

# Chicago Pinball Mafia Rules

Revision 1.1

## **Background:**

The Chicago Pinball Mafia is a “for fun” pinball league started by Rob Kokot and Mike Gaspar as a minor league to provide pinball enthusiasts a chance to play and compete. The goal is to expose a group of local players to different games from different eras to build skills and increase exposure to pins not normally found in collections.

## **When And Where We Meet:**

### **League Season:**

The league will meet during the months that correspond with the major pinball events across the country. The season will start in April (the month Pinball at the Zoo is typically held) and conclude in November (the month that the Texas Pinball Festival is held). 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.

### **Hosts:**

Any league participant who has a collection of at least three working games can offer to host a night of competition. A host should be able to accommodate up to 16 people for approximately a 4-hour duration.

## **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 “test 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 function in both the “flip” and “hold” states
3. All feature lamps must be working prior to the start of an event.
4. The game must properly display the score for four players.
5. Any game adjustments that alter the game play from the standard location setting must be disclosed to all players prior to the start of an event.

### **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. A host can determine if the games will be 3 ball or 5 ball in duration. To keep game times equal, all games must be set the same (no mixing of 3 and 5 ball games.) Any games that support a buy-in feature should have that feature disabled.

### **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 game names will be put into a lottery in which three games will be drawn at Random. This step will be skipped for any host that only has 3 games or only has 3 operating games.
3. If a host has more than three eligible games then additional games will be drawn as the order of back up games in the event of a problem that prohibits competition from continuing on a game.

#### **Player Ranking:**

Players will be ranked from highest to lowest, based on their league score. Scores will be kept for each game era however it is only the league ranking (total score, all eras) that determines the player's rank.

#### **Determining the player match ups:**

At the start of each evening the players will be arranged from lowest to highest rank. For the first meeting where all players ranking are zero, the order will be determined randomly.

#### **Match Format:**

For the first 7 meetings (April, May, June, July, August, September and October) the evening will be divided up into two competitions: the normal league meeting followed by and end of evening tournament.

In the league meeting each player is required to play 6 rounds (2 rounds per each game). The players will be assigned to the games according to the following formula: The lower ranking players will play each other on one game, the middle ranked players will play each other on the second game and the

higher ranked players will play each other on the final game. In the event the league has more than 12 players the remaining players will be assigned in a similar manner and play the round when their assigned game has become available.

At the end of each round, the players that occupied the odd number positions (players 1 and 3) will play their next round on the game to the immediate left. The even number positions (players 2 and 4) will play their next round on the game to the immediate right. Players will not be permitted to change their player position as they move from game to game.

### **The End Of Evening Tournament:**

After the League Matches conclude the players will be ranked on their performance for that evening. The four highest ranked players for the night (not overall league score) will go into a head to head competition to determine an evening winner. The fourth place person shall go first, the third second, the third place person will go third and the top winner will go last. The person who ends with the lowest score is eliminated with the remaining players moving on to the second round. For round 2 the players will be arranged in playing order based on the ascending scores from the first round. The player with the lowest score will be eliminated and the two semi-finalist will play a head to head match up on the final league game with the person with the lower score in round 2 going first. The winner of that third game will be declared the evening winner.

### **Calculation of the league score:**

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

1. At the conclusion of the round, the player with the highest score will be awarded an additional 10 (ten) points. The player with the second highest score will be awarded an additional 8 (eight) points. The player with the third highest score will be awarded an additional 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. Any player who during the course of a round starts the wizard mode will be awarded an additional 2 (two) points.
  - a. Games that do not implement a wizard mode will have a threshold determined by the host as the wizard goal to obtain. For example: a host who owns Pharaoh can declare that spelling Pharaoh to its completion will win the wizard mode bonus points.

- b. The Simpson's Pinball Party and similar games that have wizard like modes required for the wizard mode do not qualify for the 2-point award. Only the final wizard mode will be considered for this award.

The points earned by the player are then added to the player's total league score for that given game era. A total league score is calculated by adding all the player's individual game era scores into a single total score.

### **Score keeping:**

It will be the responsibility of the players to make sure that the scoring for each round is kept accurately according to the rules and that any mechanical problems that influence game play are addressed according to procedure.

### **Absentee Scoring:**

To make sure that only people who attend each meeting are awarded with the minimum number of points possible, any member of the league who is unable to attend an event will not have their league score increased. Given the waited scoring, any absentee player should expect to be lowered in rank as a result. Due to the lottery and in consideration of our host's schedule, pre-playing is not permitted.

### **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; the remaining 2 judges for the evening will be volunteers. In the event a decision needs to be made a minimum of two (2) judges have to agree on the decision.

### **The league tournament:**

The final meeting in November will be the league tournament. The Top 12 players will be selected for the tournament. The league machines will be selected as normal however the following brackets will be used to determine player match ups:

For Round 1:

On game 1:

The players will be those ranked in positions 1, 6, 7 and 12.

On game 2:

The players will be those ranked in positions 2, 5, 8 and 11.

On game 3:

The players will be those ranked in positions 3, 4, 9 and 10.

The player with the lowest score on each game will be eliminated. The three remaining players will move on to the next game in the sequence and will reorder themselves with the highest scorer going last:

On game 1:

The first, second and third place winners from game 3.

On game 2:

The first, second and third place winners from game 1.

On game 3:

The first, second and third place winners from game 2.

The player with the lowest score on each game will be eliminated.

For Round 2:

The six remaining players will be arranged into 2 groups of 3 in a manner so that the highest ranking player remaining can play the 2 lowest ranking players. These players will play a 3 player round on game 3. The three remaining players will play the round on game 1. The lowest scoring player in each round will be eliminated from the tournament.

For Round 3:

The four remaining players will play the End Of Evening rules to determine the league winner.

### **Game Rules:**

1. Extra ball awards can be set at the discretion of the host. Note that games do not set an extra ball limit so any changes have to be disclosed per the game requirements.
2. Ball savers are permitted at the discretion of the host. It is recommended that the host disclose what the balls save times are configured as.
3. The following will be used for stuck balls:
  - 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 ball play any time after the lock down bar has been resecured.
  - b. If a ball becomes stuck on a game with an automatic plunger and no interlock, the ball is to be placed on a held right flipper 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 resecured.
  - 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. Games that support the ball chase feature adjustment must have this setting turned off. If a ball chase occurs the round must be replayed.
5. In the event of a mechanical problem that prohibits the game to function properly the round is to suspend and to be replayed when the problem has been fixed. The host can determine 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 two machines.
6. It is not required to change feature lamps or flash lamps that burn out during competition.