

Bayou City Pinball League Official Rulebook

Version 2020.05.04

**Combined Rulebook Covering Both
Tournament and League Play**

Table of Contents

| | | |
|----|---|----|
| 1 | Introduction and Acknowledgments..... | 4 |
| 2 | Common Rules Between Weekly Leagues and Tournaments..... | 6 |
| 3 | Weekly League..... | 7 |
| 4 | Weekly League Season-End Playoff Tournament..... | 13 |
| 5 | Match Play Tournaments..... | 17 |
| 6 | Strikeout Tournaments..... | 17 |
| 7 | Pin-Golf..... | 18 |
| 8 | Flip Frenzy Tournaments..... | 19 |
| 9 | [Reserved]..... | 20 |
| 10 | [Reserved]..... | 20 |
| 11 | [Reserved]..... | 20 |
| 12 | Entry Fees and Finances for Tournaments..... | 20 |
| 13 | Age Requirements..... | 21 |
| 14 | Scoring..... | 21 |
| 15 | Personal Conduct..... | 22 |
| 16 | General Rules for Machine Play..... | 24 |
| 17 | Prohibited Actions..... | 29 |
| 18 | Character, Citizenship, and Legal Compliance..... | 33 |
| 19 | Gambling..... | 36 |
| 20 | Emergency Management..... | 40 |
| 21 | Penalties / Equitable Remedies..... | 41 |
| 22 | Conflicts, Contingencies, Severability, and Disputes..... | 45 |

1 Introduction and Acknowledgments

This rule book covers league and tournament play for all events organized under the auspices of the Bayou City Pinball League (BCPL), a league founded by and for law-abiding pinball players of good character, regardless of skill level. Some sections are specific to some types of events. In particular, section 3 applies to only weekly leagues, section 4 applies only to the playoff tournament for weekly leagues, and sections 5 to 11 apply to various types of non-league tournaments.

Thanks to the CPL, FSPA, PPL, SCPL, and PAPA/IFPA as these rules are modified from their originals. Any rulings not covered in this document will refer to the PAPA/IFPA Tournament Rules, linked from ifpabinball.com.

1.1 League Officials

In these rules, “TD” stands for Tournament Director. For situations requiring an immediate decision or rule interpretation, this refers to the highest-ranking league official present who is not directly affected by the decision, with the official in charge of an event outranking the Commissioner or other officials who would normally be considered to rank higher. In particular, rulings of malfunctions or interference should be deferred to an uninvolved official. In other cases, it refers to any appropriate league officer, or depending on context, the person overseeing a given league, tournament, or other event. “Commissioner” refers to the official overseeing the entirety of BCPL operations, whether the long-term holder of the title (“Permanent Commissioner”) or an alternate official temporarily assuming the role (“Acting Commissioner”). “League Official” refers to any single BCPL official tasked with tournament director or officiating duties, including the Commissioner. “League Officials” refers to one or more such officials, which may or may not include the Commissioner, or depending on context, to any and all such officials including the Commissioner.

1.2 Definitions

“In good standing” with BCPL is defined as not currently banned or suspended by league officials, whether for conduct related to BCPL membership, as a player in other pinball leagues/tournaments, or other conduct detrimental to the image of BCPL. A player is still “in good standing” while on probation as long as he/she is compliant with all conditions of probation, including remaining in compliance with other league rules. “In good standing” with the IFPA is defined as not currently suspended from IFPA benefits, including ranking in WPPR.

A “fine” in the context of law violations includes all monetary penalties or forfeitures, including civil and administrative, regardless of the exact naming convention.

A “fugitive” is the subject of one or more outstanding arrest warrants, whether for a criminal offense or otherwise, or someone otherwise attempting to flee or evade capture by any judicial authority (including any level of law enforcement agencies and bail bond recovery agencies).

A “larger event” is a convention or similar gathering, typically multiple days, where BCPL is running a tournament within that event.

The “temporal vicinity” of an event is defined as the time during which a significant number of players from the event can be reasonably expected to have arrived, be present, or remain present at the venue. Typically, the absolute minimum for that time will be:

- a) for single-day events, one (1) hour before the event start time, to one (1) hour after the time at which results are made final;
- b) for a tournament held as part of a larger event, the entire time from one (1) hour before the larger event is first open to the public on the first day, until one (1) hour after the larger event concludes and closes to the public on the last day;
- c) for a league, one (1) hour before each league meeting to one (1) hour after results have been finalized for all groups in that same league meeting;
- d) for a league playoff tournament, one (1) hour before the earliest division start time to one (1) hour after all tournament play has concluded and all results have been finalized.

These are minimums and the actual temporal vicinity is likely to be longer. In some rare cases, the temporal vicinity may be shorter.

The “physical vicinity” of an event includes the entire property of the venue where an event is hosted, including any parking lots. For an event held as part of a larger event, it would include the entire grounds of the venue (e.g. hotel, convention center) where the larger event is being held, including the adjoining parking lots and common areas, with the exception of private areas clearly not part of the event such as hotel rooms.

“Coin drop” refers to any per-game charge to play pinball, and “coin play” or “coin drop basis” refers to any machine set up to accept payment per game (as opposed to “free play”). These are terms of art in the arcade gaming scene and amusement business and, in modern times, are considered independent of the actual payment medium, including per-game charges paid via credit/debit card, paper money, cryptocurrencies, etc whether directly (i.e. inserted into an on-machine acceptor or via a mobile app linked directly to the machine) or indirectly (i.e. by first purchasing tokens or adding value to a card).

“Admission fee” refers to any fee payable for admission to the venue, including memberships and admission tickets/wristbands for a larger event surrounding a tournament. Typically an arcade or event based on an admission fee will have games set to free play as opposed to coin play.

“Law” or “laws” includes any applicable government-enacted laws, ordinances, regulations, or other codified government legal edicts, regardless of title.

“Probation” refers to a delayed imposition of a penalty under these rules, not to legal system probation. Instead, these rules use the term “community supervision” to refer to action by a court of law, even if that court itself still refers to it as probation.

