



Professional & Amateur Pinball Association Pinburgh Rules

The Pinburgh Rules are tournament specific alterations built upon PAPA's larger competitive ruleset found here. Any situations not addressed in the Pinburgh rules default to the main set of PAPA Competition Rules. Any tournaments, leagues, or organizations wishing to copy our rules for their own purposes should adopt the primary PAPA ruleset first. All organizations copying our rules are reminded that they are licensed under the Creative Commons, which requires including a reference link back to the original source: PAPA.org.

Pinburgh is the Match Play Championship pinball tournament operated by the Professional and Amateur Pinball Association (PAPA, a service mark of Replay Foundation) and held at Replay FX. This document specifies the official operating rules and regulations of this tournament.

The event coordinators for Pinburgh are Doug Polka, Bowen Kerins, Kevin Martin, Mark Steinman, and Elizabeth Cromwell. Event coordinators organize volunteers, handle malfunctions and rulings, delegate responsibilities and authority, and otherwise work to ensure the smooth operation of the tournament. Event coordinators and designated officials may not participate in the tournament.

I. QUICK OVERVIEW	3	5. Group Assignment	11
		6. Qualifying for Finals	11
II. OVERALL COMPETITION	4	V. DAY 3: FINAL ROUNDS	12
1. Divisions of Play	4	1. Final Rounds	12
2. Skill Division Restrictions	4	VI. MALFUNCTIONS & RULINGS	14
3. Schedule	5	1. Major Malfunctions	14
4. Fees	5	3. Beneficial Malfunctions	14
5. Prizes	5	4. Disabled Machines	14
III. DAY 1: FULL FIELD PLAY	6	5. Player Errors	14
1. Day 1 Format	6	VII. MACHINE SETTINGS	15
2. Playing a Session	6	1. Software Settings	15
3. Game Assignment	7	VIII. PLAYER CONDUCT	16
4. Seeding Players	7	1. Absences	16
5. Group Assignment	8	2. Disallowed Practice	16
6. Division Assignment	9	IX. MISCELLANEOUS	17
IV. DAY 2: DIVISIONAL PLAY	10	1. Special Score Handling	17
1. Day 2 Format	10	2. Event Disruption	17
2. Playing a Session	10	3. Creative Commons License	17
3. Game Assignment	10		
4. Seeding Players	10		

I. QUICK OVERVIEW

Pinburgh is Match Play For All: three days of match play pinball competition, with no players eliminated until the third day. All players compete in groups on Day 1, with the quality of their play determining whether they go into Division A, B, C, D or E for Day 2. All players compete in groups on Day 2 within their division, with the quality of their play determining whether they advance to finals. Qualifiers compete for the division prizes on Day 3. More than 160 prizes will be awarded, including \$15,000 to the champion.

II. OVERALL COMPETITION

1. Divisions of Play

At the beginning of play, all players compete together, without divisions. 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).

All players, winning or not, grant PAPA, Replay FX LLC, Replay Foundation, 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 pinball-related events. This right is transferable without restriction.

2. Skill Division Restrictions

Division A Restrictions

- Qualified in Division A of PAPA 17-20
- Final Four of any PAPA World Championship
- Final Four of Pinburgh 2013-2017 Division A
- Final Four of Pinburgh 2017 Division B
- Top 50 IFPA WPPR Ranking

Division B Restrictions

- Qualified in Division B of PAPA 17-20
- Final Four of Pinburgh 2013-2017 Division B
- Final Four of Pinburgh 2017 Division C
- Qualified for Pinburgh 2013-2017 Div A Finals
- Top 150 IFPA WPPR Ranking

Division C Restrictions

- Qualified in Division C of PAPA 17-20
- Qualified in any Classics Division in PAPA 18-20
- Final Four of Pinburgh 2013-2017 Division C
- Final Four of Pinburgh 2017 Division D
- Qualified for Pinburgh 2013-2017 Div B Finals
- Top 400 IFPA WPPR Ranking

Division D Restrictions

- Top 1500 IFPA WPPR Ranking

Tournament coordinators 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. Note that, for example, a player with a Division B restriction may still qualify in Division A as a result of strong play on Day 1.

