

Die Hard Pinball League

YEGPIN - Match Play Championship
Rules



The majority of rules and format have been adopted from the hard work and dedication of the volunteers and organizers of the Replay Foundation. The original source of the Pinburgh rules can be found on PAPA.org. Our intent is not to duplicate the old Pinburgh experience I do not think anyone can, but to carry on with the tradition of this match play format with our own creative flair. We thank all of those that were involved with previous Replay FX, current Pinburgh and PAPA organization committees, we took a lot of inspiration for all of the hard work you all have done over the year and hopefully we can rekindle some of the magic that this event has had on the entire competitive pinball community.

YEGPIN - Match Play Championship (YEGPIN) pinball tournament is operated by the Die Hard Pinball League held at the annual YEGPIN – Pinball and Arcade Expo. This document specifies the official operating rules and regulations of this tournament.

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I. QUICK OVERVIEW

YEGPIN is three full days of fun, exciting, frustrating and sometimes tense match play pinball competition. All players will be guaranteed two days of play and will play 40 machines over those two days. All players compete in the same division on Day 1, with the quality of their play determining what division they will play in for Day 2, Main, B or Novice. On Day 2, players will be ranked within their division, with the quality of their play determining, whether they advance to finals. The top 28 qualifiers in each division will compete for the division cash and prizes on Day 3.

Each year YEGPIN is allowed to reserve up to 10% of spots (24 in 2025) in this event for coordinating team members, machine donors, special volunteers and out of county participants. YEGPIN is also required to hold up to 4 spots for the IFPA executive to include their participation; if not used they will convert to the above allotment and add to the reserved spots available for YEGPIN . YEGPIN reserves the right to pre-sale or sell these reserved spots up and to the event.

II. OVERALL COMPETITION

A. DIVISIONS OF PLAY

There are three divisions of play at YEGPIN, Main Draw (A Division), B Division, and Novice Division. At the beginning of play, all players compete together, without divisions. The first round initial ranking will be determined by the IFPA rank of the individual on June 1 of the year the event takes place. At the end of play on Day 1, skill divisions are assigned according to rankings and restrictions. Division

assignments are based on a player's win/loss record and certain skill division restrictions (see below).

B. SKILL DIVISION RESTRICTIONS

A Division Restrictions

- Top 250 IFPA WPPR Ranking

B Division Restrictions

- Top 1000 IFPA WPPR Ranking

Tournament officials reserve the right to modify these restrictions, as they deem necessary. Only a player's highest restriction will apply. In all cases, players will be informed before or during play on Day 1 of any skill division restriction that applies to them, and a list of these restrictions will be made available to all players on our website. Note that, for example, a player with a Division B restriction may still qualify in Division A because of strong play on Day 1.

C. SCHEDULE

The full tournament schedule will be posted on <http://www.yegpin.com>.

All players must check in by 9:30 am on Day 1. Players who are not checked in by 9:30 am will be removed from the tournament, and alternate players from the waitlist may be added. Online pre-registration is required.

All players must be onsite for the start of Session 1 at 10:00 am after checking in by 9:30 am. The penalties for being late for a session can be found under "Player Conduct" **below**.

There will be a break for dinner after Session 3, with Session 4 based upon the schedule on the website.

D. PRIZES

The cash prize package for YEGPIN can be found on the website: www.yegpin.com, these are subject to change up to the event, once the event has stated these cash prizes are guaranteed.

The champion in each division will receive a cool custom YEGPIN trophy; all other players who make the final four will receive plaques.

III. DAY 1: FULL FIELD PLAY

A. DAY 1 FORMAT

Day 1's match play will be a series of five sessions in most case four-(4) player multiplayer pinball, with four (4) games played per session. In each session, (except for the first round) opponents are determined based on each player's win-loss record. At the end of the five sessions, players will advance to their respective skill-based divisions.

B. PLAYING A SESSION

During each session, all players will be assigned to a group. A set of four machines will be randomly assigned, which will usually consist of

one Liquid Crystal Display (LCD), one electromechanical machine (EM), one Modern (DMD) / and one early solid state (SS) machine. Tournament organizers will endeavor to avoid having players play the same bank of machines twice, but cannot guarantee it due to the number of people and the number of rounds being played. Games must be played in the order prescribed by the grouping on Drains Tournament Manager (DTM), since there are multiple groups playing on the same machine set. Players attempting to “leapfrog” another group or play their assigned machines out of order may receive a yellow or red card.

