

ACT Pinball Championship 2016

Competition Rules

Date:

- Saturday 20 August and Sunday 21 August, 2016.

Time:

- 10:00am to 4:00pm.

Location:

- Exhibition Park In Canberra (EPIC), Lyneham, ACT.

Costs:

- Entry into Big Boys Toys Expo. www.bigboystoyscanberra.com.au/tickets.html
- + \$2 per qualifying game.
- Free entry into Big Boys Toys Expo for Sunday finalists.

Prizes:

- Trophies for top 3 players.
- Cash prizes. Prize pool will be split 60% – 30% – 10% amongst the top 3 finalists after costs. Final prize pool will be known at the start of the second day.
- International Flipper Pinball Association (IFPA) endorsed event.

Tournament Director:

- James Todd – james@chunkout.com

Presented and Hosted by:

- Vice City Players

Links:

- ACT Pinball Championship: [Facebook event](#)
- Vice City Players: www.vicacityplayers.com
- Big Boys Toys Expo: www.bigboystoyscanberra.com.au
- Amusement Machine Distributors: www.amdcoinop.com
- Australian Pinball League: www.australianpinballleague.com.au
- Aussie Arcade: www.aussiearcade.com.au
- The Professional & Amateur Pinball Association: www.papa.org
- International Pinball Flipper Association: www.ifpabinball.com

Tournament format

Summary

Below is a summary of the weekend competition. Specific rules and clarifications are contained in the sections that follow.

Qualifying Round – Saturday 20 August 2016, 10:00am – 4:00pm

- 12 qualifying machines.
- Top 2 scoring players on each machine will qualify for the Final Round.
- 24 qualifiers.
- Unlimited attempts to qualify.
- 3-balls per game (not including extra balls awarded during games).
- \$2 per game or 6 games for \$10.

Finals – Sunday 21 August 2016, 10:00am – 4:00pm

The Finals consist of 3 rounds; a Ranking Round, a Knockout Round, and a Grand Final Round.

- Ranking Round seeds players for the Knockout Round.
- Knockout Round takes the number of players from 24 to 16 to 8 to 4.
- Grand Final Round will be played amongst the top 4 players over 7 games.

Details

Qualifying Round – Saturday 20 August 2016, 10:00am – 4:00pm

Purchasing tickets

Tickets for games in the Qualifying Round will be available from the ticket counter for \$2 each or 6 for \$10. These are redeemable for one game per ticket. Unused tickets cannot be refunded.

Playing games

Players must line up behind the machine they wish to play. Once it is a player's turn, they must hand a ticket to the official overseeing that game.

The official will start the game.

There is a maximum of 2 games per turn per player on a single machine (the second game is started by signaling to the official and providing another ticket). If further games on that machine are desired, the player must line up again.

Registering scores

Once a player has finished their game, it is their responsibility to notify an official to get a high score recorded, or commence a second attempt.

Players must not walk away from the machine or start a new game if they intend to have their score recorded. Officials will record details of the player's name, score and contact phone number. The player is responsible to ensure the details recorded are correct.

Determining Qualifiers

At the completion of the Qualifying Round on Saturday 20 August 2016, Qualifiers will be determined based on their rank on each machine. The top 2 scoring players on each qualifying machine will move through to the Finals.

Note: In the event that a player is a top scorer on multiple machines, they will only receive one qualification spot.

Qualifiers will be determined as follows:

1. Starting with the leftmost qualifying machine, the top 2 players on that machine will be added to the list of Qualifiers.
2. On the next qualifying machine to the right, the first 2 players, who aren't on the list of Qualifiers from the previous machine, will be added to the list of Qualifiers.
3. This continues on each subsequent qualifying machine with the top 2 players, who haven't already been listed, added to the list, resulting in a total of 24 Qualifiers.

Qualifiers will be contacted Saturday evening to notify them of their qualification. Places 25 to 36 will also be contacted as stand-bys in case there are any forfeits in the top 24 positions.

Finals – Sunday 21 August 2016, 10:00am – 4:00pm

The Finals consist of 3 rounds; a Ranking Round, a Knockout Round, and a Grand Final Round.

Ranking Round (10:00am Sunday sharp)

Qualifiers must arrive and be registered **by 10:15am** or their place in the finals will be forfeited. Late arrivals will **not** be accommodated.

Each Qualifier will play 1 single-player game on each of 4 designated machines.

Each score will be recorded. Scores for each player will be weighted against a factor determined by the pinball machine with the highest average score. Weighted scores will be added together giving a total-weighted score. The total-weighted score for each player will be used to rank the players for the Knockout Round (i.e. rank 1 being the highest ranking and rank 24 being the lowest).

In the event of tied scores, the final rank will be resolved by a single-ball playoff on a machine determined by the tournament director.