3. Schedule

The tournament schedule will be posted on <http://replayfx.org/schedule>.

4. Fees

A one-time \$120 registration fee is required of each player who wishes to compete at Pinburgh, in addition to admission to Replay FX.

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.

5. Prizes

The guaranteed cash prize package for Pinburgh is as follows:

	Division A	Division B	Division C	Division D
1st Place	\$15,000	\$4,000	\$2,000	\$1,000
2nd Place	\$7,500	\$2,000	\$1,250	\$750
3rd Place	\$4,000	\$1,250	\$1,000	\$600
4th Place	\$2,500	\$1,000	\$700	\$400
5th – 8th	\$1,200	\$700	\$500	\$300
9th – 16th	\$700	\$500	\$350	\$250
17th – 28th	\$500	\$350	\$250	\$200
29th – 40th	\$350	\$250	\$200	\$200
Top Qualifier	\$500	\$250	\$150	\$100
Total Prize Money	\$100,000			

The champion also wins the Pinburgh Cup! Other players who make the final four in Divisions A through E receive plaques.

Any player with a perfect 12-0 record in any session will receive a commemorative medal. Medals can be claimed at the tournament desk on Saturday.

All information on collecting prize winnings can be found at: <https://papa.org/prizes>

III. DAY 1: FULL FIELD PLAY

1. Day 1 Format

Day 1's match play will be a series of five sessions of multiplayer pinball, with multiple games played per session. In each session, opponents are determined based on each player's win-loss rank. At the end of the five sessions, players will advance to their respective skill-based divisions.

All players must be onsite for the start of Session 1 at 10 am after checking in by 9:30 am. There will be a 90-minute break for dinner after Session 3, with Session 4 starting at 6:15 pm.

2. 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 dot-matrix machine (DMD), one electromechanical machine (EM), one late solid state (LSS) or early dot-matrix machine, and one early solid state (ESS) machine. Unless a special circumstance arises, players will not be assigned to the same machine set twice. Games must be played in the order prescribed by the group's score sheet, 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 organizers 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 a 0-12 record for the session.

Practice or warm-up time is not allowed for anyone during or between sessions. The only designated practice time is on the morning of Day 1, as listed in the Pinburgh schedule. The best-seeded player within each group (the first player listed on the scoresheet) chooses the 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 the 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).

All players will play their games and record the results. Exact score ties between two or more players will be resolved with a one-ball playoff on the same game. When all four games have been completed by a group, each player will have a win-loss record from the session. The best possible win-loss record for a session is 12-0 and the worst is 0-12. In three-player groups, win-loss records will be multiplied by a factor of 1.5. In the unlikely event of a two-player group, win-loss records will be multiplied by a factor of 3.

A group must complete and sign its score sheet for the session, then return it to the Pinburgh tournament desk. While it is not necessary for the entire group to be present when returning a score sheet, delivery by more than one player is recommended. Once completed and signed, all score sheets are final. Please check the score sheet carefully before signing. Prompt entry of score sheets is essential to the timely

progression of the tournament. 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. A player refusing to end their game under these circumstances may be given a yellow or red card by tournament officials.

Unsigned score sheets will be processed normally; if there is any dispute that necessitates a ruling, it must be brought to the attention of tournament coordinators 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. Tournament officials will not reverse any disadvantage a player receives by signing an incorrect score sheet.

Sessions are scheduled for 2 hours and 15 minutes. 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.

3. Game Assignment

A list of the games used in the tournament will be available online in advance of the tournament, and on <http://pinburgh.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, so as 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 score sheet will indicate this.

4. Seeding Players

Before the first session, all players will be "seeded" in the tournament, using their WPPR ranking as of July 1st. Unranked players will be given the worst available seeds.

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. When seeding a session, ties in win-loss records will be broken by random draw.

