

Rules for the “It Never Drains in Southern California” Pinball Tournament 2017 Edition

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

TL:DR - Changes for 2017

- **Classics will take 24 Qualifiers for “A” instead of 16.**
- **Modern “B” will take 16 Qualifiers instead of 8.**
- **Schedule changes have been made to complete Classics finals on Saturday night.**
- **Payouts for Classics have been changed to be based upon the actual amount raised within Classics.**
- **In Open, if the top qualifier chooses to replace a game they MUST choose that game during finals, be it during the Quarterfinals, Semifinals, or Finals.**
- **Each player can only choose each game ONCE for the entire duration of finals, in both Open and Classics, until all available selections have been exhausted.**
- **Top qualifiers and top machine score payouts have been removed.**

I. Quick Overview

The It Never Drains in Southern California (INDISC) tournaments consists of open qualifying and 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 match play final rounds.

In the final rounds, qualifying players play against each other in multiplayer games. A [different] point system is used to determine who advances to the next round and, ultimately, who wins the division.

II. Divisions

All players’ qualifying attempts are considered “open” attempts. However, to ensure that some less experienced players at the event will win prizes, the players will be split into two groups of qualifiers. Those who finished in positions 1-24 will qualify for the “A” division playoffs. Players eligible for the “B” division who finished in positions 25-32 will qualify for the “B” division playoffs.

A separate Classics Division tournament will be held on older Electromechanical and or Solid State games. Entries fees will be the same as for the “A” and “B” divisions. Those who finished in positions 1-24 will qualify for the “A” division playoffs while those players eligible for the “B” division who finished in positions 25-32 will qualify for the “B” division playoffs.

Any player ranked in the top 250 of the World Pinball Player Rankings at the time the tournament begins shall not be eligible to play in the “B” playoffs. If such a player is in such a position, the next lower eligible player shall qualify instead. All “B” Division INDISC champions must enter the “A” Division at all subsequent tournaments. 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.]

III. Prizes and Fees

Prizes, as % of total entries are shown in the table below. Actual values will be determined on-site after tournament expenses have been deducted and are subject to rounding to the next higher or lower \$5 increment.

| | “A” | “B” | Classics “A” | Classics “B” |
|-------------------------------------|-------|-------|--------------|--------------|
| 1 st | 19% | 6.25% | 19% | 7% |
| 2 nd | 14% | 3.75% | 14% | 4.5% |
| 3 rd | 8% | 2% | 8% | 2.5% |
| 4 th | 6% | 1% | 6% | 1% |
| 5 th – 8 th | 3.5% | 0.5% | 3.5% | 0.5% |
| 9 th – 16 th | 2% | 0.25% | 2% | n/a |
| 17 th – 24 th | 0.75% | n/a | 0.75% | n/a |

Fees

There is a \$20 Museum Entry Fee that all individuals, competitors or spectators, entering the Museum of Pinball are required to pay. 3 free tournament entries are included with the \$20 fee.

INDISC tournament entry fees are \$5 for 1 entry, \$10 for 3 and \$20 for 7 entries. Entries purchased can be used in any division in any combination. **Unplayed entries will not be refunded. Please plan accordingly.**

All players who reside outside of California and travel to the tournament will receive two free entries. Please notify the desk during registration if you are from out of state.

IV. 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 tournament desk, 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 promptly, the next person in line may go ahead of them as called out by the scorekeeper. 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.

3. Scoring

Each player's best score on a machine will receive a point value based on its rank compared to all other players' scores. The #1 score earns 100 points, #2 score earns 94 points, #3 score earns 91 points and #4 through #93 earn one less point per position, i.e. 90 points down through 1 point. Ranks below #93 earn no points on that machine. 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.

Division banks will contain multiple games to choose from out of which only the top 6 games in Open and 5 games in Classics 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.

Points are counted separately for the Open tournament and the Classics tournament.

V. Final Rounds

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. A single game will be played on a machine randomly selected from the qualifying bank of the division. The tied players will play, in randomly determined order, in a multiplayer game on the selected machine, and will subsequently be ranked in the order of their scores on that game. If more players are tied than the selected machine will support in a single game, multiple games will be played to accommodate all tied players, in randomly determined order, and the resulting scores will be compared as if they had occurred in a single game on the same machine.