Players must go to their assigned groups promptly. If a player is missing, do not start play; inform tournament directors of the missing player. Any player who is more than 10 minutes late for their group will be removed from the group, disqualified from the session, and will automatically receive last place scoring on **every machine** for the session (*warning if you are more than 10 minutes late for your group you are disqualified from that entire round of games, do not be late!!!!*). If the player does not return for the next group round then the player is fully disqualified from the event, the group turns into a three player group for scoring purposes. (in other words you cannot miss 2 rounds in a row).

Practice is not permitted at any time for anyone during or between sessions. The best-seeded player within each group (the first player listed on the scoresheet) chooses their order of play for the first game. The remaining players choose their order of play, in descending order from best to worst seeding. For subsequent games, the last-place finisher of the previous game chooses their order of play for the next game. The remaining players choose their order of play, in ascending order of finish in the previous game (3rd place, then 2nd place, then 1st place).

*New** - Thirty seconds of practice or warm-up time is only allowed before your scheduled game, on EM machines or 1 player machines the player will practice then play his/her game and record the score, then the second player will practice and then play and etc. You must declare that you are practicing before you play, if not then a ruling will be made that you keep that first ball. Please communicate with your group so that they understand your intention before playing your first ball. The 30 seconds will be strictly ensured, if you choose to do a bunch of plunge with your time then great it all counts toward your practice time, if it goes into the pops too bad get your flips and tits in the best you can, it is meant to give you a feel of the game not meant for you to play out a ball entirely. We have a schedule to keep abusers will be warned and carded if necessary.*

All players will play their games and record the results in DTM. In any scenario where a player has already defeated his or her opponents and still has one ball left to play, that ball should be plunged but not played, as it cannot affect the results. A score must be recorded for the winning player. Tournament officials may give a player refusing to end their game under these circumstances a yellow or red card.

Exact score ties between two or more players will be resolved with a one-ball playoff on the same game.

*NEW** Scoring will be 4,3,2,1 on all machines. When a group has completed all four games, each player will have a win-loss record from the session. The best possible score for a session is 16 and the worst is 4. In three-player groups, scores will be 4, 2.5, 1. In the unlikely event of a two-player group, please see (Absences section).*

A group must complete and log its score in the DTM software for the session, the results will be validated by the tournament desk. While it is not necessary for the entire group to be present when entering

scores, validation by more than one player is recommended. Prompt entry into the software is essential to the timely progression of the tournament.

Once entered in the software and accepted, all scores are final. Please check the entry into DTM software carefully before authorizing the submission. If there is any dispute that necessitates a ruling, it must be brought to the attention of tournament director(s) immediately. Once seedings have been published for the next session, no changes can be made to prior recorded results, except to reverse any advantage a player may have gained from an incorrect score sheet.

Sessions are scheduled for 2 hours. Please inform tournament officials immediately if a ruling is needed or if a game is malfunctioning. Move on to the next machine as soon as it is available.

C. GAME ASSIGNMENT

A list of the games used in the tournament will be available online in advance of the tournament and on <http://www.yegpin.com> during the tournament.

More than one group of players will be assigned to the same set of machines, and will play in a different order, to minimize delays. Groups may not skip or play machines out of order. In cases where a game in a group has malfunctioned, a new game may be assigned from the backup area, and the software will indicate this.

D. SEEDING PLAYERS

Before the first session, all players will be "seeded" in the tournament; using their WPPR ranking as of May 1 of the year of the event for all

pre-registered players. Unranked players will be given the worst available seeds based on their order date of their YEGPIN registration.

Following the first session, players will be “seeded” in the next session by their cumulative win-loss records, with the best win-loss record receiving the best seed.

E. TIEBREAKERS

If there are ties in standing in any round they are first broken by the most 12's, 11's, 10's, 9's, etc to determine the seeds for that round... If individuals are still tied then we use the best IFPA rank to break the seed tie and place in division.

On Thursday, divisions are broken out into group assignments (Section G). There will be no tiebreakers.

On Friday, please note based on IFPA 6.0 rules there will be changes in that significant ties will need to be played out and those will commence on Day 2 (Friday night) based on the schedule. A random solid state game on the division bank will be picked for the tiebreaker(s) if there is a tie for a bye or for a significant playoff position.

F. GROUP ASSIGNMENT

All players are assigned opponents for each session based on seeding. In each session, the field is “tiered” for assignment into groups, using predetermined tier sizes. Within each tier, groups are created generally using the best available seed, the worst available seed, and the two available seeds that are closest to the middle of the tier. The last tier in each session may have fewer players.

G. DIVISION ASSIGNMENT

At the end of Session 5 (Day 1), players will be assigned into their respective divisions.