“Gambling” is defined in rule 19.1.

1.3 Currency

All stated dollar amounts are in United States dollars. All financial transactions related to BCPL are to take place in United States currency, with exceptions to be announced by the TD or Commissioner on an event-by-event basis.

1.4 Communication

Tournaments and league meetings may be canceled, rescheduled, or moved due to weather or conflicts with other events at the original tournament/league venue. Notifications will be communicated via the email list, on Facebook, and possibly other methods to be announced at tournaments and league meetings.

1.5 Language

The official language of Bayou City Pinball League is English. While translations of the rules and of instructions by league officials is encouraged, the original English language versions of either shall take precedence in the event of a conflict. English is also the preferred language setting for pinball machines used in BCPL events (see also rule 17.6).

2 Common Rules Between Weekly Leagues and Tournaments

2.1 Attendance, Tardiness, and Eligibility

2.1.1 Eligibility

Bayou City Pinball League (BCPL) events are open to all players in good standing with both the league and the IFPA, and who are not fugitives from justice as defined in section 1.2.

2.1.2 Identification

2.1.2.1 Positive Identification Required

Players agree to confirm their legal identity as needed and bring appropriate photo identification to all league meetings. Acceptable forms of ID include:

- a) state-issued driver license or identification card;
- b) Uniformed Services ID card;
- c) US Armed Forces card;
- d) passport;
- e) tribal identification card;
- f) for current students, a university- or college-issued student identification card; or

- g) for players under twenty-one (21) years of age who do not have any other form of photo identification, a student identification card issued by a high school, middle school, or elementary school.

The day of presentation of the form of identification must be on or before its expiration date (i.e. the form of identification cannot be expired).

A passport used for identification need not necessarily be issued by the United States, as long as it is current and issued by a recognized government.

Players who intentionally give false or deceptive identifying information or who refuse to confirm their legal identities on request are subject to penalties including an immediate season or tournament forfeit combined with an indefinite ban from all BCPL leagues, events, and tournaments, and forfeiture of any earned prizes, in addition to any legal consequences resulting from such actions.

2.1.2.2 Player Name and IFPA Player Number

Subject to requirements imposed by other agencies endorsing league play (such as, but not limited to, the IFPA) players may use an alias, different from their real, legal names for the purposes of league standings and their player persona. This includes aliases commonly referred to using terms such as “gamer name”, “player name”, or “stage name”. However, players must still identify themselves under their legal name to government and league officials per rule 2.1.2.1, and the player is required to use the same IFPA player number used in the past if that player has played in at least one previous IFPA-endorsed event, no matter how long ago that event may have been.

League officials are required to keep legal names confidential if the player is playing under an alias, except as required for compliance with legal process (such as subpoenas). Players playing under an alias are expected to trust league officials to maintain this confidentiality of their legal identities to the full extent possible under applicable laws and IFPA rules. Using multiple IFPA player numbers or intentionally making a false or deceptive statement regarding one’s IFPA player record is prohibited, and depending on circumstances, may also be considered either conduct detrimental to the operation of the league (15.1), cheating (17.8), or both.

3 Weekly League

3.1 Introduction

The weekly league is considered the flagship event of the BCPL. The weekly league rules provide a format for running a friendly pinball league, offering competition for pinball players of all skill levels. These rules are designed for leagues of any number of players, playing on five (or more) machines at a single location. Competition is designed to be exciting down to the last ball of every game, and playoff spots are often not decided until the final ball has drained. The nature of the BCPL league system allows players of all skill levels to play in a single league which is fun and competitive for everyone.

3.2 Schedule / Format

The schedule currently consists of either an eight (8) week regular season schedule or a four (4) week mini-season schedule, followed by one (1) playoff week. Please refer to the calendar or announcement for upcoming meets. During each meet, players will be placed in groups and play multiplayer games. Players will earn points based on their finishing position on each game (first, second, third, or fourth). Points accumulated throughout the season will determine qualification and seeding in the playoffs.

Each league meeting consists of five (5) games played per group, unless a different number of weekly games is stated by the TD.

For a full-length, eight (8) week season, a player's six (6) best week scores out of the possible eight (8) will determine their seeding (dropping the two (2) lowest scores including any zero score(s) for no-show(s)), and only players that compete in four (4) or more regular season meets will be eligible to play in the playoffs.

For a half-length, four (4) week "mini-season", a player's three (3) best week scores out of the possible four (4) will determine their seeding (dropping the one (1) lowest score, including a zero score due to a no-show), and only players that compete in two (2) or more regular season meets will be eligible to play in the playoffs.

3.3 Determination of Schedule (Dates and Times)

The League Officials must set a complete schedule for a season of league play before that season may begin. Dates will be decided upon, however locations may change. League players are encouraged to attend every week, but full (100%) attendance is not required. You can miss two weeks of a full season or one week of a mini-season without any penalty to your score (as detailed in rule 3.2).

3.4 Start Time

Any non-league games in progress by league players at league start time are immediately halted. The TD will make and/or allow others to make any needed announcements and perform roll call. Once roll call is complete, players join their assigned group and begin league play immediately.

3.5 Placement of Tardy Players

Normally, players not present at roll call will not be allowed to play. However, we recognize that Houston is not the easiest city to travel in. If you are planning to attend but may be a few minutes late, please contact the TD.

3.6 Forfeits/No Shows

If a player does not show up for a given league meeting, that player will be given no score (a null score value, usually printed as "-").

A player forfeited for cause for an entire league meeting or longer will receive a score of zero (0) for the week(s) in question.

3.7 Abnormal/Emergency Situations

The TD may cancel or postpone a league meeting if for any reason an abnormal and/or emergency situation exists making it unsafe or impractical to proceed as normally scheduled. The TD should make every reasonable attempt to finish out the season with the originally scheduled number of league meetings, including the playoff tournament, when possible and practical to do so, including rescheduling any missed league meetings. Failing this, the TD should make a reasonable attempt to finish the season with a meaningful competitive result.

Further guidance related to emergency management procedures is detailed in section 20.

