

Chicago Pinball Mafia Rules

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2010 League Season
Document Revision 2.3

Background:

The Chicago Pinball Mafia is a “for fun” pinball league started by Rob Kokot and Mike Gaspar as a minor league for pinball enthusiasts. The goal is to give the group a chance to play, compete, build skills and facilitate social interactions on games of different eras not normally found on location.

When And Where We Meet:

League Season:

The season will start in April and conclude in November. This provides eight months of competition with the first seven months used to determine a players ranking and the final month for the league tournament.

Unless stated otherwise, the league will meet on the third Saturday of the month. An hour of practice time will be held from 6:00 PM until 7:00 PM. At 7:00 PM any announcements or other league business will be addressed. Round 1 will begin following the announcements or at 7:15 PM, which ever is later.

Hosts:

Any league participant who has a collection of at least six (6) working games can offer to host a night of competition. A host should be able to accommodate up to 24 people for approximately five hours.

Hosts should be ready for arrivals and practice starting at 6:00pm on the day of a meeting.

Chicago Pinball Mafia Rules

Game Requirements:

Each host should provide a list of games that will meet the following list of league requirements:

1. All playfield switches must be fully operational.
 - a. Any game that supports a test report cannot display an entry for “check switch x” or similar diagnostic code.
 - b. A switch required for play cannot be in a “stuck closed” or “stuck open” state.
 - c. A switch should not be causing phantom switch closures that can unfairly award a player additional points or prevent a game’s features from operating properly.
2. All flippers must be fully functioning.
3. All feature lamps must be working prior to the start of an event.
4. Any game adjustments that alter the game play from the factory settings must be disclosed to all players prior to the start of an event.
5. All games must be properly leveled left to right.
6. All solid-state games must be set to 3-ball play prior to the start of an event. EM pinball machines that do not allow for easy selection of this feature may be left at 5-balls per game.
7. At events with a near capacity attendance extra balls can make game times longer so a host is encouraged to limiting extra balls to one (1) or zero (0).
8. Any game that supports a buy-in feature should have that feature disabled for league.
9. Any WPC or WPC-95 game that supports the “Allow Ball Chase” feature must have this feature disabled for league.
10. Extra balls must be disabled on all Stern games manufactured after 1998.

The Host’s Machines:

If one or more games are not fully functional for the night of an event, the host may declare a game “offline” for the evening.

Chicago Pinball Mafia Rules

Competition:

Determination of the competition games:

1. At the start of the evening the host will allow inspection of all games that the host feels qualify for the evening's event.
2. All qualified games' names will be put into a lottery where three to six games will be drawn at random. This 'minimum required' number of games depends on the number of players who will be attending. One game is required for every group of three to four players.
3. If a host has more than the minimum required number of eligible games, additional games will be drawn as back up games in the event of a problem that prohibits competition from continuing on a game.

Player Ranking:

Each player will have a league score. The league score is calculated as the sum of all their scores over the season minus their lowest score.

The league will maintain alternate players to fill empty meet spots due to absence. All scores earned by an alternate will be treated and ranked according to these rules.

Players will be ranked from highest to lowest, based on their league score. The players with the top 8 league scores will be ranked in the "A" division while the remaining players are ranked in the "B" division. At the end of the regular season the winner of the "A" division will be crowned rank #1 champion. In the event there is a tie for the first place position, the tie-breaking procedures will be used to determine which player has tie-breaking advantage.

Attendance:

Players participating in the league competition are required to show up to league nights. Currently, players may miss one meet without penalty to their league score. It is possible though that one missed meeting will cost a player in their tie-break advantage statistics. Players who miss three or more meetings may have their place given to a league alternate.

Attending a league night to meet the requirements listed under the section "Absentee Scoring" and is present through the completion of round 6 guarantees a person the minimum available points for that meet. This minimum will be awarded to standard and alternate members who are present but unable to participate in the matches due to full brackets, injury or other reason approved by the league judges.

Chicago Pinball Mafia Rules

Generating Player Competition:

The Chicago Pinball Mafia uses a software application that makes sure each player plays at least one round on every game available and plays as many other members as possible.

Regular Season Meeting Play:

For the first 7 meetings (April, May, June, July, August, September and October) the evening will be divided up into two competitions: The Meet followed by an opt-in Zen Tournament.