Based on a full 240 players: (Subject to change)

In A Division: The top 70 plus ties, plus division restrictions will advance to the A Division.

In B Division: The next top 70 plus ties, plus division restrictions will advance to the B Division.

In Novice Division: The rest of the players will be placed in the Novice Division.

IV. DAY 2: DIVISIONAL PLAY

A. DAY 2 FORMAT

Day 2's match play is identical to Day 1: a series of five sessions of multiplayer pinball (numbered 6 through 10), with four (4) games played per session. In each session, opponents are determined based on a player's win-loss rank. At the end of the five sessions, top finishers will advance to Day 3's finals.

In all divisions, players' records will be carried over from their win-loss records from Day 1.

B. PLAYING A SESSION

Sessions on Day 2 play identically to Day 1.

See playing a session in Day 1 for more information.

C. GAME ASSIGNMENT

The assignment of games on Day 2 will be performed in the same fashion as on Day 1.

D. SEEDING PLAYERS

Before Session 6, players will be “seeded” by their record from Day 1. Tiebreaker formula is used for every round at YEGPIN to determine specific seeding.

E. GROUP ASSIGNMENT

In each session, the field will be “tiered” for assignment into groups, using predetermined tier sizes, in the same fashion as Day 1’s sessions. Three-player matches will appear only within the lowest tier.

Please refer to the YEGPIN Match Play Group by Session located on www.yegpin.com

F. QUALIFYING FOR FINALS

At the end of Session 10, the best win-loss records from Sessions 6-10 will determine qualifiers in B Division and Novice. In Main Division, the best win-loss records from Sessions 1-10 will determine qualifiers.

The top (28) players in each division will qualify for finals. The top 4 players in each division will receive a bye (directly to round of 16).

V. DAY 3: FINAL ROUNDS

A. FINAL ROUNDS

Final rounds employ the same format as session play. All non-bye finalists must check in before the first round. The deadline to check in is 9:00am on Saturday. Any player who is not checked in will be disqualified. Our intent is not to disqualify anyone, but if you leave us

no choice and do not show up for the beginning of your round you will be eliminated from the competition for that tournament. For the players that have byes you check in before the next round starts, this is at your own risk, please ensure you show up on time. There will be no alternates picked and those rounds with absences will be played with less players.

Any player electing to not participate in finals, or who misses check in, or who is disqualified from finals at any time for any reason, forfeits any potential prize payout.

Players in final rounds will be placed in four-player groups and play a four-game session in the same format as Sessions 1-10. The best-seeded player in the group will select from the available banks of machines for his or her group to play, or may elect to select position. The position will hold for all four games in the bank. At no time will a player be allowed to pick the same set of machines in consecutive rounds. Each set of machines may be selected by a maximum of two groups. Some groups will not get to select their preferred machine set. *NEW: The group that picks first will get a choice to start on the LCD or Modern machine in the bank.*

The top two of four players in each group, according to record, will advance to the next round, until the final four players are determined. These four players will play a final four-game session to determine the division winner. In case of a significant tie, a one-game playoff will be played on an early solid-state machine on the next bank, with the best-seeded player having the choice of play order.

Thirty (30) seconds of warm-up or practice time will be provided to any finalist on any machine they have not played yet in the playoffs.

The #1-#4 seeds pass through to the quarterfinals, for the first round of finals, the players will be assigned into six (6) groups based on the following:

First Round , Group 1: #5 rank, #16 rank, #17 rank, #28 rank

First Round, Group 2: #6 rank, #15 rank, #18 rank, #27 rank

First Round, Group 3: #7 rank, #14 rank, #19 rank, #26 rank

First Round, Group 4: #8 rank, #13 rank, #20 rank, #25 rank

First Round, Group 5: #9 rank, #12 rank, #21 rank, #24 rank

First Round, Group 6: #10 rank, #11 rank, #22 rank, #23 rank

Two players from each group, for twelve (12) players, will advance to quarterfinal rounds to join the #1-#4 seeds. All sixteen (16) players are re-ranked according to their qualifying seeding, and assigned into four (4) groups based on the following:

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

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

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

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

Two players from each group, eight (8) players, will advance to semi final rounds. All 8 players are re-ranked according to their qualifying seeding, and assigned into 2 groups as shown here:

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

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

Two players from each group, for four (4) players, will advance to the final round.

Finals, Group 1: #1 rank, #2 rank, #3 rank, #4 rank

VI. MALFUNCTIONS & RULINGS

Most malfunctions and rulings are governed by the full PAPA ruleset. The specific rules below supersede the full PAPA ruleset, found at <https://papa.org/competitions/competition-rules>.