Knockout Round (around 1:00pm Sunday)

There will be 3 Knockout Rounds **of 2-player head-to-head, best of 5 games**; the Round of 24 players, the Round of 16 players and the Round of 8 players.

Choice of machines

The player with the highest rank in each matchup will get to choose the machines that will be **played by that pair based on the available machines. The first three games of a matchup will be played on one machine, with each pair playing on a different machine (again, highest ranked in overall group gets first choice). If required after three games, the highest ranked player will choose a second machine to play the final two games.**

Play order

Players will play in the order of their rank, i.e. lowest ranked plays first.

Round of 24 players

Knockout round of 2-player head-to-head games. Best of 5 games. Losers get knocked out, winners progress to Round of 16 players.

Game A: Rank 9 v Rank 24
Game B: Rank 10 v Rank 23
Game C: Rank 11 v Rank 22
Game D: Rank 12 v Rank 21
Game E: Rank 13 v Rank 20
Game F: Rank 14 v Rank 19
Game G: Rank 15 v Rank 18
Game H: Rank 16 v Rank 17

Top 8 ranked players receive a bye and automatically progress through to the Round of 16 players.

Round of 16 players

Knockout round of 2-player head-to-head games. Best of 5 games. Losers get knocked out, winners progress to Round of 8 players.

Game Z: Rank 1 v Winner H
Game Y: Rank 2 v Winner G
Game X: Rank 3 v Winner F
Game W: Rank 4 v Winner E
Game V: Rank 5 v Winner D
Game U: Rank 6 v Winner C
Game T: Rank 7 v Winner B
Game S: Rank 8 v Winner A

Round of 8 players

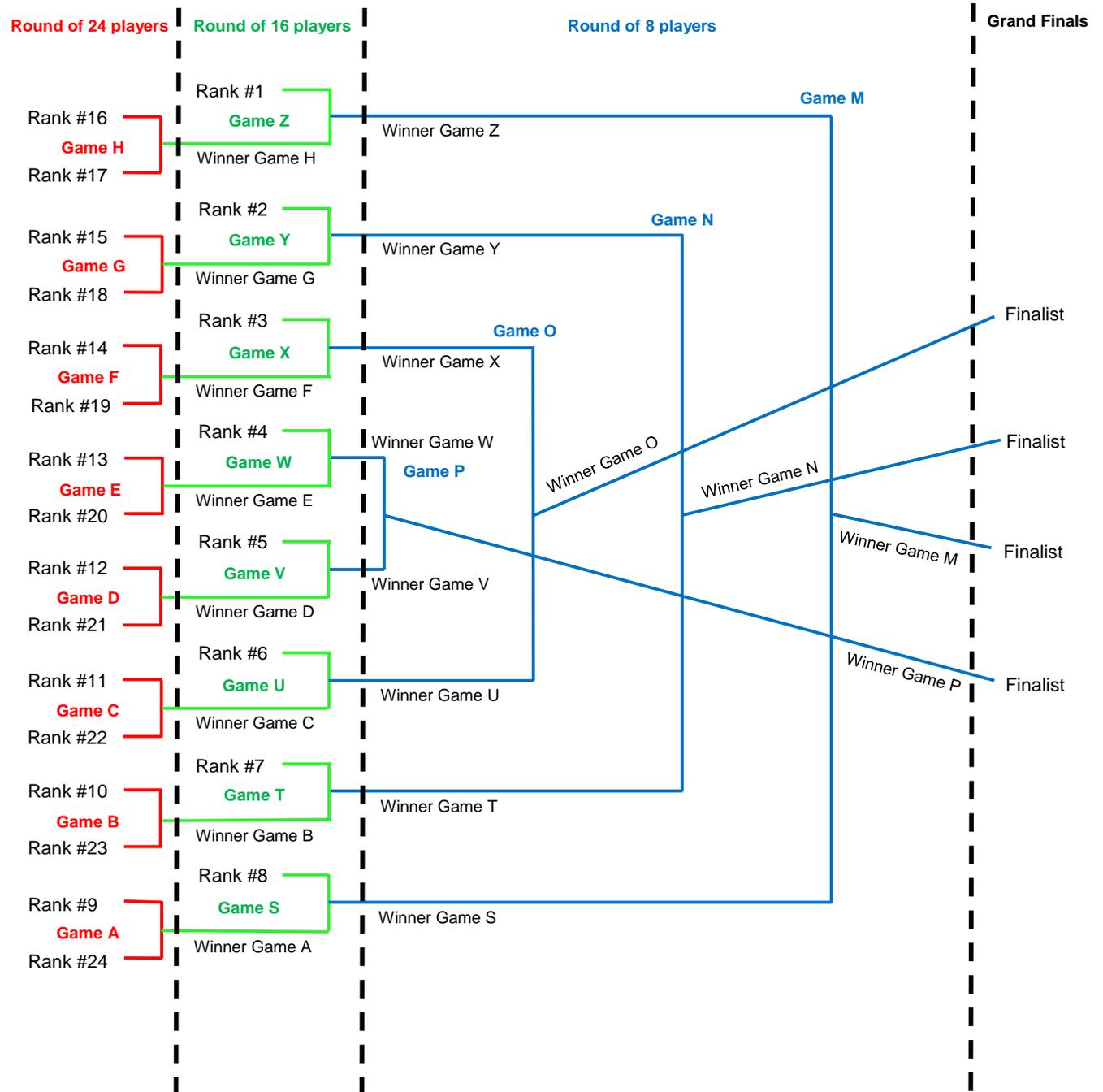
Knockout round of 2-player head-to-head games. Best of 5 games. Losers get knocked out, winners progress to Grand Final Round.

