

## The Arcade Pinball League Rules

Each league season will consist of 7 meetings: 6 regular meetings plus Finals (play-offs). Each meeting will take place on the 2<sup>nd</sup> or 3<sup>rd</sup> Thursday of the month (depending on how holidays fall).

Each meeting will consist of groupings of 2-4 people playing 5 games. You will play with the same group of individuals for the evening. Players will be initially matched up based on their IFFPA rankings (where applicable) so that newcomers are not overwhelmed by veteran players.

If the number of players that show for a monthly meeting does not resolve evenly to 4-player groups, the higher ranked (seeded) players (and those with higher IFFPA rankings) and/or more points for the previous season will be grouped together in 3-player groupings for the night.

### **Scoring:**

For a 4-player grouping, for each game; 1st scores 9 pts, 2nd - 7 pts, 3rd - 5 pts and 4th - 4 pts. For a 3-player grouping; 1st scores 9 pts, 2nd - 6 pts and 3rd - 5 pts. In the event a 2-player pairing occurs; 1st will score 9 pts and 2nd - 6 pts.

Total points for each league night will be calculated and posted to The Arcade's Facebook page after the evening has completed, the scores are tallied and verified. Any corrections to the posted scores must be submitted with proof prior to the commencement of the next league meeting.

The lowest meeting total score for each player will be dropped after the player has contributed 3 scores. A player's total points to determine rankings for finals will be based off their 4 highest score totals.

In the event an individual misses a league meeting, a supplemental score of 80% of the player's current score average will be entered for that league night. In the event an individual misses the starting week of the league, the supplemental score will be based off the 2nd week's score. If a player misses a 2nd league meeting, a supplemental score of 70% of their current score average will be entered for that league night.

**Game Play:**

The game selection and player position for each game of the 5 rounds will be determined by the player's position on the score sheet.

The 4th player will select the game for rounds 1 and 5

The 3rd player will select the game for round 2

The 2nd player will select the game for round 3

The 1st player will select the game for round 4

**For a 3-player grouping:**

The 3rd player will select the game for rounds 1 and 4

The 2nd player will select the game for rounds 2 and 5

The 1st player will select the game for round 3

**For a 2-player pairing:**

The player with the higher ranking (seed) will select the game for rounds 1, 3 and 5

The player with the lower ranking (seed) will select the game for rounds 2 and 4

**NOTE:** The same game can be selected and played more than once during a league night if the game is selected by different individuals. An individual cannot select the same game twice during a single league night.

**Rules:**

No coaching will be permitted to a person while that person is actively playing a game. This includes giving advice on skill shots, combos, or any other tips. Once a round has started (the 1st ball is in play for player one), no discussion concerning the game is allowed which could result in an unfair advantage.

There is to be no physical contact with any person currently playing their turn. Failure to comply will result in a last place score for the individual committing the infraction. Repeated infractions could result in eviction from the league.

This is meant to be a fun league, but since there are WPPR points on the line, common courtesy should be exercised at all times.

### **Extra Balls:**

All extra balls awarded will be plunged. A player will be allowed to set up their [skill] shot using the flipper/action buttons to alter lit shots/lanes (depending on the game being played), however upon plunging the ball, no further interaction can be made.

### **Playing out of turn:**

Should a player play a ball where it is not their turn (playing another individual's turn), the following options are available based on the consensus of the group:

- if the player to play out of turn committed the foul on the 1st ball, the remaining members of the group can choose to:

a) continue play with the altered player order

or b) restart the game

- if the player that plays out of turn commits the foul on the 2nd or 3rd ball (playing another player's turn), the player will automatically achieve 3rd or 4th place (depending on the number of players in the grouping) and the affected person can choose to either:

a) continue playing the ball (taking over from the out of turn player)

b) allow the ball to drain and continue the game until completion, at which time they can play a 1-ball game and add the score of that game to their final score

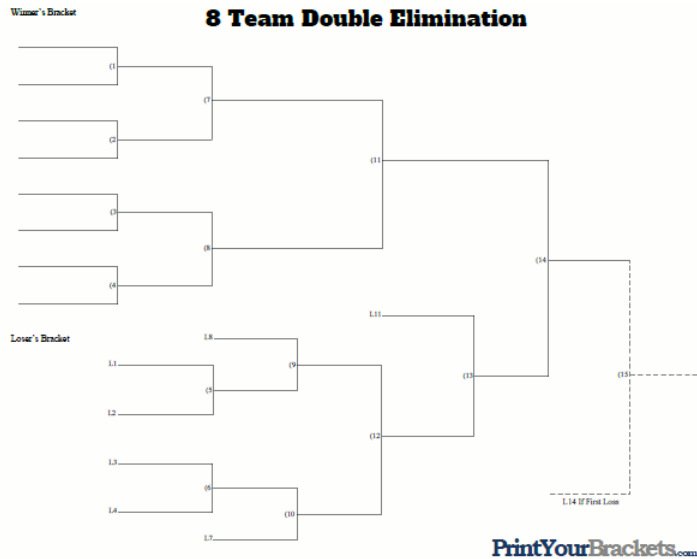
or c) allow play to continue with the rest of the group and play a single-player game afterwards and use that score to determine position.

### **Finals:**

Final league positions are determined by playing in double elimination head-to-head matches where the league players are split into divisional grouping based on rank.

Each divisional rank will consist of a maximum of 8 players. There is no limit to the number of divisions for finals.

Each individual will start paired in the top (Winner's) portion of the bracket. In the first round, the top seeded player will play the 8th seeded player, the 2nd seeded player will play the 7th seeded player and so on with 3rd vs 6th and 4th vs. 5th.



The game play will consist of a "best of 3 games" match play with the higher ranked (seeded) player having their choice of picking either the game or position (playing 1st or 2nd) for rounds 1 and 3 (if necessary). The lower ranked (seeded) player has their choice for the 2nd round.

Once a player has lost 2 games, they will move down into the Loser's (lower) bracket) in the slot designated by their ranking (seed).

Players in the Loser's bracket will compete in a single game to determine who proceeds, with the loser of the game being eliminated. As above, the player with the high rank (seed) has their choice of selecting the game to be played or whether to play 1st or 2nd.

Game play will continue until the Loser's bracket has completed and the winner is determined. The winner of the Loser's bracket then advances to compete against the winner of the top bracket for a round of 3 games. If the winner of this match is the individual that never lost a round, then the winner is determined. However, if the winner of the final match was the person to advance from the Loser's bracket, then an additional game must be played by the same two individuals to determine the outcome of the bracket.