3.8 League Meeting Cancellation

If a location should close down temporarily (i.e. for the night) during a league play session, and if less than two games have been played by any group, the match shall be canceled and not recorded. If two or more games have been played by all groups, then scores will be recorded only for those games played by all groups.

Missing games will be rescheduled by the League Officials.

3.9 New Players

New league players (subject to the eligibility requirements in rule 2.1.1) are welcome and encouraged to join a weekly league at any time!

3.10 Machine Selection and Play Order

The machine selection and play order is decided either by the TD or the tournament software in use (such as matchplay.events). In normal league play, for the first game of a match the first player plays first, the second player plays second, etc; for the second game of the match, the second player plays first, the third players plays second, etc. This rotation continues for each player.

3.10.1 Machine Play Order

After machines and order are selected the group should begin play on their first machine chosen, if that machine is occupied they should move on to the second chosen machine. If the second chosen machine is occupied, they should move on to the third chosen machine, etc.

3.10.2 Machine Replacement Selection

If a machine should become unplayable during league play, a replacement machine must be designated by the TD, subject to as many of the following constraints as possible.

An ideal replacement machine should be:

- in good working order;
- one that is not already scheduled for play by the affected group; and
- chosen to minimize group backlogs.

3.10.3 No Avoidable Duplicates

No machine may be chosen to be played twice unless there are four (4) or fewer playable machines at a location. If there are two of the same title at a location, only one may be selected on any group.

3.11 Dues / Finances

3.11.1 Dues Amounts

For normal seasons, league dues are twenty-five dollars (\$25.00) to play in the league for a full season, and thirteen dollars (\$13.00) to play in the league for a mini-season, plus any fees which may be charged by a payment processor (such as PayPal). The League Commissioner, TD, or their designee (such as a treasurer) may collect dues from any league player.

A player may attend league without paying dues until they reach the one-half (50%) attendance threshold. For a full season lasting eight (8) weeks, the player must pay on their fourth (4th) week in attendance; for a “mini-season” lasting four (4) weeks, the player must pay on their second (2nd) week in attendance.

League dues are in addition to any coin drop and/or admission fees. BCPL receives money only from league dues, and from neither the coin drop nor any admission fees collected by the venue.

League dues amounts may be overridden by the TD in charge of the league or the Commissioner. In the case of seasons without league dues, normally there are no physical awards (trophies) and no cash prizes.

3.11.2 Use of League Funds

All dues collected for the weekly league will be spent on league activities.

3.11.3 Expenditures

Percentages listed below are approximate; amounts may be rounded (e.g. to the nearest dollar) for ease of calculation.

Calculations begin with the total league dues received or receivable as of the end of the season, calculated as the appropriate per-player dues amount times the number of players who owe dues. This amount may be reduced to the amount of cash actually on hand (i.e. omitting the amounts of dues not yet received) at the discretion of the treasurer or Commissioner. This amount is the beginning balance.

The following amounts are then deducted from the beginning balance:

- IFPA fees of one dollar (\$1.00) per player (unless sponsored by the venue, the operator, or a third party).
- An amount to cover basic league operations (website hosting, poster printing, software subscription fees, etc), nominally estimated at forty dollars (\$40.00) but which may be increased or decreased if and when exact amounts are better known. (This amount may be reduced by fines collected during the season and/or third-party sponsor contributions.)
- The cost of physical awards (trophies, medals, plaques, ribbons, etc) including shipping and handling to convey personalized awards to winners after the tournament has concluded. The total cost of awards can vary based on vendor, but we will make a best effort to minimize these costs. The number of players awarded physical awards will be determined by the Commissioner.

Finally, any additional prize money from sponsors will be added to the total to determine the total prize fund amount.

Sixty-four percent (64%) of the prize fund is allocated to "A" Division prizes, twenty-six percent (26%) is allocated to "B" Division prizes, with the remaining ten percent (10%) set aside for annual/year-end awards. If there is no "B" Division, then ninety percent (90%) of the prize fund is allocated to "A" Division; at the discretion of the Commissioner, the ten percent (10%) for annual/year-end awards may be waived and one hundred percent (100%) of the balance allocated to "A" Division prizes. The exact percentages may vary due to rounding, as it is considered acceptable for the treasurer or other responsible league official to round amounts to an increment up to and including the nearest whole dollar.

Within each division, the top four places shall be paid: 40% to first, 30% to second, 20% to third, 10% to fourth. If for any reason a division consists of fewer than four (4) players, the remaining places shall be increased proportionally: for three (3) players, 45% to first, 33% to second, 22% to third; and for two (2) players, 58% to first and 42% to second.

3.11.4 Methods of Payment

It is the option of the TD or his/her designee (such as a designated treasurer) as to which payment methods are acceptable. This includes refusing cash payments in favor of online bank draft or credit/debit card payments (e.g. via PayPal, Venmo, Zelle, or similar services).

3.12 Player Groups

3.12.1 General Rules for Grouping

All of the player's names who are in attendance at the recorded start time of a league night will be seeded according to their league ranking, and will be placed into groups of three (3) or four (4) players. Two (2) player groups will not be used unless absolutely necessary.

If a player does not compete in a match, either due to showing up late or leaving early, that player will receive a score of zero (0) for that game and the game will be scored by the number of people who played in the game.

3.12.2 Standings Point Scoring

The IFPA 7-point system (aka 7-5-3-1/7-4-1) shall be used to allocate points for standings purposes, per the table below:

| Group Size | 1 st | 2 nd | 3 rd | 4 th |
|------------|-----------------|-----------------|-----------------|-----------------|
| Four (4) | 7 | 5 | 3 | 1 |
| Three (3) | 7 | 4 | 1 | n/a |
| Two (2) | 7 | 1 | n/a | n/a |

In the event of an exact non-zero score tie between two or more players, the average of both/all places involved shall be awarded to both/all players. In the event more than one player receives a zero (0) score, both/all players shall receive one (1) point.

3.12.3 League Standings and Dropped Scores

Weekly points for each player are added to that player's season total every week. Low scores are dropped per rule 3.2.

