please contact a Tournament Director immediately should this situation arise.

Any beneficial malfunction which provides one or more players with a significant scoring or strategic advantage in a way that is not part of normal gameplay will void the score of the affected player(s), unless all immediately-affected players and Tournament Officials can agree on a suitable adjustment of the score or other elimination of the advantage. If the beneficial malfunction has been specifically avoided by the player, it is unlikely that a penalty is necessary. If any player score(s) are voided, the affected player(s) may then replay the game after the other players have finished, and the new score(s) are used for the affected player(s).

Examples of beneficial malfunctions would include:

- A jackpot switch that registers when a different target is hit
- A valuable switch that scores once without the ball contacting it

See also "Stuck Balls", below.

Any situation which indicates the presence of a beneficial malfunction should be brought to the attention of the Scorekeeper promptly, who will alert Tournament Officials. Any player who intentionally takes advantage of a significant beneficial malfunction may be given a warning and/or have his or her affected ticket interrupted and disqualified by Tournament Officials.

7. Stuck Balls

During the course of play, it is possible for one or more balls to become stuck on a playfield feature, usually after becoming airborne. If this happens during single ball play, the player must wait for three automatic ball searches to occur. At the discretion of the Tournament Director, the forcing of a ball search to be triggered can be waived. This is for situations where inducing a ball search has adverse effects on the current game state. The expiration of any timed feature during this period is not considered a malfunction.

If the stuck ball has not been freed after three such searches, or if the machine is not performing searches for some reason, the player must alert the Scorekeeper, and a Tournament Official will be brought to the machine. 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. Where possible, machines will be configured with "chase" features disabled, so that additional balls will not be released into play as a result of ball searches. However, in the event this occurs, the player is responsible for continuing play, and a suitable malfunction will only be ruled if the machine is unable to function normally from this point forward.

A Tournament 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 (not the fault of the player). 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 Tournament Official nudging is considered normal play.

If the Tournament Official is unable to free the stuck ball, the machine will be opened, and the stuck ball freed and placed either in the plunger lane, or on the upraised flipper of the Tournament Directors choosing, with the flipper button held by the player. In the event this is not possible, the Official may select another location or feature where the ball can be placed safely while the machine is being closed in order to resume normal play.

If more than one ball is stuck, all freed balls will be placed on the flipper(s) of the Tournament Director's choice before play resumes, or in the plunger lane if the flippers are inactive while the machine is open.

If the ball is inadvertently freed while the machine is open and drains without the player regaining complete control (stopped on a flipper), this will be treated as a major malfunction. If the machine cannot be opened successfully, or if opening or closing the machine terminates the game(s) in progress for any reason, this will be treated as a catastrophic malfunction. If the ball is freed and the machine closed without the player's loss of ball, play continues as normal. If the game is in multiball play and one or more balls are lost as a result of freeing stuck balls, possibly ending multiball but not ending the ball in play, this will be considered no worse than a minor malfunction. If any feature or mode that is lit or active times out while one or more balls are stuck, this will not be considered a malfunction.

Any player who chooses to shake or bump the machine in order to free a stuck ball does so at his or her own risk. No allowance will be made for a player who tilts while attempting to free a stuck ball, whether or not Tournament Officials are present. If a ball becomes stuck during a multiball mode, the player should 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. Please note specifically that a ball ending up in the plunger lane during multiball on a machine where there is no autoplunger (or where the autoplunger for some reason refuses to fire) counts as a stuck ball, and the ball must be plunged by the player. See "Beneficial Malfunctions" for further details.

Any player who misuses a game feature in order to intentionally trap a ball during a multiball mode, such as holding in the plunger on Tommy in order to defeat the autoplunger, may be given a warning and/or have his or her affected game disqualified by Tournament Officials. Please note that intentionally causing ball searches is also prohibited (see "Delay" under "Player Conduct").

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 or any other mechanism which the player controls – this is not deemed to be a stuck ball. Balls trapped in this fashion during

multiball modes are not generally considered to be a rules violation, although the ruling will depend on the exact machine and situation.

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. In these instances, players will have the option of attempting to free the ball themselves or to ask a Tournament Official to manually trigger the outlane switch and drain the ball for them. Please note that when this happens in multiball, in no way will a player be allowed to take advantage of this situation by continuing to play any other balls currently available. The situation of this ball that has come to rest needs to be dealt with immediately by either the player or tournament director. Also, please note that any ball coming to rest on the apron is considered as having come to rest in the outlane and should be treated as such. A ball which has come to rest on top of a center post, an inlane-outlane post/guide or a lamp insert/playfield divot directly above an outlane will not be considered a stuck ball. Players may choose to free balls resting in these positions through nudging of the machine, or request that an Official end the ball in play by manually placing it in the drain for center post incidents, and the outlane for inlane-outlane incidents. If an automatically-triggered kickback exists that will send the ball back into play upon draining it in the appropriate outlane, that feature will be manually triggered, and the ball will be treated as a stuck ball from that point and placed on a flipper or other suitable location. Player-controlled kickback features, such as mini-flippers, posts, or manually-controlled kickbacks that send the ball back into play, do not count toward establishing stuck ball status in this case, and the player will not be permitted to utilize these features or touch the game until the ball has reached the ball trough. If the ball is stuck on any playfield element that is located between the flippers, the ball will be considered a stuck ball if there is no chance of a drain from the ball rolling off of its resting place.