The same procedure outlined above will be used to break ties on the “bye” line.

In the event that two or more players are tied but are not on the qualifying bubble, a simpler 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.

2. Machines Selection

The machines used for final rounds in each division will be the same as those used in qualifying with one exception. The #1 qualifier in the Open “A” division may add one machine from the “Classics Bank” to replace one of the existing division bank machines to the final rounds. The #1 qualifier is not required to do so but should they exercise this option they will be **required** to choose the game during the finals.

*Machines can only be selected **ONCE** per player for the duration of the finals until all available selections have been exhausted.*

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.

A and B finals in both Open and Classics will operate independently and in parallel, with the constraint that a B finalist with a machine pick cannot select a machine in use by A finalists.

3. Finals scoring

For the Modern division, four games will be played each round with each four-player game scored as follows:

| Rank | Score |
|------|-------|
| 1st | 3 |
| 2nd | 2 |
| 3rd | 1 |
| 4th | 0 |

For the Classics division, three games will be played each round with each four-player game scored as follows:

| Rank | Score |
|------|-------|
| 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.

The group that contains the highest-seeded player gets first choice of machine and order of play. The highest-seeded player within each group may choose either the machine to be played, or the order of play. If the highest-seeded player chooses order of play, the remaining players may choose their order, in descending order of seeding, and choice of machine then goes to the next highest-seeded player in the group. Conversely, if the highest-seeded player chooses the machine to be played, then the next highest-seeded player chooses the order of play, with the remaining players choosing order of play in decreasing order of seeding.

If at any point a high-seed player declines to make a choice, the choice is deferred to the next highest-seeded player, as appropriate. The affected group still retains its order of choice among groups, however. If no player in a group will make a choice, the choice(s) are determined by tournament officials, who may or may not choose randomly.

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.

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). If the machine selected is currently being played by another group in a previous round of play, the group may wait for that round of play to be completed. For example, if one group is playing a given machine as their first machine, a different group may choose to wait for it as their second machine.

In the event too few machines are available during any round of play, the group(s) with the lowest high-seed players will be forced to wait until a game becomes available. As soon as a game becomes available, as indicated by the scorekeeper, the next highest-seeded group must begin play on that machine. In this situation, choice of order of play will be made by the highest-seed player in the group (unless that player declines, as described above).

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. Significant ties will be resolved using the procedure explained in Section IV – 7.

4. Initial Rounds

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

24 Qualifiers

- 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 semifinal 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 semifinal 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 postal mail if necessary. Any taxes are the sole responsibility of winners.

9. Tiebreaking

Significant ties between players at the end of the quarterfinal, semifinal, or final round 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 highest-seeded player can choose the machine to be played from among those games that were *not previously selected for that round*. The highest-seeded player may instead choose the order of play. The choice of game, if it has not been chosen, or the choice of order of play, will proceed through all tied players from highest seed to lowest seed until the machine to be played and order of play have been established.

If more than one group of players are tied, the machine is chosen for the group with the highest-ranking tied player first. The selected machine is not available for selection in lower groups. All tied groups will play their tiebreaking games in parallel.

In the unlikely event of an exact scoring tie on the tiebreaking game, only those affected players will play another tiebreaking game, on another game chosen in similar fashion, under the same rules.

10. Reporting Final Positions

Final positions as reported for IFPA and PAPA Circuit rankings will be based upon player's point total earned during the final rounds, apart from the top 4 players, or based upon their qualifying ranking should they fail to qualify for division "A" finals.

VI. Machine Play Note: Classics

Machines used in Classics play may include extra balls and/or five-ball play. In this division alone, these features may be utilized by the player unless otherwise posted. Classics players should also be aware that some machines end gameplay entirely for a Tilt (similar to modern games' Slam Tilt), that scoring mechanisms can malfunction (this is handled as minor, major, or beneficial, depending on the situation), that in some cases features that resemble pop bumpers and slingshots are not powered, and that some older machines employ gobble holes which end the current ball in play.

VII. 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>