3.12.4 Single Player Remaining in Group

If all other players in a group should all be disqualified, forfeited, or otherwise unable to continue play leaving only one remaining player in the group with at least one full game remaining to play, the TD shall adjudicate the score(s) based on the performance of that player in one-player games on the same games (s)he would have played with the group, using the scores of players in other groups as a guide.

3.12.5 Two Players Remaining in Group

If other players in a group should be disqualified, forfeited, or otherwise unable to continue play leaving only two remaining players in a group which began with three or four players with at least one full game remaining to play, the TD has the option to, but is not required to, adjudicate the scores based on the performance of those players in two-player games on the same games they would have played with the group, using the scores of players in other groups as a guide.

4 Weekly League Season-End Playoff Tournament

4.1 Part of League Season

The playoff tournament is considered part of the league season for the purposes of other league rules, including penalties assessed. It is not a standalone tournament in the same fashion as other standalone tournaments held by BCPL.

4.2 Playoff Divisions

To provide a fair chance for players of all skill levels to compete in the playoffs, the league is separated into playoff divisions based on league size. The chart following the next section explains division breakdowns.

4.3 Awarding Playoff Spots

All league players that participate in at least half (50%) of the matches are eligible to play in the playoffs. The number of players grouped into each division will depend on the number of eligible players per the following chart:

| Players Per Division | | |
|----------------------|-------------------------|-------------------------|
| Eligible players | "A" Division Qualifiers | "B" Division Qualifiers |
| 2 | 2 | 0 |
| 3 | 3 | 0 |
| 4-7 | 4 | 0 |
| 8-10 | 5 | 0 |
| 11-14 | 6 | 0 |
| 15-17 | 6 | 4 |
| 19-21 | 6 | 5 |
| 22-24 | 6 | 6 |
| 25-27 | 8 | 6 |
| 28-31 | 8 | 8 |
| 32-35 | 10 | 8 |
| 36-39 | 10 | 10 |
| 40-43 | 12 | 10 |
| 44-49 | 12 | 12 |
| 50-55 | 16 | 12 |
| 56-63 | 16 | 16 |
| 64-71 | 20 | 16 |
| 72+ | * | * |

* = If player count reaches 72, the number of qualifiers for both "A" and "B" Division will be announced by the TD after the conclusion of the regular season.

The winner of each final match is named Division Champion for the season. The "A" Division Champion is also named the League Champion for the season.

The "A" Division finals determine the final league ranking for the places within that division. However, the "B" Division finals are for prizes only, and the final league ranking for "B" division players will be determined only by points earned during the regular season.

At the discretion of the TD, a "C" Division may be formed from all the otherwise playoff eligible players who did not qualify for "A" or "B" Division play. Any "C" Division tournament is strictly for amusement and bragging rights, and no prizes or physical awards will be given for winning a "C" Division playoff tournament, nor will "C" Division playoff results impact official league standings. The typical format of a "C" Division tournament is a group knockout tournament with two (2) strikes for elimination, as described in section 6.

4.4 Playoff Format

4.4.1 Two to Four Players

Any division consisting of two (2), three (3), or four (4) players will have one round, the finals, consisting of all players.

4.4.2 Five Players

Any division consisting of five (5) players will have one semi final round before the finals. The semi-final round will consist of the 4th and 5th ranked players in a two-player group with the 1st through 3rd ranked players receiving a bye into the finals.

4.4.3 Six Players

Any division consisting of six (6) players will have one semi final round before the finals. The semi-final round will consist of the 3rd through 6th ranked players in a four-player group with the 1st and 2nd ranked players receiving a bye into the finals.

4.4.4 Eight Players

Any division consisting of eight (8) players will be split into two groups and have one semi final round before the finals. The semi-final round will consist of all 8 players with no players receiving a bye.

4.4.5 Ten Players

Any division consisting of ten (10) players will have two (2) semi final rounds before the finals, for a total of three (3) rounds. The first round shall consist of the 7th through 10th seeded players in a four-player group, with the 1st through 6th ranked players receiving a first-round bye.

4.4.6 Twelve Players

Any division consisting of twelve (12) players will have two (2) semi final rounds before the finals, for a total of three (3) rounds. The first round shall consist of the 5th through 12th seeded players in two separate four-player groups, with the 1st through 4th ranked players receiving a first-round bye.

4.4.7 Sixteen Players

Any division consisting of sixteen (16) players will have two (2) semi final rounds before the finals, for a total of three (3) rounds. The first round will consist of all players in four-player groups, with no players receiving a first-round bye.

4.4.8 Twenty Players

Any division consisting of twenty (20) players will have three (3) semi final rounds before the finals, for a total of four (4) rounds. The first round will consist of the 13th through 20th ranked players in two separate four-player groups, with the 1st through 12th ranked players receiving a first-round bye.

4.4.9 Twenty-Four Players

Any division consisting of twenty-four (24) players will have three (3) semi final rounds before the finals, for a total of four (4) rounds. The first round will consist of the 9th through 24th ranked players in four separate four-player groups, with the 1st through 8th ranked players receiving a first-round bye.

4.4.10 Thirty-Two Players

Any division consisting of thirty-two (32) players will have three (3) semi final rounds before the finals, for a total of four (4) rounds. The first round will consist of all players with no players receiving a first-round bye.

4.5 Other Division Sizes and TD Adjustments

Normally, no division shall consist of a number of players other than two (2), three (3), four (4), five (5), six (6), eight (8), ten (10), twelve (12), sixteen (16), twenty (20), twenty-four (24), or thirty-two (32). In the event of no-shows, the TD may make adjustments to this format, including running the tournament with a different player count.

4.6 Ties in Playoff Qualification

If there is a tie in divisional standings based on total league standings points, this tie is to be broken with a one-game tiebreaker (prior to the playoff tournament), with the machine and playing order to be determined randomly by the TD.

In the event of a five-way or larger tie, or if the machine chosen for the tiebreaker supports fewer players in one game than players to play (e.g. three players on a two-player machine), this will necessarily involve multiple games, with the recording of each player's scores after each game.