If, during multiball, a ball comes to rest in an outlane or on top of a center post, inlane-outlane post/guide, or directly above an outlane, in no way will a player be allowed to take advantage of this situation by continuing to play any other balls currently available. This situation must be dealt with immediately by either the player or a Tournament Official. The player must attempt to free a ball resting in these positions, or request that an Official place the ball in the drain or outlane.

In multiball, some games offer the opportunity to stick a ball in an area that can only be freed if the player uses another ball to free it. Examples include getting a ball stuck behind a visor on games including Attack From Mars, Jackbot and Spider-Man. The ruling in this situation is based on whether the game has software written into it to specifically address the mode or situation. On Attack from Mars and Jack*Bot, the Dirty Pool rule is specifically written for that situation. In these cases the ball behind the visor would NOT be considered stuck and players would continue to play on. On Spider-Man however, since there is no game rule written for that situation, this would be considered a stuck ball and the player should attempt to trap the other ball(s) in play and request assistance.

For any balls stuck in multiball play, no attempt should be made by the player to continue shooting shots around the playfield trying to free the stuck ball. The stuck ball has to be dealt with under the rules above. Any loss of the multiball due to freeing the stuck ball(s) will not be considered a Major Malfunction.

8. Disabled Machines

Any tournament machine that breaks down during play will be attended to by technicians as promptly as possible. In the event that a breakdown is severe and cannot be repaired promptly, the machine may be taken out of service temporarily or permanently. A permanently disabled machine may be replaced with a substitute by a Tournament Official. If the failed machine is eventually repaired, it will be put back into play.

In the event that any players completed their game before the machine became disabled, and their finishing position on that game has been determined, that finishing position will stand and that player will not participate on the substitute machine. The remaining players will then play off on the substitute machine to determine the remaining finishing positions that were not able to be determined on the original machine.

Scores will be kept on a disabled machine if the tournament is greater than 50% through the designated qualifying time period. If the tournament is less than 50% through the designated qualifying time period, all scores will be considered void. In the event all scores on a machine are considered void, players will be compensated with the appropriate number of replacement tickets relative to their specific number of entries on the disabled machine. In the event the tournament software is not able to track the specific number of tickets each player should be refunded, they will each be given one replacement ticket.

9. Player Errors

A player error is any player action, purposeful or accidental, which affects the normal play or outcome of a game in progress.

Any player who tilts his or her ball in play will not receive any penalty other than the normal loss of ball. Note that some older machines may penalize the player with loss of game; this is equivalent to tilting all remaining balls in order. Abuse of machines is covered under "Player Conduct". Any player who tilts the ball of another player will receive a score of zero for that game, unless Tournament Officials grant an exception based on the behavior of the machine in question.

Any player who tilts their own ball, which then results in a tilt warning given to the following player will not have any consequences for the first offense. The player with the warning will be allowed to continue play as normal, or choose to have the ball played on a fresh game. Please note that games that allow for an additional ball to be added to the current game in progress, or for tilt warnings to be removed by a software adjustment, this solution will be used. A second offense by the same player anytime throughout the tournament will be treated as a tilt of another player's ball, with the rules from the previous paragraph being enforced.

Any player who slam tilts a machine, thereby ending play for all players, will receive a score of zero for that game. The slam tilt is treated as a catastrophic malfunction for any other player(s) who have not completed their game(s) in progress. If a Tournament Official rules that the slam tilt sensor is not functioning properly, the slam tilt will be treated as a catastrophic malfunction for all players.

Any player who deliberately tilts or slam tilts a machine in order to derive some benefit to his or her own play, or the play of others, under these rules, will receive a score of zero. Repeated offenses may result in ejection from the tournament.

Any player who moves a game to the point it slides off of a rubber foot beneath the game's leg will be given a score of zero for the game. This is determined based on any portion of the leg leveler being in physical contact with the ground. A Tournament Director will then attempt to put the game back onto the rubber foot. If successful, the game will continue. If a tilt-through occurs, the appropriate tilt-through procedure will be followed. Should this happen to the last player on the last ball of the game, the same rules will be enforced, with a score of zero being given to that player.

Any player who deliberately interferes with the play of another player, through distraction, touching the machine or player, or disrupting tournament procedures, will receive a score of zero for the game. Any repeated offense under this rule will result in ejection of the player from the tournament. Any non-player, or tournament participant not playing in the game in progress, who deliberately interferes with the play of any tournament game, will be ejected from the facility.

