

Rules for the “YEGPIN” Canadian Pinball Championship and DHPL Classics Tournament -2020 Edition

The majority of the detailed rules are adapted from PAPA / IFPA whom we thank for making them available for other tournaments.

I. Quick Overview

The YEGPIN Canadian Pinball Championship (CPC) and Classics Tournaments consists of open, unlimited qualifying and group match play final rounds. During open qualifying, each player may make as many qualifying attempts as he or she likes. A point system is used to rank each player's score on each machine. Those who rank highest at the end of qualifying will participate in the group match play final rounds. In the final playoff rounds, qualified players play against each other in 3 games (1 more if a tiebreaker) to determine whom advances and is crowned the champion.

II. Schedule

1. CPC:

Qualifying Hours:

<https://www.yegpin.com/pinball-tournament/>

2. Classics:

<https://www.yegpin.com/classics-pinball-tournament/>

Note:

- Ultimate VIP/VIP ticket holders will have an extra hour in the morning for qualification
- YEGPIN approved volunteers will have an extra hour for qualification

III. Machine Selection and Divisions

All players' qualifying attempts are considered “open” attempts.

The CPC will be played on (4) modern/LCD, mid-modern and late Solid State (Post-1985) machines and there will be four division levels of play. (Main, B, Novice, Women's)

- Those who finished in positions 1-24 will qualify for the “A” division playoffs.

- Players eligible for the “B” division who finished in next 8 positions by restriction will qualify for the “B” division playoffs.
- Players eligible for the “Novice” division who finished in next 4 positions by restriction.

The following division restrictions will apply:

- Any player ranked in the top 1000 of the World Pinball Player Rankings at the time the tournament begins shall not be eligible to play in the “B” playoffs.
- Any player ranked in the top 2500 of the World Pinball Player Rankings at the time the tournament begins shall not be eligible to play in the “Novice” playoffs.

If such a player is in such a position, the next lower eligible player shall qualify instead. At the discretion of the tournament officials, any other player whose past tournament performance indicates that they should be treated as an “A” player may be also ineligible for the “B” division. [They probably know who they are.]

IV. Prizes and Fees Prizes

The tournament has a guaranteed prize pool. The prize pool consists of the entire tournament entries collected throughout the weekend and from cash sponsorship for the event. In the past, the event has paid out more in cash and prizes than it takes in. The prizes will be posted on the website and will be handed out upon the conclusion of the tournament.

V. Qualifying Rounds

1. Purchasing entries

Before purchasing any entries, players must be registered. Entries will not be sold for any division beyond the posted time and are non-refundable unless by special permission.

2. Playing an entry

Players will be added to a digital queue for a machine prior to play by either a scorekeeper, the or by themselves via the tournament website. Each player can only join one queue at a time regardless of machine division. If the machine is open, they must inform a scorekeeper prior to beginning play to verify available entries. If there is a queue the scorekeeper will call the player when it is their turn if the player is not already present. If the player does not appear within one minute, the next person in line may go ahead of them as called out by the scorekeeper. Once the score is added to the software, the entry cannot be voided, the only way a change can be made to the score is by a tournament director where the score was incorrectly entered.

3. Voiding an entry

Once a player has completed their game, the player may either choose to have the score counted or to void the entry. If they choose to count the score, the scorekeeper will record the score, which the player should verify. The scorekeeper will then ask the player if they wish to be added to a new game queue if unused entries are available. Entries can be used on either tournament. Once an entry is voided a player cannot undue the process and have the score added as a qualified score.

4. Scoring

Each player's best score on a machine will receive a point value based on its rank compared to all other players' scores.

For example, on each game in a division with a 200 point scale:

- Score ranked #1 - receives 200 points.
- Score ranked #2 - receives 190 points.
- Score ranked #3- receives 185 points.
- Score ranked #4- receives 184 points.
- Score ranked #5- receives 183 points.
- Score ranked #6- receives 182 points. ...And so on down to:
- Score ranked #187- receives 1 point.

A player's overall score is the sum of their ranked scores on all machines in that division of the tournament, whether or not the player has played all such machines. Tournament banks will contain multiple games to choose from out of which only the top 7 games in YCPC for each player will count towards their qualifying point total. As a result, a player may choose to omit qualifying attempts on multiple machines in each bank with no detriment to their qualifying point total. Because the rankings will change as new scores are posted on each machine, the overall score of each player may change as the qualifying rounds progress. In the event of two or more scores on a machine being exactly tied, the highest point value of the tied positions will be awarded for each such score. Tournament officials will endeavor to provide up-to-date scores and rankings. The overall ranking scores are used to determine which players qualify for the playoff rounds.

VI. Advancement to Playoff Round

1. Advancing to final rounds

When qualifying rounds have been completed, a final calculation of entry scores will be made. Those scores will be ranked, and the top unique players in each division will advance to the final rounds. The determination of final qualifying standings will be made by tournament officials at the end of qualifying hours, and shall not be changed for any reason, including player error or tournament error. In the event that two or more players are tied on the qualifying bubble, such that not all of the tied players can advance to the final rounds, a tiebreaking procedure will be utilized. The same procure will be used for "byes" as well.

In the event that two or more players are tied a tiebreaking procedure will be used in order to save time. Each player's best game rank will be examined. The player with the highest game rank will be given the highest seeding, proceeding through all tied players, in descending order of game rank. If the players have the exact rank on each of the 7 games, then an one ball final will be held on a randomly selected machine. The tiebreaker if needed will happen at 9:30pm on Saturday.

