



WIPT uses the Pinburgh Rules and Rulebook, which are themselves tournament specific alterations built upon PAPA's larger competitive ruleset. Any situations not addressed in the Pinburgh/WIPT 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.

I. Quick Overview

Women's International Pinball Tournament (WIPT) is multiple rounds of four-player match play pinball competition, with no players eliminated until the finalists are selected. The top 16 finishers earn cash, and the top 4 head to a playoff with the richest prizes in women's competitive history.

WIPT is capped at 64 players, and pre-registration is required. There is an entry fee of \$100 per player to enter the tournament.

II. Overall Competition

1. Fees

A one-time \$100 registration fee is required of each player who wishes to compete at WIPT.

All players must check in by 10am. Players who are not checked in by 10am may be removed from the tournament. Online pre-registration is required.

2. Prizes

The tournament features a guaranteed package of cash prizes:

1st Place: \$1000

2nd Place: \$625

3rd Place: \$300

4th Place: \$175

5th – 8th Place: \$125

9th – 16th Place: \$75

All prizes will be paid by check and a W2 is required.

III. Format

1. Overall Format

The match play will be a series of six sessions of multiplayer pinball, with three games played per session. In session one, opponents are determined based on WPPR rank. In sessions two through five, opponents are determined based on each player's win-loss record. At the end of the six sessions, the top sixteen players advance to a final round.

All players must be onsite for the start of Session 1 promptly at 10:30 am after checking in by 10am.

2. Playing a Session

During each session, all players will be assigned to a group. A set of three games will be randomly assigned, which will usually consist of one dot-matrix machine (DMD), one electromechanical machine (EM), and one solid state (SS) machine. Games will be played in the order prescribed by the group's score sheet. Tournament coordinators will make efforts to avoid requiring any player to play a specific machine more than once.

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 tournament.

Practice or warm-up time is not allowed for anyone, including during sessions.

The best-seeded player within each group (the first player listed on the scoresheet) chooses their order of play for the first game. The remaining players choose their order, in descending order from best to worst seeding. For subsequent games, the last-place finisher of the previous game chooses their order of play for the next game. The remaining players choose their order, in ascending order of finish in the previous game (3rd place, then 2nd place, then 1st place).

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 scoresheets.

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 three 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 9-0 and the worst is 0-9.

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 promptly for entry. While it is not necessary for the entire group to be present when returning a score sheet, multiple players should deliver it together to ensure accuracy. 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.

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 a disadvantage a player receives by signing an incorrect score sheet.

Sessions are scheduled for 1 hour. Please play promptly, and 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

The games used in WIPT will be games previously used in Pinburgh. The list of games used in Pinburgh will be available on pinburgh.com. Not all games from Pinburgh will be used in WIPT.

More than one group of players may be assigned to the same set of machines, and will play in a different order, in order 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, ranked by their WPPR point totals as of July 1. Unranked players will be given the lowest available seeds, in alphabetical order.

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 highest seed. When seeding a session, ties in records will be broken by random draw.

5. Group Assignment

In each session, players will be placed in groups of three or four, playing opponents with similar win/loss records.

6. Qualifying for Finals

At the end of Session 6, the top 16 players will qualify for playoffs. Four groups of 4 players will play a 3 game round, with the top player from each group advancing to the final. Players coming in second will finish 5-8. Players coming in third and fourth will finish in the 9-16 positions.

IV. FINALS

1. Final Rounds

The final round employs the same format as session play. Players in the final round will be placed in one four-player group and play a three-game session in the same format as Sessions 1-6. Machines used in the final round will be selected by tournament officials.

As in regular sessions, the highest-seeded player within each group chooses their 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 winner of the final round will be the tournament champion. In case of a tie, an additional game selected by tournament officials will be played immediately.