For coin play locations, this game is paid for by the players.

4.7 Playoff Scoring

Playoff scoring is the same as during league play (IFPA 7-point system, as defined in rule 3.12.2). In each semi-final round, the two players with the highest point totals from that round in each four-player (or three-player, if used) group will advance to the next round. For a two-player group, the player with the higher point total of the two players will advance to the next round.

4.8 Playoff Machine Selection

For playoffs, each group will be randomly assigned to a bank of 3 games. Games must be played in order.

4.9 Ties in Playoff Results

If two or more players are tied in points after the semi-final or final has been played, the tiebreaker is a one-game playoff on a randomly selected machine. The choice of order will be given in order of highest regular season rank (highest player followed by next highest, etc). The tie-breaking game cannot be played on a game that was chosen in that round.

4.10 Tardy or Absent from Playoffs

Players are required to sign in for playoffs at a designated time, or risk forfeiting their spot in the playoff tournament. The TD may choose to delay playoffs for a reasonable amount of time if a player is tardy but is not obligated to do so.

4.11 Attendance Requirement

Players who have attended fewer than half (50%) of the regular season meets are not eligible for playoffs.

4.12 Only One Eligible Player

In the extremely unlikely event that there is only one eligible player for a league playoff tournament, that player wins by default and no playoff is necessary.

5 Match Play Tournaments

5.1 Overview

For a match play tournament, players will be grouped into groups of three or four players. (Two player groups will be avoided unless absolutely necessary.) The number of group play rounds will be announced by the TD prior to the event; typically this is five to seven rounds.

After the initial rounds conclude there is a playoff between the top finishers. Exactly how many will vary by tournament, but this is almost always at least the top four (4) finishers. For larger tournaments, it may be sixteen (16) or more, split into an A division and B division (of eight (8) players each in this case). The exact number of playoff qualifiers will be announced by the TD prior to the event, which could be conditionally based on the number of entries (example: 4 qualifiers for 8 or fewer entries, 6 qualifiers for 9 to 13 entries, 8 qualifiers for 14 or more entries). This is held in a similar format to a weekly league season-end playoff tournament as described in section 4.

In BCPL match play tournaments, IFPA-style scoring (rule 3.12.2) is used at all times, both during the initial rounds and the playoff.

5.2 Tiebreakers

Ties for playoff qualification will be resolved in this order:

- a) higher number of first-place finishes;
- b) higher number of second-place finishes;
- c) more standings points in games with common opponents;
- d) one-game playoff where both the machine and player order are randomly selected by the TD.

For a tie involving three or more players, start over at the top of the list after the order of any one player is resolved by any one tiebreaker (whether higher or lower than the other players).

6 Strikeout Tournaments

6.1 Overview

There are two different types of strikeout tournaments: group strikeout and heads-up strikeout.

6.1.1 Group Strikeout

Players are placed in groups of three or four and play on machines randomly selected by either the TD or event software. In each group, the bottom two players (3rd and 4th place) in four player groups, and the bottom two players (2nd and 3rd place) in three player groups, receive a “strike”. In later rounds, the player who scores lower in a two-player game will receive a “strike”.

6.1.2 Heads-up Strikeout

Players are placed in pairs and play two-player games on a machines randomly selected by either the TD or event software. The player who scores lower in a two-player game will receive a “strike”.

In some later rounds groups of three may be used even in a heads-up strikeout tournament (typically only one group of three per round).

6.1.3 Common To Both Formats

Players who receive the maximum number of strikes are eliminated; typically this is two (2), three (3), four (4), or five (5) strikes; on rare occasions it may be six (6) or more. Details will be announced by the TD prior to the event.

6.2 Modifications

A modification of this format involves playing a group strikeout tournament until a final group of players (typically from four (4) to eight (8)) remains, then those players playing in a playoff as they would in a match play tournament (section 5). This format will be announced by the TD prior to the tournament if in use.

6.3 Alternate Game Forfeit Penalty

Instead of the standard penalty, a game forfeit may be assessed as an automatic strike regardless of score. This may result in more than the normal number of strikes for a given game.

7 Pin-Golf

7.1 Overview

The objective in a pin-golf tournament is to complete the objective of each “hole” (game) in the fewest number of “strokes” (balls in play). The objective of each “hole” is typically a set score on that game, though it may also be a game objective such as starting multiball, lighting and making a given feature shot, etc.

7.2 Scoring

One “stroke” is scored for each ball in play required to reach the “hole” objective. If the “hole” objective is not completed at the end of the game, the “stroke” count is one plus the number of balls in play for the game for standard scoring. If IFPA Pin-Masters scoring is in use, for score-based objectives, one additional stroke for each 20% short of the objective score, rounded up, is added up to a maximum of ten (10) strokes.

7.3 Extra Balls

When and where enabled, extra balls are played as part of the same “stroke”. For example: A player finishing the “hole” objective on an extra ball earned as part of the first ball in play would still receive a score of one “stroke”.

At the discretion of the TD, extra balls may be disabled (i.e. the game will be put into “novelty” mode where an extra ball awards a set point value) to speed game play.

7.4 Alternate Game Forfeit Penalty

Instead of the standard penalty, a game forfeit is assessed as the maximum number of strokes possible for a given hole (game). This is usually 4 (four) for 3-ball games, or 6 (six) for 5-ball games, but may be as many as 10 (ten) if the IFPA Pin-Masters scoring is used for players not reaching the game objective at all.

8 Flip Frenzy Tournaments

8.1 Overview

The objective of a flip frenzy tournament is to have the most net wins at the conclusion of the announced time period. All games are two-player (i.e. “heads up”) and choice of machine and player order is typically handled by the tournament software (such as matchplay.events). At the start of the tournament, two players per machine are assigned to a game, with the remainder going into a virtual queue. At the end of each game, player 1 becomes player 2 on his/her next game while player 2 goes back into the queue, with player 1 for the new game coming from the top of the queue.