5. 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.

During Session 1, the entire field will play as a single tier, and the arrangement of worst-seeded players in each group will be reversed. The general description of tiers for Day 1 is given below, along with the specific assignments for a full field of 840 players.

With 840 players, **the Session 1 groups would be:**

1-420-421-631, 2-419-422-632, 3-418-423-633, ..., 210-211-630-840

During Session 2, each tier will have 300 players and 75 groups:

1-150-151-300, 2-149-152-299, 3-148-153-298, ..., 75-76-225-226
301-450-451-600, 302-449-452-599, 303-448-453-598, ..., 375-376-525-526
601-720-721-840, 602-719-722-839, 603-718-723-838, ..., 660-661-780-781

During Session 3, each tier will have 128 players and 32 groups:

1-64-65-128, 2-63-66-127, 3-62-67-126, ..., 32-33-96-97
129-192-193-256, 130-191-194-255, 131-190-195-254, ..., 160-161-224-225
....
769-804-805-840, 770-803-806-839, 771-802-807-838, ..., 786-787-822-823

During Session 4, each tier will have 64 players and 16 groups:

1-32-33-64, 2-31-34-63, 3-30-35-62, ..., 16-17-48-49
65-96-97-128, 66-95-98-127, 67-94-99-126, ..., 80-81-112-113
...
769-800-801-832, 770-799-802-831, 771-798-803-830, ..., 784-785-816-817
833-836-837-840, 834-835-838-839

During Session 5, each tier will have 32 players and 8 groups:

1-16-17-32, 2-15-18-31, 3-14-19-30, ..., 8-9-24-25
33-48-49-64, 34-47-50-63, 35-46-51-62, ..., 40-41-56-57
...
801-816-817-832, 802-815-818-831, 803-814-819-830, ..., 808-809-824-825
833-836-837-840, 834-835-838-839

In the case of less than 840 players, there may be up to 3 three-player groups in each session, within the lowest tier. These groups are the ones that would normally involve the worst-seeded players in each session. For example, if there are 838 players, two three-player groups will occur in each session, and they will be the ones where normally seeds #839 and #840 would play.

If at any time, the number of players in the lowest tier would be exactly 1, 2, or 5, those players will instead be added to the next-lowest tier. In those cases, tiers will be rearranged to ensure that each tier has at least three players. Whenever the predetermined tier size is greater than 8, no tier of 4 or fewer players will be created. Those players will instead be assigned to the lowest tier.

6. Division Assignment

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

One-fifth of the field of players will qualify for Division A, rounded up. For example, if there are 838 players in the tournament, then 168 players will qualify for Division A. Any player with an Division A restriction will be forced into Division A regardless of their win-loss record. Division A will then be populated with the players with the best win-loss records on Day 1. In case of ties, players with the higher record after Session 4 will play in Division A. Further ties will be broken by higher record after Session 3, after Session 2, after Session 1, and by initial seeding.

One-fifth of the field of players will then qualify for Division B, rounded up. Any player with a Division B restriction, who did not qualify for Division A, will be forced into Division B. Division B will then be populated with the players with the best win-loss records on Day 1 among players who did not qualify for Division A. Ties will be broken using the same method as Division A.

One-fifth of the field of players will then qualify for Division C, rounded up. Any player with a Division C restriction, who did not qualify for Division A or B, will be forced into Division C. Division C will then be populated with the players with the best win-loss records on Day 1 among players who did not qualify for Division A or B. Ties will be broken using the same method as Division A.

One-fifth of the field of players will then qualify for Division D, rounded up. Any player with a Division D restriction, who did not qualify for Division A, B, or C, will be forced into Division D. Division D will then be populated with the players with the best win-loss records on Day 1 among players who did not qualify for Division A, B, or C. Ties will be broken using the same method as Division A.

All remaining players are assigned to Division E.

