



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 in each division earn cash and compete in playoff rounds.

WIPT is capped at 76 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 in the WIPT event.

All players must check in by 10:00 AM. Players who are not checked in by that time may be removed from the tournament. Online pre-registration is required.

2. Prizes

The guaranteed monetary prize package with a full field of players for WIPT is as follows:

| Place | Prize |
|---------------|---------|
| 1st Place | \$1,100 |
| 2nd Place | \$650 |
| 3rd Place | \$300 |
| 4th Place | \$200 |
| 5th – 8th | \$150 |
| 9th – 16th | \$100 |
| Top Qualifier | \$150 |

Players who have a perfect round (9-0) will receive a perfect round medal.

3. Schedule

All players must check in at the main desk by 10 AM the day of WIPT.

The most up to date schedule can be found on the Pinburgh website.

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 five 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 10:00 am.

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 their opponent(s) 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 also 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 1st. 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.

IV. FINALS

1. Final Rounds

Final rounds employ the same format as session play. All finalists, including finalists with byes, must check in before the first round. The deadline to check in is 20 minutes before the first round starts. 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.

Any player electing to not participate in finals, or who misses check in, or who is disqualified from finals at any time for any reason, forfeits any potential prize payout.

Players in final rounds will be placed in four-player groups and play a three-game session in the same format as Sessions 1-6. The best-seeded player in the group will select from the available sets of machines for their 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. Each set of machines may be selected by a maximum of two groups. Some groups may 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 two of four 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 officials 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.