8.2 Player Not Present

A player not present within one minute (1:00) of the game start receives an automatic loss and goes back to the bottom of the queue, while the opponent in that scheduled game does not receive an automatic win. Instead, the player ready to play would be assigned to play the next player in the queue. Players are strongly encouraged to take their breaks (whether for bathroom use, snack bar/vending machine runs, smoking, phone calls, or other purposes) when closer to the back of the queue.

8.3 Delay Of Game/Tournament

Due to the nature of this type of tournament, intentionally delaying or slowing the pace of the game is subject to stricter penalties than other formats. IFPA rules section III, rule 4 (Intentional delays) specifically prohibits a delay of longer than 60 seconds; the spirit of this rule is extended for flip frenzy tournaments to include any intentional pattern of delaying or slowing the pace of the game even if each individual instance is shorter than 60 seconds. In general, the cumulative delay time should not exceed two minutes (2:00) per ball and four minutes (4:00) per game, including any time taken before plunging the ball into play, not including allowances for games with longer than usual ball times. Note that these are not absolute limits, but guidelines. Players should strive to complete games in an expeditious manner. Players who appear to be intentionally delaying or slowing the pace of the game, in the judgment of the TD, are subject to penalties, including a game forfeit, or even a tournament forfeit if circumstances warrant.

8.4 Special Rules for Certain Penalties

8.4.1 Game Forfeit

A game forfeit penalty is assessed by immediately ending the offender's game and sending the offender to the end of the queue. To ensure fairness to other players, the offender's opponent is required to play the remainder of the game to the best of his/her ability before starting a new match. Specifically, the offender's opponent may not just plunge his/her remaining balls in play except for unallowable extra balls.

8.4.2 Tournament Forfeit

A tournament forfeit penalty is assessed the same way as a game forfeit for the game in progress, except that the offender is also removed from the tournament entirely. All previous results for games played against the now-removed player stand as played.

9 [Reserved]

10 [Reserved]

11 [Reserved]

12 Entry Fees and Finances for Tournaments

The prize pool amount calculation begins with the total entry fees received by the TD. Note that funds for group buys of tokens or game cards are not considered entry fees.

The following amounts are deducted from the beginning balance:

- IFPA fees of one dollar (\$1.00) per player (unless sponsored by the venue, the operator, or a third party).
- An amount to cover basic league operations (website hosting, poster printing, software subscription fees, etc). This amount will vary by each tournament and will be smaller per tournament for regular tournaments held more often.
- If physical awards (trophies, medals, plaques, ribbons, etc) are to be awarded, the cost of the physical awards including shipping and handling to convey personalized awards to winners after the tournament has concluded. The total cost of awards can vary based on vendor, but we will make a best effort to minimize these costs. The number of players awarded physical awards will be determined by the Commissioner.

The resulting total is the total prize pool. The prize distribution will vary for each individual tournament.

Some tournaments may not have an entry fee and may only award sponsored prizes (if any) and no other physical awards.

13 Age Requirements

13.1 General

There are no age restrictions imposed by BCPL beyond those of the venues where we play league and tournament events. League officials will attempt to negotiate the appropriate exception(s) to the minimum age policy at a venue if one exists, but the venue ultimately has final say on who can and cannot be admitted and/or participate in the event.

13.2 Minimum Recommended Age

Absent any other requirements by the venue, we recommend a minimum age of ten (10) years in general. This is a recommendation, not a requirement.

14 Scoring

14.1 Player Duties

It is each player's responsibility to be sure that their machine scores are recorded correctly as each game is finished. Any possible scoring errors should be brought to the attention of a league official immediately (as soon as the possible error has been discovered).

The intentional recording of incorrect or fictitious scores is considered cheating (rule 17.8) and will be penalized aggressively and decisively.

14.2 Investigation Of Errors

Once notified of a possible error, the league official shall contact all the players in the affected group to determine their recollection of the scoring. If all players are in agreement, then the scoring will be corrected. However, if all players in the group do not concur with the reported error, then the scores as originally recorded (whether on a written score sheet or electronically) shall stand.

15 Personal Conduct

15.1 General Conduct Expectations

All players are expected to conduct themselves in a polite and sensitive manner and do their part to help maintain a safe and welcoming environment. BCPL is first and foremost an inclusive organization. The following are all considered unacceptable:

- a) outbursts and language which a reasonable person might find offensive, specifically including but not limited to those containing profanity and/or obscenity;
- b) derogatory speech towards any age, race, nationality, gender, sexual orientation/lifestyle, religion/beliefs, or person; or
- c) any other conduct which is determined by the TD or a league officer to be detrimental to the operation of any BCPL event, or the reputation of BCPL and/or competitive pinball in general, including any conduct which a reasonable person would judge to be overtly aggressive or disruptive.

Penalties are outlined in section 21.

15.2 Attire / Dress Code

Players must abide by the venue's dress code. In addition to the venue's dress code, clothing items with print or designs considered "hate speech" (racist, sexist, ageist, etc), which depict or contain widely recognized "hate symbols", or which are otherwise in exceptionally poor taste are unacceptable. In the event of a disagreement the TD and/or the venue management may make a ruling. Other than that, players are free to wear clothes that best express their personal styles and that they feel comfortable wearing while playing pinball.

From time to time specific items of clothing considered unacceptable for wear at BCPL events may be identified by the Commissioner or a League Official tasked to make such identifications by the Commissioner.

15.3 Other Venue Customers

Players must be respectful of customers of the venue not playing in the league/tournament. Players scheduled to play a game currently being played by a customer not playing in the league/tournament should politely ask for the next game and wait for the customer to finish.

Rude or otherwise inappropriate conduct resulting in complaints from non-league/-tournament customers will not be tolerated, and after any such complaints are validated, such conduct will be penalized aggressively.

15.4 Alcoholic Beverages

15.4.1 General Rules

Where allowed by the venue, alcoholic beverages may only be possessed and consumed as permitted by state law. Minors under the age of twenty-one (21) may not possess alcoholic beverages in the physical and temporal vicinity of a BCPL event (also see rule 18.1.1).