The Meet:

In the Meeting each player is required to play 6 rounds. The rounds are determined as stated in the Generating Player Competition section of this document. Round 4 is called the "Put Up or Shut Up" round. In this round the players closest in rank go head to head to determine the strongest player.

All rounds must be played in the order specified on the printed score sheets. Anyone who plays a round "out-of-turn" will have to stop and replay the round at the proper time. If the game only supports 1 or 2 players, each player will play their turn according to how they are listed on the printed score sheets.

The Zen Tournament:

At the conclusion of the meet, anyone present is eligible to enter an opt-in Zen tournament. Players will be paired by their performance for that evening. The highest ranked players for the night will be paired with the lowest ranked players, including alternates who might not have been eligible to play in the Rounds.

Teams will play the Twelve Player Tournament Bracket. The starting position in the bracket will be determined by the number of teams entered for the tournament. Each team will play a single game, with the winning team advancing until only one team remains.

Round Disruption Procedure:

This procedure describes the steps taken in the event a round is disrupted for reasons other than mechanical failure.

If a player caused the disruption and received a foul as a result, the player score for the round will be considered final and this procedure is used for the remaining players.

Chicago Pinball Mafia Rules

If any remaining player did not have a chance to play the same number of balls as another player they will play 'ball 1' of a new game so all remaining players have played the same number of balls. Once this has been done the remaining players will compete in a second, complete game.

The scores from the disrupted game, the additional 'ball 1', and the make up game will be added together to determine their final position for the round.

Chicago Pinball Mafia Rules

Calculation of the league score:

A player's score at the conclusion of the round will be calculated as follows:

1. **Round Score:** At the end of a game, the player with the highest score will be awarded 10 (ten) points. The player with the second highest score will be awarded 8 (eight) points. The player with the third highest score will be awarded 6 (six) points. The player with the lowest score is awarded 4 (four) points.
 - a. In the event that a round can only be played with three players, the second place winner will receive a compromise score of 7 (seven) points and the 6 and 8-point levels will be omitted.
 - b. In the event that a round can only be played with two players, the first place winner will receive 8 points and the second place winner will receive 4 points. The 10 and 6-point levels are omitted.
2. **Upset Bonus:** Starting on a player's third meeting, any "B" division player who defeats an "A" division player will be awarded 1 point for each "A" division player they beat, up to a maximum of 2 points in a round.
3. **Fouls:** If a player disrupts play for another player or causes physical harm to a machine the player will be awarded a foul. Soft fouls cause the player to receive a fourth place finish. Hard fouls cause the player to receive 0 (zero) points for the round.

At the conclusion of the Rounds, the points earned by the players during the meet are added to the player's league score. Starting with the third meeting the league score is calculated by adding all the meet scores together and then subtracting out the lowest score.

Tie Breaking Procedure:

In the event of a tie the following criteria will be used to determine who has tie-breaking advantage:

1. The person who has the higher league score
2. The person in the "A" division takes advantage over the "B" division
3. The person who has attended more meetings
4. The person who has more first place finishes
5. The person who has more "Put Up or Shut Up" wins
6. The person who has less last place finishes

The list is applied until there is a criteria that breaks the tie. This list is used to break ties that determine rank, tournament qualifications, and any other event that does not require player elimination.

In the event of a tie for single player elimination, the tied players will play in a tiebreak game.

Chicago Pinball Mafia Rules

Score keeping:

It will be the responsibility of the player in the first player position to record the scores for the round on the printed score card. Score recording simply requires placing a 1 next to the player who finished first, 2 for the player who came in second, 3 for third place player and 4 for fourth player. If a player did not play in a round record a 'DNP' on the score card. If any other score notations need to be made it will be done by the judges.

Absentee Scoring:

Any member of the league who is unable to attend an event will not have their league score increased. Given the weighted scoring, any absentee player should expect to be lowered in rank as a result. Once a round has been played and recorded the round is considered final. Making up an absence before or after is not permitted.

If players attend a meeting and must excuse themselves from the premises for any reason, they will receive a zero for any rounds they have missed.

If a player RSVPs that they will attend a meeting, and due to travel conditions arrive past the start time, they will receive the 4 (four) point grace period score for rounds 1 and 2. A player must play round 3 in order to receive the grace period score. During rounds 1 and 2 the participating players will receive the points for the number of players on the printed scorecard. For all other rounds the participating players will receive the points for the number of players who played the game.