IV. DAY 2: DIVISIONAL PLAY

1. 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 multiple 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 Division E, players' records from Day 1 will be disregarded during Day 2's play. All players in Division E will start Day 2 with a 0-0 record. In all other divisions, players' records will not be wiped clean, and win-loss records from Day 1 are carried over.

All players must be onsite for Player Roll Call at 9:45 am. There will be a 90-minute break for dinner after Session 8, with Session 9 starting at 6:15 pm.

2. Playing a Session

Sessions on Day 2 play identically to Day 1.

Please remember: Once completed and signed, all score sheets are final. Please check the score sheet carefully before signing. Score sheets must be turned in as soon as possible, since prompt entry of score sheets is essential to the timely progression of the tournament.

3. Game Assignment

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

4. Seeding Players

Before Session 6, players will be "seeded" by their win-loss record from Day 1, with ties broken by random draw. In Division E, this seeding will be used even though players' records are wiped before play.

Following Session 6, players will be "seeded" in the next session by their win-loss record, with ties broken by random draw.

5. 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.

The general description of tiers is given below, along with the specific assignments for a full field of 168 players per division.

During Session 6, the first tier will have 96 players and 24 groups, and the second tier will have all remaining players:

1-48-49-96, 2-47-50-95, 3-46-51-94, ..., 24-25-72-73
97-132-133-168, 98-131-134-167, 99-130-135-166, ..., 114-115-150-151

During Session 7, each tier will have 48 players and 12 groups:

1-24-25-48, 2-23-26-47, 3-22-27-46, ..., 12-13-36-37
49-72-73-96, 50-71-74-95, ..., 60-61-84-85
...
145-156-157-168, 146-155-158-167, ..., 150-151-162-163

During Session 8, each tier will have 16 players and 4 groups:

1-8-9-16, 2-7-10-15, 3-6-11-14, 4-5-12-13
17-24-25-32, 18-23-26-31, 19-22-27-30, 20-21-28-29
...
161-164-165-168, 162-163-166-167

During Session 9, each tier will have 8 players and 2 groups:

1-4-5-8, 2-3-6-7
9-12-13-16, 10-11-14-15
17-20-21-24, 18-19-22-23
...
161-164-165-168, 162-163-166-167

During Session 10, the top tier will have 64 players and 16 groups. Below that, each tier will have 4 players:

1-32-33-64, 2-31-34-63, 3-30-35-62, ..., 16-17-48-49
65-66-67-68
69-70-71-72
73-74-75-76
...
165-166-167-168

There may be up to 3 three-player groups in each division during each session. These groups are the ones that would normally involve the worst-seeded players in each session. For example, if there are 166 players in Division A, 2 three-player groups will occur in each session, and they will be the ones where normally #167 and #168 would play.

6. Qualifying for Finals

At the end of Session 10, qualifiers in Division E will be determined by the best win-loss records from Sessions 6-10. In all other divisions, qualifiers will be determined by the best win-loss records from Sessions 1-10.

The top 40 players in each division will qualify for finals. The top 16 players in each division will receive a bye. The top 4 players in each division will receive two byes (directly to the quarterfinals). The #1 player in each division wins the top qualifier prize.

Ties for any seeded position, including the qualifying and bye cutoffs and the top qualifier, will be broken by the tied players' cumulative win-loss records after Session 9, then cumulative win-loss records after Session 8, and previous sessions' cumulative records as needed. In the unlikely event that players had the same win-loss record through all ten sessions, final position will be determined by the original seeding of the tournament. No tiebreaking games will be held at the end of Session 10.

V. DAY 3: FINAL ROUNDS

1. Final Rounds

Final rounds employ the same format as session play. All finalists, including finalists with byes, should check in before 9 am and must check in before 9:10 am. Any player who is not checked in will be disqualified. Players will be moved up in rank, and alternate players will take the worst-seeded positions in the finals.

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 sets of machines for his or her group to play, or may elect to give up this choice to the next player. Choice of sets will then proceed through the remaining groups, in descending order of seeding, with the best-seeded player in each group making the choice. 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 a machine set.