15.4.2 Venue Prohibition

If a venue prohibits alcoholic beverages on site and/or entry while in an intoxicated state, this must be respected. **This is a zero tolerance rule**; violations will result in an immediate tournament forfeit and/or season forfeit for all events the violator is currently active in, combined with an indefinite ban from future events, and if the violator is reinstated, a high likelihood of a lengthy period of probation upon reinstatement.

15.5 Cannabis

15.5.1 Use, Distribution, and Possession

Regardless of legal status, any use (whether recreational or medicinal), possession, or distribution of cannabis is prohibited in the physical and temporal vicinity of BCPL events.

15.5.2 Under the Influence

Regardless of legal status, players are prohibited from playing in BCPL events while under the influence of cannabis (i.e. “stoned”).

15.6 Environment

The rules on player conduct are intended to nurture a safe and welcoming environment. League Officials are expected to prioritize the preservation of such an environment over the ability of previously suspended or banned players to return to future events.

15.7 Minimum Penalties for Certain Serious Violations

Note that these are minimum penalties, and the establishment of a minimum penalty does not preclude a more severe penalty from being imposed.

15.7.1 Player Ejected from Venue / Issued Trespass Warning

Any act by the player causing his/her ejection from the venue, including situations where a player is issued a trespass warning (a legal warning not to return to the premises subject to criminal penalties, as provided by Texas Penal Code §30.05), shall be penalized as:

- a meeting forfeit at minimum during league play; or
- a tournament forfeit at minimum during tournament play.

Any situation where this rule is invoked shall be reviewed by the Commissioner for possible further action.

15.7.2 Violence, Aggressive Acts, and Vandalism

Any act of vandalism or involving vandalism (whether or not involving a pinball machine or other game equipment), or any aggressive or violent act against another player, shall be penalized as:

- a season forfeit at minimum during league play; or
- a tournament forfeit at minimum during tournament play.

Any situation where this rule is invoked shall be reviewed by the Commissioner for possible further action.

16 General Rules for Machine Play

16.1 Extra Balls

For tournaments/league meetings with lower attendance, players may be allowed to play one (1) extra ball per game, possibly more. This will be announced by the TD prior to the event.

Otherwise, if a machine awards extra balls, or if a player earns one or more extra balls in excess of the allowable amount, these are considered unallowable extra balls and must be plunged without playing them. Exception: if a player is owed one or more consolation balls, that player may at his/her option play the otherwise unallowable extra ball(s) as a consolation ball(s) instead of starting a new game. This has the advantage of being less expensive in locations priced on a coin drop basis.

Where possible and practical, games will be set to award points in place of extra balls and specials (often referred to as “novelty” mode).

A player may touch the flipper buttons for purposes of selecting a skill shot only before the ball has been plunged. After the ball has been plunged, no further flipping is permitted.

16.2 Replays and Specials

No award is given for credits earned by replays or specials awarded as a replay during league play. If a game is set to award special as points (“novelty” mode) these do count towards the final score the same as any other points scored during a game.

16.3 Malfunctions

Pinball machines are complex assemblies that can exhibit many unintended behaviors during play. To keep league play on track and prevent excessive focus on minor glitches, only a major or catastrophic machine malfunction can affect league play.

16.3.1 Definitions

A “minor malfunction” is any incident without external cause which deviates from the normal course of gameplay, without directly causing a player’s loss of turn and without providing any player a significant advantage or disadvantage over others.

A “major malfunction” is one that results in a loss of a playable turn that is not a normal part of the game (i.e. premature loss of turn).

A “playable turn” includes the player’s current turn at play, and any other balls that the player is entitled to play. This does not include “unallowable” extra balls. Note that an active multiball is part of the “current turn at play” and therefore a major malfunction during multiball is only counted once.

A “catastrophic malfunction” is one that either results in a premature end of game or makes it impractical or impossible to continue play on the game and obtain an end result fair to all players.

16.3.2 Disputes

In disputed situations, the TD shall decide whether or not a malfunction is considered minor, major, or catastrophic.

16.3.3 Major Malfunction Examples and Counterexamples

The following are examples of major malfunctions:

- A player is forced to tilt the ball in an attempt to dislodge a stuck ball (unless it is an unallowable extra ball).
- A turn ends prematurely (i.e. with one (1) or more balls still in play).
- A ball is auto-plunged or otherwise shot into play prematurely.

The following examples would not be considered major malfunctions:

- A player tilts away a stuck ball when it was not clearly necessary.
- A multiball round ends prematurely but does not result in loss of turn.
- A ball goes airborne and drains.
- A lit kickback fails to kick the ball back into play.
- A ball saver fails to work.
- A player tilts another player’s ball. (This is interference.)

- A game kicks two (or more) balls into the shooter lane and the turn ends with at least one ball still on the playfield.
- A switch intermittently not registering.

16.3.4 Announcements Regarding Machine Problems

If a problem with a machine is announced to league players by the TD before league/tournament play is started, then that problem is not considered a major malfunction even if the result is loss of ball in play.

16.3.5 Player Responsibility; Consolation Balls

When a major malfunction occurs, it is the player's responsibility to notify the TD, calmly and promptly. If the TD agrees that the incident is a major malfunction, the player will be provided with one additional ball of play at the beginning of a new game (a "consolation ball"), after the current game has been completed. No attempt will be made to re-establish the state of the machine at the time of the major malfunction. The player's total score on the additional ball of play will be added to his or her previous score, and the new game will be terminated.

At the request of the player, if and only if the TD or other tournament official approves, the major malfunction may instead be handled as follows: The current game will be terminated and the score recorded. A new game will be started, and after the appropriate number of balls have been played in the new game, the new score will be added to the old score to determine the player's total score, and the new game will be terminated. This approach is functionally similar to the previous paragraph, but may afford different strategic opportunities to the player. In no event will a player be allowed to abuse this rule through intentionally seeking a major malfunction.

16.3.6 First Ball, First Player Major Malfunctions

If a major malfunction occurs early in the play of the first ball by the first player, tournament officials may rule that the current game is voided and the score discarded. Machine repairs may be attempted, if possible, and the player(s) will restart their play without needing to track the previous score. If it is not possible to repair the machine at that time, another machine may be substituted.