Accidental interference is regrettable but can happen. Any player or non-player who accidentally interferes with the play of any tournament game will be warned. If the interference was sufficient to cause the loss of ball, this will be treated as a major malfunction. If the interference terminated play for all players (for example, tripping over a power cord and pulling it from the wall), this will be treated as a catastrophic malfunction.

In any multiplayer match on any machine, it is the equal responsibility of ALL players involved in the match to ensure that the correct number of players are started. If a game is started with the incorrect number of players, anything that occurs within that game is considered void, with no penalty to any player. At no time may players be added to the game once player 1 has plunged their ball into play. At no time may player 1 finish their game as a single-player. The game must be restarted from scratch, with the correct number of players started. Players may always ask a Scorekeeper or Tournament Official to instead start the game in any final round. If the Scorekeeper or Official makes a mistake, the game will be terminated and restarted, with no penalty to any player. There will be no compensation or adjustment of scores or game state at any time.

A player who plays out of turn in a multiplayer game will receive a score of zero. The affected player may choose to take over the ball in play, if possible, or he or she may choose to have the incident treated as a major malfunction. In the event the player takes over, he or she shall be deemed "in control" after declaring his or her intent, taking his or her position at the table, and making contact with the ball via the flippers. The affected player may not change his or her mind once he or she is "in control". Any player who plays out of turn deliberately in order to employ this rule will be disqualified. Any points scored when a ball is being played out of turn count.

If a player does get disqualified from a game, their position in the game is considered open. Any interference caused by player error (for example, tilt throughs or accidentally playing out of turn) in that position will have no additional consequences to the offending player. Any activity played in that open position will be considered void.

For certain tournament machines, only players 1 and 3 will be used to help prevent tilt throughs. It is the equal responsibility of ALL players involved in the match to ensure that players do not accidentally play in the player 2 and 4 positions. If a player accidentally does play in position 2 or 4, anything that occurs within that ball is considered void, with no penalty to any player. Players must play their proper ball in the correct player slot.

In qualifying rounds, any player who starts a multiplayer game will only be allowed to complete the "player one" game, regardless of when he or she noticed the error. Any player who restarts a qualifying game, rather than completing it and allowing it to be recorded, will have that ticket disqualified. Repeated offenses will lead to ejection from the tournament.

Coaching of any player during a game, in any round, is not allowed. While not actively playing, players are of course free to discuss features and strategies as much as they like, including between balls during a game, but no spectator or other player is compelled to answer, nor are they responsible for incorrect advice or answers to questions.

If a player specifically requests advice on a game feature during play, his or her question may be addressed only by a Tournament Official, and answered only in terms of whether or not the machine is functioning correctly. Informing player 1 too many or too few games have been entered into the machine will not be penalized as coaching.

In mini-tournament events which feature team play, players on a team may freely discuss game features and strategy without penalty.

No player may use a camera or visual aid of any kind, other than the instructions provided by the machine, while standing at the machine. A player may review electronic or written notes in between turns of a multiplayer game or between games, but not during their own turn or between balls of a single-player game.

Applying physical force to a machine in order to derive a benefit from the activation of a switch, stuck ball, or other other scoring feature shall only be permitted if the benefit cannot be repeated continuously as determined by a Tournament Director. Nudging a machine so a locked ball moves and registers a switch causing a ball save, or nudging in order to manipulate a feature to begin a multiball would be permissible. Examples include:

- Shaking Bram Stoker's Dracula such that the mist ball falls from its magnet starting multiball
- Shaking Avatar when a ball is in the Link assembly causing it to register
- Shaking The Walking Dead causing the Well Walker to register a hit.

Shaking a machine repeatedly in order to derive a continual benefit from a loose switch or stuck ball is not permitted. For example, shaking Champion Pub such that the boxer gives free hits over and over allowing the player to score continually is not allowed. Any player who intentionally takes

advantage of a significant beneficial malfunction may be given a warning and/or have his or her affected game interrupted and disqualified by Tournament Officials.

Tournament Officials will be the sole determiners of what constitutes interference and whether or not it is accidental or deliberate. Scorekeepers are strongly encouraged to watch for and, if possible, prevent incidents of interference.

10. Disqualifications

Any player disqualified from a game for any reason will cease play on that game immediately and will receive a score of 10 on that hole.

11. Rulings

Rulings shall be made by Tournament Officials, which includes Event Coordinators and any person(s) designated as Officials by the Coordinators. Designated Officials may have restrictions on the breadth of rulings, and may be overridden by Tournament Officials. Any designated Official or Event Coordinator is excluded from ruling on any play situation that directly affects his or her actual or potential standing as a player. Such persons may also be recused where their decision affects a close friend or family member, at the discretion of other tournament Officials.

Final authority for any ruling, including rulings that contradict or vacate anything written in this document or in other IFPA/PAPA materials, rests with PAPA/IFPA Management.

IFPA/PAPA accepts all feedback and constructive criticism, including player complaints, without reservations. However, please recognize that PAPA/IFPA strives to be fair even in the most difficult situations. Complaints will be taken seriously, ruled upon, and considered resolved. There is to be no whining.

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