



Rules for the “YEGPIN” Classics Charity Championship

The majority of the detailed rules are adapted from the INDISC classics tournament whom we thank for making them available for other tournaments.

I. Quick Overview

The YEGPIN Classics Charity Championship (CCC) will be held on a bank of 24 tournament games in a hybrid best game format.

You will be able to purchase up to 96 ticket entries and the top 10 machine scores will count to their completed card for the weekend. So at minimum you will want to play at least 10 different games in the banks to ensure you have the maximum amount of points for placement.

Registration for the CCC is only available through a YEGPIN Hardcore and Combo Tournament Bundle, or a direct registration purchase from the tournament desk on event days. Extra entries can be purchased via the tournament desk on event days.

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 who advances and is crowned the champion.

II. Schedule

Qualifying Hours:

Please visit www.yegpin.com for all of the qualifying hours for the event.

III. Machine Selection and Divisions

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

The CCC will be played with (12) Solid State / (Post-1978 - 1991), (6) Electrical Mechanical (Pre 1979) and there will be three divisions of play.



IV. Prizes

Please visit www.yegpin.com for all of the prize structure for the event.

V. Qualifying Rounds

1. Purchasing entries

A limited number of entries (96) can be purchased for this event see website for ticket purchase costs.

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 DTM (Drains Tournament Manger). 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 a player voids the entry they will abandon their score. 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. Once an entry is voided a player cannot undo 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. 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 or if there is a tie to determine a bye, a tie breaking procedure will be utilized, a full game will be played on a random solid state game.

In the event that two or more players are tied for a non-significant tie, a tie breaking procedure will be used in order to save time. Each player's best game rank will be examined. The player with the highest game point value will be given the highest seeding, proceeding through all tied players, in descending order of game rank. If the players have the exact game point values on all 10 games, then the IFPA rank will be the final tiebreaker.



2. Machines Selection

The machines used for final rounds in each tournament will be the same as those used in qualifying.

- Machines will put in banks:
- Machines will be in order:
 - Solid State / (Post-1978 - 1991),
 - Electric Mechanical (Pre-1979) and
 - Solid State / (Post-1978 - 1991)
- Playoff machine selection will be based on performance of machines during qualifying but will not be limited to less than 4 banks of machines.

All games played in the final rounds are treated as four-player unless otherwise stated on the machine. 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 or position and so on. That player will get the choice to:

1. If the player picks the machine bank of choice, once selected the player is forced to play the next two games in order after that in the bank. The first group will get first choice on the starting machine and the second group will then get the choice from the remaining. No more than two groups on a machine bank.
2. If the player chooses to pick a position, the positions are locked for each game so if you pick 4th you will remain 4th for all 3 games.
3. The tiebreaker game will be played on the first machine of the next bank of machines. If you are on the last bank it wraps around to the first bank.



4. The top seed in each group has the choice of machine or position, the remaining players may choose their order, in descending order of seeding. If all players choose their position the last seed is forced to pick machine choice. Note that the original qualification of 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.
5. 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.
6. At no time will a player be allowed to pick the same set of machines in consecutive rounds. If there is a tiebreaker game then that bank can still be selected in the next round by the player.

2. 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 one ball tiebreaker game, on the same machine, unless another machine is selected by tournament officials.

7. Round of 40

For the round of 40, the qualifiers in each division will be divided into two groups of four.

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

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Group 1: #17, #28, #29, #40

Group 2: #18, #27, #30, #39

Group 3: #19, #26, #31, #38

Group 4: #20, #25, #32, #37

Group 5: #21, #24, #33, #36

Group 6: #22, #23, #34, #35

8. Round of 28



For the round of 28, the qualifiers in each division will be divided into two groups of four.

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

Group 1: #5, #16, #17, #28

Group 2: #6, #15, #18, #27

Group 3: #7, #14, #19, #26

Group 4: #8, #13, #20, #25

Group 5: #9, #12, #21, #24

Group 6: #10, #11, #22, #23

9. Quarterfinal Rounds

For the quarter-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, #8, #9, #16

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

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

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

10. 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

11. 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.

1. Winners



Winners will receive cash prizes during an awards ceremony shortly following the conclusion of all final rounds on Saturday. Winners need not be present to receive prizes; prizes will be supplied via check or 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.

2. Tiebreaking

Significant ties between players at the end of any of the final qualifying or playoff round(s) 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 a bye seeding. In a tie breaking 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 tie breaking game, only those affected players will play another one ball game, on the next game in line, under the same rules.

3. 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 YEGPIN tournaments will be modified and set up 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 machines 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 breaks down on 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 shut down and 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>