Judges:

There will be three people acting as judges for the evening to make sure all scores are being kept in a fair and concise manner. The host will automatically act as one judge; League founders Mike and Rob will act as the other two. If Mike or Rob are hosting then a member of the Steering Committee will take the third judges spot. In the event a decision needs to be made a minimum of two (2) judges have to agree on the decision.

Chicago Pinball Mafia Rules

The Championship Tournaments:

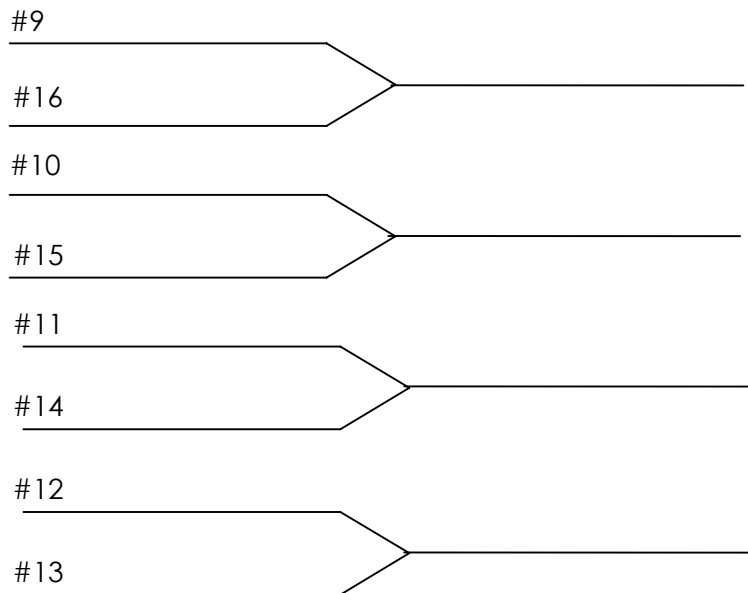
The final meeting in November will be the league tournament. The Twelve Player Tournament Bracket listed below will be used to determine the League and B-Division champions. For each round, a new list of games will be drawn. Players will compete on these games in round-robin style.

All brackets are a best of 3 games. The first player to win 2 games advances to the next round. In the opening round play will be done in groups of 3 players, playing 3 games. In this round players collect league points. At the end of the round, the 2 players with the most points advance into the brackets. In the rare event that all 3 players are tied at the end of the three rounds, the highest rank seed is advanced by earning tie-break advantage. The two remaining players will play one last elimination game to break the tie with the winner advancing.

The final round will be a best 2 out of 3 games on one machine to be determined by the finalists. If the finalists can not agree the game will be chosen by league vote. If the league vote does not decide a game a random lottery will be used. The first person to win 2 games will be declared tournament champion.

The Qualifying Round:

