

Orange County Pinball League Rules

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2011 League Season
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Background:

The Orange County Pinball League is a “for fun” pinball league started by Chris Enright as a minor league for pinball enthusiasts. The goal is to give the group a chance to play, compete, build skills, and facilitate social interactions on games of different eras not normally found on location. Our website is www.ocpinball.com/league . Contact email – pinball@audihere.com

When And Where We Meet:

League Season:

The league will meet year round. The season will start in April and continue through March of the following year. At that time a new season will begin and all rankings reset.

Unless stated otherwise, the league will meet on the first Sunday of the month at 2:00 PM. Each month, 2 hours of practice time will be held from 2:00 PM until 4:00 PM. At 3:30 PM any announcements or other league business will be addressed. Round 1 of the tournament will begin following the announcements or at 4:00 PM, whichever is later. Attendees not participating in the League tournament should show up at 6:00 PM or when the tournament is completed, whichever is later.

Hosts:

Any league participant who has a collection of approximately twelve working games can offer to host a night of competition. A host should be able to accommodate up to (and sometimes more than) 40 people for approximately (and sometimes longer than) six hours.

Hosts should be ready for arrivals and practice starting at 2:00pm on the day of a meeting.

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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.
6. All games must be properly leveled left to right.
7. All solid-state games must be set to 3-ball play prior to the start of an event. EM pinball machines that do not allow for easy selection of this feature may be left at 5-balls per game.
8. Any games that support a buy-in feature or extra ball feature should have those features disabled.

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.

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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. The host will have previously chosen the games depending on both the number of players and number of eligible machines.
3. If a host has more than the necessary eligible games, additional games will be chosen as back up games in the event of a problem that prohibits competition from continuing on a game.

Player Ranking:

Each player will have a league score. The league score is calculated as the sum of all their scores over the.

Players will be ranked from highest to lowest, based on their league score. The players with the top 10 league scores will be ranked in the "A" division while the remaining players are ranked in the "B" division. At the end of the regular season the winner of the "A" division will be crowned division champion. In the event there is a tie for the first place position, the tie-breaking procedures will be used to determine which player has tie-breaking advantage.

Determining the player matches:

Player matches will be determined by a software application that has been developed specifically for the Orange County Pinball League. This software attempts to slot players so that every player plays at least one match on each machine, plays the highest number of distinct opponents, and doesn't play any individual opponent more than three times in an evening.

Round 6 is designated the "Put Up or Shut Up" round. In this round, matches are determined by grouping players to their closest ranked league members.

Regular Season Meeting Play:

During the league meeting each player is required to play 6 rounds. All rounds must be played in order according to the schedule on the printed score sheets. Anyone who plays a round "out-of-turn" will have to stop and replay the round at the proper time.

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Calculation of the League Score:

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

1. **Round Score:** At the conclusion of the round, the player with the highest score will be awarded 10 (ten) points. The player with the second highest score will be awarded 8 (eight) points. The player with the third highest score will be awarded 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 8 (eight) points, and the third place winner will receive 6 (six) points.
 - b. In the event that a round can only be played with two players, the first place winner will receive 10 (ten) points and the second place winner will receive 8 (eight) points.
 - c. In the event that a round can only be played with one player, the player will receive 10 (ten) points.
2. **Upset Bonus:** Starting on the season's second meeting (May), any "B" division player who defeats an "A" division player will be awarded 1 point for each "A" division player they beat, for a maximum of 3 points per round.
3. **Fouls:** A player who receives a soft foul will be awarded points as if they had finished fourth in that round. A player who receives a hard foul will receive zero points for that round.

The points earned by the player for each round are added to the player's total league score at the end of the evening, resulting in a new total league score.

Tie Breaking Procedure:

In the event of a tie, the following criteria will be used to determine who has tie-breaking advantage:

1. The person who has the higher total league score
2. The person in the "A" division takes advantage over the "B" division
3. The person who has attended more meetings
4. The person who has more first place finishes
5. The person who has more "Put Up or Shut Up" wins
6. The person who has less last place finishes

The list is applied until there is a criterion that breaks the tie. This list is used to break ties that determine rank.

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Score keeping:

It will be the responsibility of the player in the first player position to make sure that the scores for their round are recorded accurately according to the rules. Additionally, it is also his/her responsibility to halt the round in the event any mechanical problems or player error causes some players to gain an unfair advantage. Any of these events need to be brought to a judge's attention immediately. Play will resume when a judge declares it safe to do so.