Game M: Winner Z v Winner S
Game N: Winner Y v Winner T
Game O: Winner X v Winner U
Game P: Winner W v Winner V

Grand Finalists

Winner Game M
Winner Game N
Winner Game O
Winner Game P

Diagram of Knockout Rounds



Positions 17 to 24

The 8 losers from the Round of 24 players Knockout Round will continue to play 2 X 4-player games on 2 machines determined by the tournament director.

Each score will be recorded. Scores for each player will be weighted against a factor determined by the pinball machine with the highest average score. Weighted scores will be added together giving a total-weighted score. The total-weighted score for each player will be used to determine positions 17 to 24.

In the event of tied points, the final positions will be resolved by a single ball playoff on a machine determined by the tournament director.

Positions 9 to 16

The 8 losers from the Round of 16 players Knockout Round will continue to play 2 X 4-player games on 2 machines determined by the tournament director.

Each score will be recorded. Scores for each player will be weighted against a factor determined by the pinball machine with the highest average score. Weighted scores will be added together giving a total-weighted score. The total-weighted score for each player will be used to determine positions 9 to 16.

In the event of tied points, the final positions will be resolved by a single ball playoff on a machine determined by the tournament director.

Positions 5 to 8

The 4 losers from the Round of 8 players Knockout Round will continue to play 2 X 4-player games on 2 machines determined by the tournament director.

Each score will be recorded. Scores for each player will be weighted against a factor determined by the pinball machine with the highest average score. Weighted scores will be added together giving a total-weighted score. The total-weighted score for each player will be used to determine positions 5 to 8.

In the event of tied points, the final positions will be resolved by a single ball playoff on a machine determined by the tournament director.

Grand Final Round (around 2:30pm Sunday)

The 4 winners from the Round of 8 players Knockout Round will play 7 X 4-player games in the Grand Final Round on 7 machines determined by the tournament director.

The results of each game in the Grand Final Round will be used to award points to players in the following way:

- 1st place: 7 points.
- 2nd place: 5 points.
- 3rd place: 3 points.
- 4th place: 1 point.

Total points after 7 games will be used to determine the final positions. The competitor with the highest points wins the competition.

In the event of tied points, the final positions will be resolved by a single ball playoff on a machine determined by the tournament director.

General Rules

Owner's machines

Machine owners are not permitted to qualify or compete (in the Finals) on their own machines.

Broken machines

In the unlikely event a pinball malfunction occurs, the tournament director will determine if it is a minor, major or catastrophic malfunction. As a guideline, the officials will reference section 7 of the PAPA.ORG rules for competitive pinball rulings regarding machine malfunctions. A player has the right to initially appeal to the Tournament Director, however, the Tournament Director's decision is final and is not subject to appeal.

Our goal is to bring good working pinball machines, but unexpected problems may occur. Should a machine be unable to be repaired it will be removed from the competition. If the event has less than half of the qualifying time remaining, qualification for the machine ends. Positions will be assigned based on the standings at that point in time. If the event has more than half of the qualifying time remaining, the machine will be replaced and all previous high scores will be considered void. Qualifying will recommence on the replacement machine.

Player conduct

The ACT Pinball Championship would not be possible without the support of volunteers and local collectors. Players should be aware of their actions and the impact they can have on others persons and machines. Behavior that is unsportsmanlike, unruly, belligerent or demeaning of other players and/or tournament officials will result in disqualification from the event, forfeiture of entry fees and removal from the tournament area. In extreme cases, players may risk ejection from the entire expo.

Acknowledgements

We would like to acknowledge and thank the following for information and content used in this document:

- Professional & Amateur Pinball Association (PAPA).
- International Flipper Pinball Association (IFPA).
- Texas Pinball Festival.