



- Are you interested in playing some pinball at least every two weeks?
- Interested in playing with a group of people that share the same passion?
- Interested in competing at your skill level, a competitive and fun environment?
- Interested in qualifying and playing in the Alberta Provincial Pinball Championships or qualifying to play in the IFPA North American Championship Series in the US next year?
- Here is a great opportunity to do all these things and at the same time acquire IFPA world ranking points.

#### 1. **League Commitments:**

- Each player pays a league fee of \$125 (IFPA <1000 or A/B division in previous year), \$75 for all other players. Drop in players will pay \$10 or \$15 for IFPA < 1000
- If you attend the annual ADM your fees drop down to a league fee of \$100 (IFPA <1000 or A/B division in previous year), \$60 for all other players.
- There will be a total of 20 league events during the year, the schedule will be posted on [www.arkadiumretroarcademail.com](http://www.arkadiumretroarcademail.com)
- Eighty (80) players will be able to play the event on a league night
- The top fifteen (15) point totals will be counted to your overall standing, in other words you will be able to drop your five (5) league event lowest scores.
- The top 16 (32 or higher) in each league night will play in a (4,2,1,0) three game playoff to determine the winner for the night. The top 8 will play if there are less than 32 players on a league night.
- The next top 8 (IFPA > 1000) will play in the novice finals and those points will accumulate to determine the winner of the Novice Top Performer plaque.
- A separate year end league playoff final will be played to determine the overall winner in each division.
- IFPA world ranking points will be given for each event, no IFPA points will not be awarded for the league playoff finals.

**2. League Dates for 2024 Season:**

- The league will play at Arkadium Retro Arcade for all league nights.
- Check [www.arkadiumretroarcade.com](http://www.arkadiumretroarcade.com) for schedule.



**ARKADIUM RETRO ARCADE**

**DIE HARD PINBALL**

**THURSDAY NIGHT PINBALL**

**DHPL LEAGUE CHAMPIONSHIP SERIES**

JAN <b>18</b> 7 PM	FEB <b>1</b> 7 PM	FEB <b>15</b> 7 PM	FEB <b>29</b> 7 PM	MAR <b>14</b> 7 PM
MAR <b>28</b> 7 PM	APR <b>11</b> 7 PM	APR <b>25</b> 7 PM	MAY <b>9</b> 7 PM	MAY <b>23</b> 7 PM
JUN <b>6</b> 7 PM	AUG <b>8</b> 7 PM	AUG <b>22</b> 7 PM	SEPT <b>5</b> 7 PM	SEP <b>19</b> 7 PM
OCT <b>3</b> 7 PM	OCT <b>17</b> 7 PM	OCT <b>30</b> 7 PM	NOV <b>14</b> 7 PM	NOV <b>28</b> 7 PM

PLAYOFFS  
November 30th, 2024  
11:00 am-6:00 pm

\$7.50 Drop In  
\$75 for season

**3. Prizes:** (Tentative based on the number of players registered)

- A&B divisions will receive custom league winner plaques and the following prize monies:

Place/Division	A	B	C
1	500	250	100
2	400	200	75
3	300	150	50
4	200	100	25
5-10th	\$50 Credit	\$25 Credit	N/A

- Novice A-B Division will receive no cash prizes but will receive plaques for 1-4th place.

## 4. Regular Season Structure:

### 4.1 League Qualification:

There will be twenty (20) league events in the calendar year. Each event, players will play six (6) total games each night in four (4) player or less groups. We will use IFPA scoring 7 points for first, 5 points for second, 3 points for third, and 1 point for fourth place. If you are the winner in any of the 20 league events you automatically qualify for one of the top final spots in the A or B division. Note if there are more than 10 different winners in a season, the players with the least amount of points will play in the B division. If there is a tie in the initial tiebreaker then a one game playoff on a random solid state machine is held to determine the seeding or winner. IFPA results will be submitted based on the placement of each night including playoffs, world ranking points will be given for each submitted event.

Match Play Settings:

Seeding	Player pairing
Random	Balanced pairing across series
Number of rounds	Player order
6 rounds	Balanced
Arena assignment	Matches each round
Balanced	One match per round
Scoring	Automatic tiebreaker
IFPA (7/5/3/1)	Strength of opponents
Suggested results	
Automatic approval	

### 4.2 Tiebreakers for Qualifying

Each night there will be a tiebreaker(s) played for significant positions in qualifying, in other words if there are any ties for 16th place there will be a one ball tiebreaker played on a random solid state machine dictated by the tournament director. The rest of the qualifying positions will be determined by strength of schedule. No tiebreaker will be played for novice division; all positions will be determined by strength of schedule, if still tied then a one ball tiebreaker played on a random solid state machine dictated by the tournament director.