A. MAJOR MALFUNCTIONS

If a major malfunction occurs that will require significant repairs, tournament officials may declare a “Disabled Machine” (see section below). Because the tournament needs to move quickly from session to session, it is not possible to make significant repairs during a match. A new machine will be assigned to the group for immediate play, and the game in progress will be declared void.

In the event that two or more different major malfunctions take place during the same game, the machine will be declared “Disabled” and a new machine will be assigned to the group for immediate play. During final rounds, if the first machine in a set is disabled, the machine set selection process will be restarted, if possible.

B. BENEFICIAL MALFUNCTIONS

Any situation, which indicates the presence of a beneficial malfunction, should be brought to the attention of tournament officials immediately. Any player who intentionally takes advantage of a significant beneficial malfunction may be given a last place score by tournament officials.

Examples of significant beneficial malfunctions include a machine gives an unearned multiball by releasing locked balls, placing two balls in the plunger lane, or kicking additional balls into play when not an intended part of gameplay. In these situations, the player must immediately drain all additional balls, or trap the balls so that tournament directors can do so. Any player who intentionally plays

an unearned multiball will be given a score of zero by tournament officials.

If a beneficial malfunction has significantly increased the score of any player(s), affected players' scores will be void, as described in "Catastrophic Malfunctions". Tournament officials will determine whether it is appropriate to continue play on the same machine or declare it disabled.

C. DISABLED MACHINES

Technicians will attend to any tournament machine that breaks down during play as soon as possible. In the event that a breakdown cannot be repaired, the machine may be taken out of service temporarily or permanently. Results on that machine from prior sessions will not be disqualified, and another machine selected by tournament officials will replace the machine.

Tournament officials may choose to disable a machine for any reason during or between sessions of play. Typical reasons may include malfunctions, incorrect settings, or unusually long playtime. *NEW: In qualifying if a machine cannot be repaired within 5 minutes that game will be voided and you will be moved, in playoffs we will do our utmost to fix that game to complete the session.*

VII. MACHINE SETTINGS

Most rules governing machine settings are identical to the full PAPA ruleset. The specific rules below supersede the full PAPA ruleset, found at <https://papa.org/competitions/competition-rules>.

A. SOFTWARE SETTINGS

Please note that older machines may have different settings, such as allowable extra balls, five-ball play, or a Tilt penalty of “entire game” rather than “current ball”. Players will play the game “as is”, even if there is no sign indicating an expected change in machine behavior. For example, if a machine is set for five-ball play, groups may not end the game after three balls. Electromechanical machines will generally be set for five-ball play, but if they are set for three ball, a note will be placed on machine and they will be played as three. Please contact tournament directors if a game is acting in an unusual way.

A few machines have been designated as single-player games, even though they may support multiple players, due to “catch up” features or other issues with significant competitive impact. These machines will have signs on them.

Standard software setting and physical adjustments will be made on Modern machines (if these differ a sign will be placed on the machine or in DTM to let you know the different settings installed on that machine.

Common settings or setup not included in machine comments will be as follows:

- 2 second ball save
- minimum of 5 second multiball saves
- Advanced outlanes settings
- Hyper sensitive slings
- Super active pop bumpers
- Rubber removed from inlane or outlane
- Lightning flippers
- Gates reversed or removed

- *Conservative settings on Solid State models*

If we deviate from these settings we will do our best to note on the setting sheet on the machine.

VIII. PLAYER CONDUCT

Most rules governing player conduct are identical to the full PAPA ruleset. The specific rules below supersede the full PAPA ruleset, found at <https://papa.org/competitions/competition-rules>.

A. ABSENCES

When session groups are announced, all players must proceed immediately to their assigned set of machines and check-in with the other players in their assigned groups. If a player is absent, tournament officials must be notified promptly. An announcement may or may not be made to attempt to locate the absent player.

Any player absent 10 minutes after a session's start time will be disqualified from the session, and will receive a score of 0-12.

When a player is determined to be absent, tournament officials will alter the affected group appropriately, recognizing that other groups will have begun play and should not be unduly disrupted. 4-player groups will continue as 3-player groups.