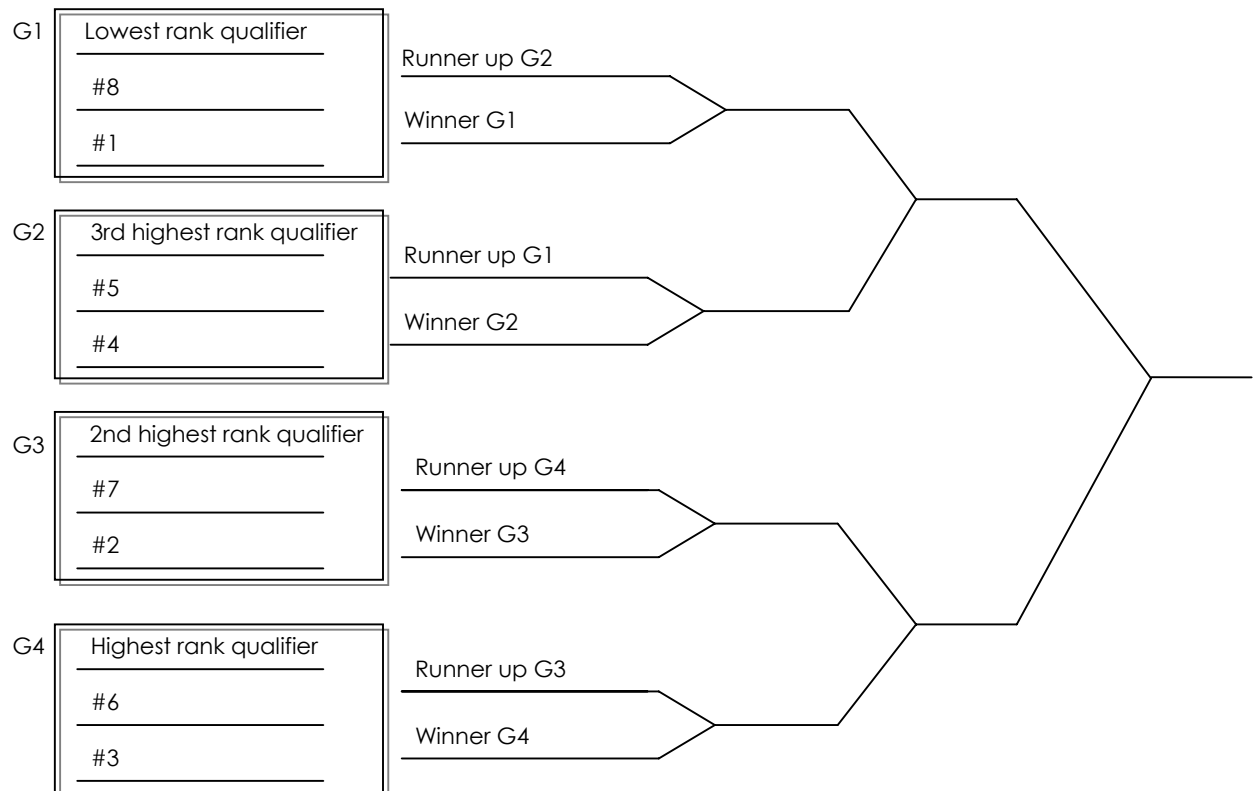
The top 8 finishers of the B-Division will compete for the final four spots in the League Championship Tournament. The 8 A-Division players automatically advance. The runners up from the qualifying round will be seeded in the B-Division Championship with the remaining players ranked 17 and lower.



Chicago Pinball Mafia Rules

Open seeds in the League Championship Tournament are not allowed. If any of the 8 A-Division players are absent and unable to play in their earned spot, all League Championship qualifiers will be advanced up in seeding. The open bottom seeds will then be filled by those who did not advance from the qualifying round in order starting with the highest rank.

Twelve Player Tournament Bracket:



Game Rules:

1. For most games, extra ball awards can be set at the discretion of the host. For Modern Stern games (Stern games after 1998) extra balls can not be played.
2. Ball savers are permitted at the discretion of the host. It is recommended that the host disclose what the balls save times configuration.
3. In the case of a stuck ball:
 - a. If a ball becomes stuck on a game with a manual plunger, the ball will be placed in the shooter lane. The player may resume play any time after the lock down bar has been re-secured.
 - b. If a ball becomes stuck on a game with an automatic plunger and no interlock, the ball is to be placed on the lower right flipper held

Chicago Pinball Mafia Rules

- by the player whose turn it is. The player may then restart the game by flipping any time after the lock down bar has been re-secured.
- c. If a ball becomes stuck on a game with an automatic plunger and an interlock, the ball is to return to the shooter lane. The player will then be permitted to close the coin door when they are ready for play to resume.
 - d. If a ball becomes stuck in a game when the lock will release all the held balls during the third ball search, the player is not permitted to use the released balls.
4. In the event of a mechanical problem that prohibits a game from functioning properly, the round is to suspend and be replayed when the problem has been fixed. The host determines if a problem can be fixed. If the problem can not be fixed the following course of action will be taken:
 - a. If another working game is available it will be substituted in for the remainder of the competition. If multiple working games are available then the order of substitution will be drawn during the lottery at the start of the evening.
 - b. If another working game is not available the match will be replayed on one of the remaining machines.
 5. It is not required to change feature lamps or flash lamps that burn out during competition.
 6. In the event that a player tilts a ball that is not the player's own and the ball is above the flippers the player will receive a soft foul. If the ball was deemed unsaveable (below the flippers) the player will receive a hard foul. The round disruption procedure will be followed.
 7. In the event that a player causes a slam tilt that halts the round for all players the following, the player that caused the slam tilt will receive a hard foul. The round disruption procedure will be followed.
 8. Bang backs are prohibited and will result in a hard foul.