### 4.3 Playoff Rounds

Each night there will be a playoff round, top 16 (32 or more) in order to qualify. Each round will be a three machine final with 4,2,1,0 PAPA scoring, the top 2 players will

advance to the next round until there are four players remaining. The top seed will get the choice of machine or player order. Once the machine is selected the group will play the next two machines in order, if one machine is not able to be played they will play the machine in the same era in the next bank.

#### **4.4 Tiebreakers for Playoffs**

All tiebreakers will be broken. The machine selection is based on what was picked by the player, you will play the next game in the bank, and the position will be determined on what was originally selected. A one ball tiebreaker will be played, with the exception of the final playoff round where a full game will be played to determine the winner.

#### **4.5 Novice Playoff Round**

Each night there will be a playoff round for Novice players, the top 8 Novice players, those that are more than 1,500 IFPA rankings will play a 3 game, 4,2,1,0 PAPA scoring format. The top seed will get the choice of machine or player order. Once the machine is selected the group will play the next two machines in order, if one machine is not able to be played they will play the machine in the same era in the next bank.

#### **4.6 Tiebreakers for Novice**

All tiebreakers will be broken. The machine selection is based on what was picked by the player, you will play the next game in the bank, and the position will be determined on what was originally selected. A one ball tiebreaker will commence.

#### **4.7 League Standings:**

The league standings will be posted on google drive and added to the DHPL website after every event. All of the points accumulated in a league night for qualifying and playoffs will be used to calculate DHPL league points on any given league night. The standings will be counted for wins first and then the total number of points accumulated. Ties will be broken by the total amount of points accumulated, then by the highest league night score. If every one of the 15 scores is the same (which it won't then we will use IFPA rank to break the tie).

### **5. DHPL League Championship Final**

The DHPL Championship League Final will be played on the same machine that has been used for the league throughout the year. Officials may make machine substitutions as they deem necessary throughout the year. Final league standings will be determined promptly after the last league event. There is no entry fee for the league final, and it is open to any player.

#### **Playoff Seeding**

Everyone who plays, or wants to play in the final can. It depends on how many players register for the DHPL Championship Series throughout the year.

0-10 players: 1 division  
11-20 players: 2 divisions  
21-36 players: 3 divisions  
37-52 players: 4 divisions  
52-68 players: 5 divisions  
69+ players: we will cross that bridge if it gets any bigger lol...

**5.1 Qualified Players:** will be notified promptly by league coordinators. There will be no substitutions, and entries to the league final are non-transferable. There will be 5 divisions of play in the playoffs. A, B, Novice A, Novice B, Novice C.

**5.2 A Division - Endurance Phase:** the top player during regular season play will automatically receive a bye to the final phase. 7-10 places will start to play a survivor group play. The winner of the first, second and third game will advance to the next round. The top seed gets the pick of the machine or position. If all players defer to position then the top seed must pick the machine. No player throughout survivor match play can pick the same machine twice. The survivor group play will continue through to 6th – 2nd seed until the 4 top finalists are determined.

**5.3 A Division - Final Phase:** Once the matches are down to the final two players they will play in a head to head best of 5 match to determine the winner. The top seed will get the choice of machine or position. For the future matches the players will play the next four or less machines in succession. The player can pick a machine that has already been chosen in this round. The loser of the match gets the choice of position for any future games that are played.

**5.4 B/C Divisions (Under Review):** All divisions will have 12 players in them, a double knockout best of 7 match will commence. The top seed will be able to choose a machine or position, once a machine is chosen the players will play the next 6 machines or less in succession. The winner will advance to the winner bracket and the loser of the match will go to the loser's bracket. Once in the loser's bracket if you lose another match you are eliminated. In the loser's bracket the player must beat the person in the winner bracket twice in order to beat the player. In other words it is a true double knockout format.

**5.5 Novice Divisions:** All divisions will have 16 or less players in them, a double knockout best of 5 match will commence. The top seed will be able to choose a machine or position, once a machine is chosen the players will play the next 4 machines or less in succession. The winner will advance to the winner bracket and the loser of the match will go to the loser's bracket. Once in the loser's bracket if you lose another match you are eliminated. In the loser's bracket the player must beat the person in the winner bracket twice in order to beat the player. In other words it is a true double knockout format.

## 6. General Playing Rules:

Our league follows the rules and guidelines pertaining to the league these can reviewed:

[www.diehardpinball.ca](http://www.diehardpinball.ca)

### 6.1 Code of Conduct:

1. If you are noticeably drunk and slurring words, having trouble walking, etc you will be asked to leave the premises. I have no issues with those that would like to have a drink or two, just keep it under control.
2. If you are caught cheating in any way shape or form you will be banned from not just that event but the league without having any money returned.
3. Misconduct will be dealt with on a per incident basis and includes:
  - a. Intimidation both verbal and physical.
  - b. Threatening actions or behavior both verbal and physical.

### 6.2 Arbitration:

1. In the event of any dispute on the rules, a league organizer who is not involved in the game will rule on the dispute. Their decision is final.

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