Under extraordinary circumstances due to multiple player absences, a 2-player group or even a 1-player group may be forced to play. ***In the event of a 2-player group, four machines will be played. Scoring will be 2-1 for the winner (if the winner does not double the score of the opponent), or 3-0 for the winner, if the winner does at least double the score. (forever known as the Julie Dorssers rule, credit to Max and Dave Stewart for their rule suggestion).*** In the event of a 1-

player group. *In the event of a 1-player group because all opponents are absent, the player will "shadow" another group that includes similarly-seeded players. After each game that group plays, this player will also play a 1-player game. For that player, the scores of the players who come 2nd, 3rd, and 4th in that first match will be compared. Defeat the 4th place player for 1 point. Defeat the 3rd place player for 2 points. And defeat the 1st place player for 3 points. Failing to defeat any of those players results in 0 points.*

No player may delay their game for more than 60 seconds, except to await a ruling or resolution of an environmental inconvenience. Environmental inconvenience is defined as any condition which can reasonably be expected to be resolved quickly, such as unusual noise, lighting problems other than sunlight, or repairs to an immediately adjacent machine. No player may wait for more than 60 seconds from the end of the previous player's turn to begin their turn. The first violation as witnessed by a Tournament Director will result in a warning. A second violation and all subsequent violations of this rule during a tournament will result in a score of zero on that game for the player. Any player who has more than one such absence may be disqualified from the tournament.

Any player who is absent at the beginning of two consecutive sessions without notifying tournament officials of an emergency in advance will be disqualified from the tournament. If a player abandons the tournament they will not be able to play in any other tournament(s) until the last game of the match play round is done and they forfeit any potential winnings for any of the other tournaments, in other words do not abandon your group to try to qualify for another tournament.

During final rounds or any qualifying format that involves group play, if a player is absent when it is their turn to play, they will be awarded three minutes to return before the game in question will be recorded

as a zero. Any player who is not present at the beginning of finals will be disqualified and NOT replaced by the next lower-ranked player, they will play that group as a three player or less and the player that didn't show up automatically forfeits their prize money for the event.

Any player who is absent during final rounds will be subjected to the rules described above for absences during group play. At no time may any person be substituted for an absent player.

B. DISALLOWED PRACTICE

Practicing on any tournament machine other than the designated before your game is strictly forbidden. Practice will be treated as interference and penalized accordingly.

C. COACHING

Coaching of any player while he or she is at a machine is not allowed and may lead to sanctions, such as removing the coach from the area, voiding the player's game in progress, or issuing a yellow or red card. Spectators and other players must refrain from commenting on play in a way that affects the current game, including telling the person if a ball is in play (I know it sucks). Gaining advice outside of when you play is always fair game.

D. REFERENCE MATERIALS

No player may use reference materials of any kind, whether printed or electronic, while playing his or her ball. Reference materials may be used at any other time, however, even during a session or final round.

E. DISQUALIFICATIONS

Any player disqualified from a game for any reason will cease play on that game immediately and will receive a last place score.

IX. MISCELLANEOUS

All miscellaneous rules are identical to the full PAPA ruleset, found at <https://papa.org/competitions/competition-rules>. Additional, superseding rules are listed below.

A. SPECIAL SCORE HANDLING

Any player, who reaches the maximum possible score on a machine that has such a limit, will receive that score as their total. If two or more players reach the maximum possible score on the same game, those players will be considered tied for that game.

During any session or finals, any player who causes the machine to "roll over" beyond its scoring capacity, thereby showing a lower score than the actual score, should draw attention to this, reasonably promptly, for other players in the session and/or available tournament directors, to avoid any confusion over the actual score.

Tournament officials may declare a player as a winner of a game in progress; that player will get a win for that game. This will generally occur only if the pace of the tournament is at risk due to exceptionally good play. The affected player must stop play immediately. Any other player reaching the same score in that game will also receive a win record.

In the event that any player's order of finish is known, but specific scores are no longer retrievable, the order of finish will be considered correct, and approximate scores may be recorded that correspond to the correct and known order of finish.

B. EVENT DISRUPTION

In the event of a power outage, large disruption, or similar circumstance that impacts the YEGPIN schedule in a significant way, tournament officials retain the right to shorten any phase of the tournament, including but not limited to shortening rounds, eliminating rounds, adjusting the number of qualifiers and prize amounts, or rescheduling portions of the tournament. All decisions made by tournament coordinators in this regard are final, and no refunds will be issued should a large disruption of the nature discussed here trigger the enforcement of this rule. By participating in YEGPIN, all players understand and accept the risk that large disruptions outside the control of YEGPIN and Die Hard Pinball League staff could potentially affect the event and force alterations to the schedule and other related aspects of the tournament.

C. PLAYER OBLIGATION

All players, winning or not, grant Die Hard Pinball League, YEGPIN – Pinball and Arcade Expo, and any and all other event sponsors and organizers, individual and collective, the right to use their names, scores, and likenesses for the purpose of promoting this tournament as well as other events. This right is transferable without restriction.