As in regular Pinburgh sessions, the best-seeded player within each group chooses the order of play for the first game. The remaining players choose their order, in descending order of seeding. For subsequent games, the last-place finisher of the previous game chooses the order of play for the next game. The remaining players choose their order, in ascending order of finish in the previous game.

The top 2 of 4 players in each group, according to win-loss 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 a machine randomly selected by tournament coordinators among finals machines in other machine sets, with the best-seeded player having the choice of play order. In case of a tie between the first and second-place finishers in a group, both players advance and a tiebreaker is not required.

No warm-up or practice time will be provided to any finalist on any machine.

The #1-#4 seeds pass through to the quarterfinals, and the #5-16 seeds pass through to the second round. The first round of finals will start with the following six groups:

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

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

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

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

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

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

Two players from each group, for a total of twelve players, will advance to the second round to join the #5-#16 seeds. These players are re-ranked according to their qualifying seeding, and assigned to groups as shown here:

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

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

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

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

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

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

Two players from each group, for a total of twelve players, will advance to quarterfinal rounds to join the #1-#4 seeds. These players are re-ranked according to their qualifying seeding, and assigned to groups as shown here:

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

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

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

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

Two players from each group, for a total of eight players, will advance to semifinal rounds. These players are re-ranked according to their qualifying seeding, and assigned to groups as shown here:

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

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

Two players from each group, for a total of four players, will advance to the final round.

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>.

1. Major Malfunctions

If a major malfunction occurs that will require significant repairs, tournament coordinators 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.

3. Beneficial Malfunctions

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

A significant beneficial malfunction occurs if 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 a tournament coordinator can do so. Any player who intentionally plays an unearned multiball will be given a score of zero by tournament coordinators.

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 coordinators will determine whether it is appropriate to continue play on the same machine or declare it Disabled.

4. Disabled Machines

Any tournament machine that breaks down during play will be attended to by technicians 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 the machine will be replaced by another machine selected by tournament coordinators.

Tournament coordinators 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.

5. Player Errors

Coaching of any player while he or she is at a machine is not allowed and may lead to sanctions. Spectators and other players must refrain from commenting on play in a way that affects the current game.

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.

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>.

1. 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, they will be played as three. Please contact tournament officials 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, and will be marked as such on score sheets.

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>.

1. 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 and the record will be tripled, yielding the standard point opportunity to each player. In the event of a 1-player group, the player will be assigned to "shadow" an existing 4-player group and play three of the same machines. Wins and losses will be assigned for that player, competing against 4 opponents in each game, but corresponding wins and losses will not accrue to players in the 4-player group.

If a player who was present initially cannot be found during the play of a group, tournament officials must be notified promptly. That player will be allowed no more than 3 minutes to return. If he or she does not return, that player will receive a score of zero for the game. Each ball for that player will be plunged and left unplayed. 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 coordinators of an emergency in advance will be disqualified from the tournament.

Any player who is not present at the beginning of finals will be disqualified and replaced by the next lower-ranked player. 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.

2. Disallowed Practice

Practicing on any tournament machine except during the designated times on Thursday morning is strictly forbidden. Practice will be treated as interference and penalized accordingly. Note in particular that there is no practice time for finalists at any time on Saturday.

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.

1. 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 sessions, any player whose machine “rolls over” to a zero score is responsible for confirming this with his or her opponents before and after the rollover occurs.

Tournament officials may declare a player as a winner of a game in progress; that player will get a record of 3-0 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 3-0 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.

2. Event Disruption

In the event of a power outage, large disruption, or similar circumstance that impacts the Pinburgh 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 directors 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 Pinburgh, all players understand and accept the risk that large disruptions outside the control of Pinburgh and Replay FX staff could potentially impact the event and force alterations to the schedule and other related aspects of the tournament.

3. Creative Commons License



These PAPA Tournament Rules by PAPA.org are licensed under a Creative Commons Attribution-Share Alike 3.0 United States License.

The intent is that the rules can be adapted and reused, with attribution, with the license preserved.