2. Machines Selection

The machines used for final rounds in each tournament will be the same as those used in qualifying with a few selections exception.

- 12 machines will be selected for finals, there can come from any of the CPC or Classics banks. 4 Modern, 4 Mid Modern 4 Late/Early Solid States
- Machines will be in Modern, Mid-Modern and Solid State in that order
- Machine selection will be based on performance of machines during qualifying

All games played in the final rounds are treated as four-player. In the event a machine being utilized does not support enough simultaneous players, multiple games will be played on the same machine, with playing order preference going by original seeding as usual, and the resulting scores will be compared as if a single multiplayer game had been played.

VII. Playoff Round Format

1. Choice of Play

The group that contains the highest-seeded player gets first choice of machine and so on. No group may select a machine which has already been selected by a group in the same round, nor may they choose a machine on which they have already played in that round (unless machine malfunctions have made this unavoidable; tournament officials may choose to provide additional or substitute machines, however). The top seed in each group has the choice of machine and position on the first game, the remaining players may choose their order, in descending order of seeding. (Note: the top seeded player does have the option to defer game choice, they would still have the option of picking first for position). If no player in a group will make a choice, the choice(s) is determined by the top seed who can now duplicate a pick is he/she wishes. Note that the original seeding of players when entering the final rounds from qualifying is used in every round. At no time does a player's seeding change from round to round; therefore the advantage of qualifying in first place can be significant. When all games have been completed by a group, each player will have a point total for the round. The players with the top two point totals from each group of four players will advance.

3. Finals Scoring

For both tournaments, three games will be played each round with each four-player game scored as follows:

1st 4
2nd 2
3rd 1
4th 0

In the event of two or more scores on a machine being exactly tied, the players with such scores will immediately play a tiebreaker game, on the same machine, unless another machine is selected by tournament officials.

4. Initial Round

In the initial rounds, the qualifiers in each division will be divided into four groups as follows:

24 Qualifiers – In CPC only, (starts at Quarterfinals for Classics)

Group 1: #9, #16, #17, #24

Group 2: #10, #15, #18, #23

Group 3: #11, #14, #19, #22

Group 4: #12, #12, #20, #21

Players qualified in positions #1-8 will receive a bye advancing them directly into the Quarterfinal rounds.

5. Quarterfinal Rounds

In the quarterfinal rounds, the players advancing from the previous round will be divided into four groups as follows:

Group 1: #1, #8, #9, #16

Group 2: #2, #7, #10, #15

Group 3: #3, #6, #11, #14

Group 4: #4, #5, #12, #13

6. Semifinal Rounds

For the semi-final rounds in each division, the qualifiers in each division (or players advancing from quarterfinals, if those were played) will be divided into two groups of four.

The groups will be organized according to the original qualifying rank as shown here:

Group 1: #1, #4, #5, #8

Group 2: #2, #3, #6, #7

7. Final Rounds

In each division, four players advance to the final round. The final round for each division is conducted in the same manner as the semi-final round. The total scores for this round will determine the ordering of winners in each division. All ties in the final round are considered significant. Unless otherwise determined by tournament officials, the same machines will be used in the final rounds as the previous rounds.

8. Winners

Winners will receive cash prizes during an awards ceremony shortly following the conclusion of all final rounds on Sunday. Winners need not be present to receive prizes; prizes will be supplied via email transfer if necessary. Any taxes are the sole responsibility of winners. If you do not show up for the playoff round or any of the playoffs rounds then you will forfeit your winnings, there are no substitutions in the playoff round. Exceptions due to an emergency will be considered and determined by organizers.

9. Tiebreaking

Significant ties between players at the end of any of the playoff rounds will be resolved by one tiebreaking game. Note that a tie is only significant if it affects whether or not a player will advance toward the final round, or occurs in the final round. In a tiebreaking game, the players will play the next machine in line. The highest-seeded player may choose the order of play or defer to another player. In the unlikely event of an exact scoring tie on the tiebreaking game, only those affected players will play another tiebreaking game, on the next game in line, under the same rules.

10. Reporting Final Positions

Final positions as reported for IFPA will be based upon player's position rank during the A final rounds, or based upon their qualifying ranking should they fail to qualify for division "A" finals.

VIII. Machine Play Note:

1. Machine Setup

Machines used in CPC will be modified and setup for tournament play. Advanced tournament settings (no extra balls, no ball saves, shortened multi-ball timers, etc.) and physical modifications (fatter post rubbers, removed posts and rubbers, advanced outlanes, etc.) will be made to the machines to ensure the tournament runs smoothly. Notes will be posted on the machines to identify software adjustments that were made to help the competitors.

2. Malfunctions

Occasionally machine can malfunction during a qualifying or playoff round. YEGPIN will do absolutely everything they can do to get machines back working within the qualification round. If a machine breakdown in the first day and is not fixable, that machine will be removed and all scores voided and a replacement machine may be put in to replace it. No refunds will be issued, in other words play at your own risk on the first day of competition. If the failure happens on the second day of qualification, the machine will be shutdown the scores are held for the remainder of the tournament. YEGPIN tests all machines before competition play however; we still reserve the right to fix glaring setup issues with a machine within the first four hours of competition (too tight of tilt, level issues, etc.).

IX. Additional Rules Information

Any request for a ruling not contained within this document will be referred to the most recent combined PAPA / IFPA Rules located at <http://www.ifpabinball.com/rules>