

Chicago Pinball Mafia Rulesheet

League Season :

- Meets 2nd Saturday of the month (unless noted in the schedule), April thru November (November is Playoffs).
- Arrival between 6-7pm. 7pm: Games off for announcements and game selection. League play starts at 7:30pm.
- Be courteous to our hosts by helping to keep the hosts' homes clean and paying up prior to eating.
- Any guests (except host's guests) need to be approved by the host prior to the event and must pay.
- Have fun dammit, that's primarily what we're all here for!

Game Play and Eligibility :

- Games will be checked for eligibility by site judges after game selection.
- Host may select any single game to be used for 1 of the 6 games selected.
- Host or judges may deem certain games out prior to start of an event if any game fails to meet eligibility standards.
- Games will be selected at random, 2 backup games will be selected during game selection time.
- Games already selected in the current season will be ineligible, except if necessary or host selection.
- Games must be fully functioning and leveled left to right.
- Game tilt mechanisms must not be set too loose on games selected, determined by judges prior to league play.
- Game rule variations from factory setting need to be disclosed by the host and announced.
- Games will be set for 3-Ball play. 5-Ball is ok for EM's, if desired by host.
- All additional balls earned on games designed with the add-a-ball feature will be played.
- No extra balls are allowed to be played on Stern games made after 1998, Extra Balls are limited to 1 on all other games.
- Any extra balls awarded beyond the allowable limit are to be plunged but not played.

Player Score Ranking and Eligibility :

- Players are expected to attend all 8 monthly events and RSVP via Evite (+guest count, if applicable).
- Players must complete 5 events to be eligible for November playoffs.
- Each event will be made up of 6 rounds, 1 game will be played per round.
- Players who do not attend an event will receive 0 points for all 6 rounds.
- Players attending an entire event but unable to compete due to capacity will receive 24 points for the event.
- Players who are not in attendance at the start of any round will receive 0 points for the round.
- Players will play in the order noted on the score sheet for each round.
- Players will be awarded points in each round as follows for finishing with highest scores to lowest:
 - 4-player games will be awarded 10, 8, 6, 4*
 - 3-player games will be awarded 10, 7, 4*
 - 2-player games will be awarded 10, 4*
- Players will be ranked by totaling scores from all events.
- Players participating in 3 or more meetings will have their lowest total event score dropped.
- Players with the 8 highest cumulative scores will be in the A-division. (See tie-break procedures for ties)
- All players not in A-division will be in the B-division.
- 1 Upset Bonus Point will be awarded to a B player defeating an A player, maximum of 2 per round.
- B-division Players will be eligible to earn Upset points after participating in 2 events.
- Static matchups will be used for every event based on the number of players attending. The change in matchups will be driven by player movement between ranks instead of randomly generating matchups every month.

Chicago Pinball Mafia Rulesheet

Tie-Breaking Procedures:

- More rounds played
- More First Place Finishes
- More Put Up or Shut Up Wins (Round 4 is the PUOSU round)
- Fewer Last Place Finishes
- More Second Place Finishes
- More Third Place Finishes
- A single tie-break game will be used for player elimination scenarios.

Fouls and Round Disruptions:

Judges should be notified immediately

to note and resolve any disputes or game disruptions (anything in this section).

Minor Game Failure examples:

Ball saver malfunctions, non-critical switches failing, non-critical lamps failing, etc.

Major Game Failure examples:

Game resets, Scoring Bugs, Playing out of turn, Slam-Tilting that does not allow other players to complete the round, mechanisms malfunctioning that do not allow the round to proceed, multiple GI or feature lamp failure, etc.

- Stuck balls should be placed in the shooter lane and round will continue, unless caused by mechanical failure.
- Minor game failures will not disrupt game rounds to keep the rounds moving.
- Major game failures that disrupt game rounds will require scores for completed games to remain and incomplete games will be replayed, except in the event of moving to a backup game.
- For mechanical failure, judges will decide whether to replay the same game or use a backup game.
- Major game failures caused by a player disqualify the player for the round, earning the player 0 points.
- Intentional Tilting will earn a last place finish for the round, regardless of score.
- Aggressive tilting or bang-backs will result in 0 points for the round.
- Judges need to be notified immediately if a foul is in question. Fouls will be enforced by Judges only.

Judges :

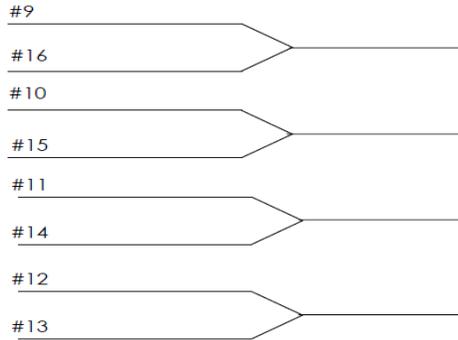
- Judges will resolve any disputes or disruptions that happen throughout the events.
- Designated judges for each night will be the host, Mike and Rob.
- To maintain impartiality, alternate judges will be used if the incident involves the host or judges.
- Alternate judges, if needed, will be Craig, Vince or Yancy.

Chicago Pinball Mafia Rulesheet

The November Championship Tournaments

The Qualifying (Play-In) Round:

- Eligible Players with final ranking of 9 thru 16 (after the October event) will compete as outlined below.
- The remaining playoff eligible players (ranked 1 thru 8, 17 and up) advance to their respective A/B brackets.
- Game selection is random.
- 3 games will be played per round (Winner is best 2 of 3).
- The winners will advance to play in the A-division tourney, all others will play in the B-division tourney.



The Championship Tournament Bracket:

- Both A-division and B-division will use the same bracket system below.
- 12 players or less will be used in each bracket.
- If more than 12 players are eligible for the B-division bracket, play-in game(s) may be used.
- Game selection is random. Games may not be selected again until all games have been selected once.
- 3 games will be played per round, unless a 4th game is need for a tie-breaker.
- The lowest overall finisher in their group will be eliminated each round until we have a Champion.
- The Championship game will be on a game that both players agree to or league vote will decide.