Absentee Scoring:

Any member of the league who is unable to attend an event will not receive points for the missed event. A one-time per season exception to this rule applies for a member's first absence of the season, where said member will receive phantom points for the night equal to 75% of said member's historical League average points distributed over the previous 12 months. This "grace-miss" is only applicable to eligible members. Eligibility is defined as any member that has attended 3 consecutive meetings within the past 12 months. Given the weighted scoring, any absent player should expect to be lowered in rank as a result.

Due to the game selection, the nature of the competition, and the consideration of our host's schedule, pre-playing is not permitted. Once a round has been played and recorded the round is considered final. Making up an absence is also not permitted.

If players attend a meeting and must excuse themselves from the premises for any reason, they will receive a zero for any rounds they have missed.

Judges:

There will be two 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 and League founder Chris will act as the other judge. If Chris is hosting then a member will be appointed to be the second judge.

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Game Rules:

1. Extra ball awards shall be disabled. If extra ball is not disabled, then player shall plunge the extra ball and then refrain from any further interaction with the game and just allow the ball to drain. Points awarded during this process are allowed and added to players overall score.
2. Ball savers are permitted at the discretion of the host. It is recommended that the host disclose what the balls save times configuration.
3. In the case of a stuck ball:
 - 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 play any time after the lock down bar has been re-secured and coin door closed.
 - b. If a ball becomes stuck on a game with an automatic plunger and no interlock, the ball is to be placed on the lower right flipper held 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 re-secured and coin door closed.
 - 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 where the lock will release all the held balls during the third ball search, the player is not permitted to use the released balls and the round must be replayed.
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. Also see 8 below.
5. In the event of a mechanical problem that prohibits a game from functioning properly, the round is to be suspended and 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.
 - b. If another working game is not available the match will be replayed on one of the remaining machines.
6. It is not required to change feature lamps or flash lamps that burn out during competition.
7. In the event that a player tilts a ball that is not the player's own, or in the case of a slam tilt, the player that caused the tilt/slam tilt will consider their round complete:
 - a. In the event a player has tilted another player's ball, if the movement that caused the tilt started when the ball was above the flippers, it will be ruled accidental. The offending player will be

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given a soft foul for the round. If the ball was below the flippers or in the trough when the movement occurred, the player will receive a hard foul.

- b. If the player causes a slam tilt, the offending player will receive a hard foul.
8. At the time of an inadvertent tilt, slam tilt, or game malfunction that has been remedied (that did not involve a considerable scoring discrepancy) - all scores will be immediately recorded. Then if any player(s) did not play the same number of balls as another player, they will play one ball of a new game to equalize the number of balls played across all remaining players. The score from this one ball will be recorded added to the player's existing score. After all players in the original game have played the same number of balls, a **new** game will be started and the remaining players will play this new game to completion. The scores from **all** balls across **all** games will be added to determine rank and award points for that round.

Note: The awarding of hard or soft fouls does not change the point values awarded for the remaining valid players in that round. In other words, a round that was started with four players will still award league points as if all players were playing, even if one or more players fouls out.

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League Night Player Schedule:

All players must RSVP using the automated website system to be entered into the tournament scheduling software to secure their slots in the tournament. A personalized Login is required to access the League website. Logins are categorized into 2 groups. "Regular" account users may RSVP for monthly tournaments as soon as online registration becomes available. "Non-Regular" account users may not RSVP for monthly tournaments until within 3 days of the meeting date. "Regular" and "Non-Regular" user account status is determined automatically by the website. A "Regular" user account status will be applied to any league member that has attended 4 consecutive League meetings within the past 12 months. Should a "Regular" member not maintain the required attendance for "Regular" user account status, then said member's status will be changed to "Non-Regular" until said member attends 4 consecutive meetings. Furthermore, if a "Regular" member RSVP's for a meeting and does not attend, then said member's status will be changed to "Non-Regular" until said member attends 4 consecutive meetings. This user account system is designed to give online RSVP priority to members that consistently attend meetings in the event that a cap is put on the League to limit the number of players allowed to participate in the tournament. Should the League grow too large to effectively gather in member's homes each month, a cap will be put on the maximum number of attendees to help manage the meetings.

The Tournament play schedule will be output using an adjustable lookup table determined by the overall number of players.

A Master Schedule will be printed for everyone to view. This schedule will have all players' schedules shown for all six rounds. Individual player "wristbands" will also be printed, indicating play schedule and opponents for each round.

One Game Schedule will also be printed for each game. This sheet is to remain with its respective game throughout the evening. This sheet is used for all six rounds and will be collected at the end of the evening after all rounds have been played.

Special thanks go to the Chicago Pinball Mafia for helping create this document and scheduling system!