MAGfest IFPA Pinball Tournament

# General Info

International Flipper Pinball Association (IFPA) sanctioned pinball tournament. See ifpapinball.com for more info and player rankings. All players will receive World Player Pinball Ranking (WPPR) points towards their own ranking within IFPA, joining over 27,000 players world-wide in the only international pinball ranking system.

## Qualifying and Playoffs Schedule

**Qualifying**
Friday 1/24 @ 4pm – 12am
Saturday 1/25 @ 9am – 5pm

**Playoffs/Finals**
Saturday 1/25 @ 7pm Roll Call – must be present to play. Playoffs start at 7:15pm.

## Playoffs

Top 16 players in Main Playoffs
Next 8 players that are not ranked in IFPA in Beginner Playoffs

### Playoff Format

Double Elimination bracket
Winner bracket match is best of 3
Loser bracket match is one game

### Playoff Match Info

Higher Seed has option of game or order for game 1
Lower Seed receives remaining option for game 1
Best of 3 matches, games 2 and 3, loser from previous game has option of game or order
Best of 3 matches, same player cannot pick same game twice, but both players may pick same game

## Prizes

Prizes are awarded as MAGfest dollars and are redeemable in the marketplace.

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| **Main Tournament** |  | **Beginner's Playoffs** |  | **Top Qualifier** |
| *Place* | *Mdollars* |  | *Place* | *Mdollars* |  | *Mdollars* |
| 1 | 500 |  | 1 | 150 |  | 100 |
| 2 | 300 |  | 2 | 90 |  |  |
| 3 | 200 |  | 3 | 50 |  |  |
| 4 | 100 |  | 4 | 30 |  |  |
| 5-8 | 50 |  | 5-8 | 20 |  |  |
| 9-16 | 25 |  |  |  |  |  |

# Full Details

## Entry Fee

Free!!! Players may enter the tournament at no cost. You’re at MAGfest, and paid to get in, that was your entry fee. Players may also play games repeatedly, as many times as time and lines allow.

## Qualifying

Qualifying will begin on Friday at 4pm until midnight, then resume on Saturday at 9am until 5pm. There will be a break for dinner and tournament playoffs setup, then playoffs will resume at 7pm on Saturday.

Players will play on all of the games in the tournament bank. These will be marked and separated from non-tournament pinball machines at MAGfest for the duration of the tournament. All games will be turned off between Friday 12am midnight until Saturday 9am to avoid malfunctions, changes to the games and disallowed practice. Upon conclusion of tournament, all pinball machines in the tournament will remain on for open play for the remainder of MAGfest.

The tournament bank will be between 6 and 10 games (to be determined on Friday before start of tournament). To qualify for playoffs, players must play all of the games in the bank. Players may play any of the games as many times as they want. The only limitation is time but with 16 hours of qualifying, that shouldn’t be a problem. Be aware that the last few hours of the tournament will be busy with lines and so it is a good idea to play each game once before replaying a game.

### Scoring

Each player’s best score on each machine is awarded points based on their score relative to the highest score during the tournament on that game. Thus, a player receives points as the percentage of the highest score. For instance, if player A has the highest score at 100,000 points on Machine A, the points they receive are 100,000/100,000\*100 = 100.0 points. If player B has a score of 40,000 points on Machine A, their points are 40,000/100,000\*100 = 40.0 points.

A player’s total score is the combined points from all the games in the tournament bank. The top 16 players and next top 8 unranked players will be qualified for the main and beginner’s playoffs, respectively. No shows at roll call at 7pm will be replaced with the next available player. Beginners at this time have the option to remain in the Beginners tournament if already qualified there instead of moving up to the main tournament. In this case, the next available qualifier will be chosen and so on until the field of 16 and 8 are filled.

## Playoffs

### Roll Call

All players must be present at 7pm for roll call to finalize the bracket before playoffs begin. This is to ensure that all positions are filled and no shows are replaced by other qualifiers.

### Format

Playoffs for both the main and beginner’s tournament will be a seeded double-elimination bracket. Seeds will be awarded and retained throughout the playoffs based on the final qualifying position in the tournament.

### Option of Game or Order

The higher seeded player in each match has the option of picking a game or choosing order. Order is choosing to play first or second in a game. The lower seeded player has the remaining option.

In best 2 out of 3 matches, the loser of the previous game is considered the high seed and has first option.

No player may choose the same game twice in the same match. Both players may choose the same game once in a match. There are no overall limitations of how many times a game may be chosen during the playoffs.

### Winner / Loser bracket

Winner bracket is a best 2 out of 3 match. The first player to win 2 games wins the match.
Loser bracket is only 1 game. Winner of that game wins the match.

### Delays and Waiting on Occupied Games

Matches should start when announced. It is acceptable to wait on a machine that is currently in use. A queuing system will be in place to handle long waits if there are any.

## Rulings and Malfunctions

The nature of pinball results in many potential issues or malfunctions that may affect a player’s game. The rules set forth by the Professional and Amateur Pinball Association (PAPA) at papa.org will be used to make rulings when necessary. The tournament director and designated officials will be available to make rulings or correct malfunctions such as stuck balls. Players should ask for an official or scorekeeper to get an official when malfunctions occur.

### Game Removal due to Malfunction

If a game breaks during the tournament and cannot be fixed, it will be removed from the tournament and replaced if possible with an alternate machine. All scores from broken machines will be voided and no longer used in the tournament. This may cause fluctuations but are unavoidable due to the nature of pinball and the format of the tournament. Caveat: If a machine breaks and is not fixable after 12pm on Saturday of qualifying, it will remain in the tournament and all scores will be considered final for that game. Players that have not played that game at that point will receive a zero for that game.