16.3.7 Declining Major Malfunctions

Under certain specific conditions, a major malfunction may be declined by the player. This must be approved by the TD, and must not result in a situation which provides an unfair advantage to the player.

16.3.8 Multiple Major Malfunctions / Unplayable Machine Rulings

The TD can declare a machine unplayable at any time if:

- it is not functioning properly and the resulting malfunction(s) will, in his estimation, impair the ability of players to obtain fair scores;

- two (2) or more major malfunctions take place during the same game; or
- three (3) or more major malfunctions take place on the same machine during the same league meeting or tournament.
- If the first ball played by all players result in major malfunctions, or if play cannot be continued on a machine for any reason, the machine is automatically declared unplayable for the rest of the league meeting or tournament, or until the machine is repaired. In these cases, the entire game is replayed immediately on a machine designated by a TD who is not involved in the affected match.

16.3.9 Catastrophic Malfunctions

Catastrophic malfunctions such as slam tilts, blown fuses, fire due to overheated components, main processor halts/crashes, blackouts (i.e. power outages), brownouts, or similar events resulting in the abnormal termination of a game and/or memory corruption are handled on a case by case basis, using the malfunction rules described above if possible. Frequently, catastrophic malfunctions will invalidate all scores for that group on that machine. However, depending on when the malfunction occurs, the scores as played may stand if so decided by the TD (e.g. catastrophic malfunctions on the last ball of the game). Any recorded scores on the machine at the time of failure will be used if the machine is brought back into service and the affected players replay the remainder of the game on the same machine, or players may accept agreed-upon scores.

16.3.10 Maintenance Sheets / Records

It is recommended that the league prepare a maintenance sheet (either paper or electronic) on which is noted any issues resulting in malfunctions on the various machines during league/ tournament play. This list should be passed on to the venue management, operator, or pinball technician to assist in the proper maintenance of the machines.

16.3.11 Positive / Beneficial Malfunctions

If a malfunction causes a player to receive an exceptionally unfair advantage over the other players, and there is no reasonable way to avoid it, then the game is stopped and a new game is started either on the same or a different machine at the TD's discretion. If a positive malfunction can be avoided (such as the awarding of extra points by repeated tapping of a flipper button), then this behavior shall be reported to the TD and shall be avoided during subsequent league/tournament play. At the discretion of the TD, the game may be replayed if it is felt that an unfair advantage was already gained by one or more players due to the malfunction. In this situation, the TD may also rule that completed scores on the game are to be discarded. It is the responsibility of all members of a group to ensure that positive malfunctions are not abused.

Note that a one ball "multiball" is not considered to be an exceptionally unfair advantage, nor are missing, incomplete, overly generous, or non-functioning tilt assemblies or slam tilt switches. Note also that missing, incomplete, overly generous, or non-functioning tilt assemblies or slam tilt switches do not excuse machine abuse as prohibited by rule 16.8 below.

Intentional or particularly blatant abuses of a positive malfunction may be penalized as cheating per rule 17.8, particularly if one or more player(s) in a group abuses the malfunction while the other player(s) clearly make a best effort not to.

16.4 Game Play Promptness

When a player's turn comes up in a game, whether a tournament or league game, he is expected to begin play promptly. If a player does not begin play within the time limit (assumed to be a reasonable amount of time for a player to begin play), the TD may plunge the ball for him, and the player may not play the ball. During normal league meetings and tournaments, the time limit is two minutes (2:00). During a playoff tournament, the time limit is one minute, thirty seconds (1:30). The TD has the option, but never the obligation, of extending this time limit in certain circumstances.

16.5 Practice Games

For league play, once league play starts for the night, a player may not play or practice games that he is scheduled to play later in that match. Practice games are allowed on machines that a player is not scheduled to play during that match, if it does not interfere with league play by his/her own or other groups. Practice games must be ended immediately if a league group is ready to begin a scheduled game on that machine.

During a tournament, including a league playoff tournament, a player may not play or practice on any pinball machine scheduled to be a part of the tournament at all.

16.6 Distractions

In general, random distractions that occur during league play (including minor physical bumps) are considered normal play conditions and no allowances are made for the effects of such distractions on a player's game.

16.7 Non-League Players

League players do not take precedence over other customers at the establishment. Having a non-league customer play your ball is considered a distraction and not interference; control of the ball should be regained as quickly and politely as possible. Close attention should be paid by league players to their game in progress to guard against this situation.

16.8 Machine Abuse

Tilt sensors are employed to determine what constitutes unduly rough handling of each machine, within the parameters of normal play. Abusive handling such as punching, kicking, lifting, tipping, or rocking a machine, or hitting the glass in any way, is grounds for a penalty, up to and including an indefinite ban, as detailed in section 21 at the discretion of the TD.

17 Prohibited Actions

17.1 Playing Own Unallowable Extra Ball

If a player nudges, flips, or otherwise plays his own unallowable extra ball, he must stop as soon as the error is recognized, and must plunge his next “allowable” ball without playing. If the error occurs on or after the player’s last “allowable” ball, his/her final machine score is reduced by 25% (twenty-five percent), or more if needed in the opinion of the TD to restore an equitable outcome for all players in the group.

17.2 Playing Opponent’s Ball

The violator shall attempt to trap the ball(s) on a flipper as soon as the error is realized. The violator receives a game forfeit (machine score of zero for that game). As a tournament or league player, it is your responsibility to know what player you are in the order. If you are unsure, consult your score sheet (whether physical or online).

If the affected ball was an unallowable extra ball, there is no additional compensation for the victim. Otherwise, the victim may choose one of two options: continue playing the erroneously plunged ball (if control can be recovered) or drain the plunged ball and play an additional ball through a new game. The player must announce a decision to all players in the group before play resumes. The deciding player is responsible for ensuring that the next player does not begin play before a decision is announced. If he allows the game to continue without announcing a decision, then it is presumed that he wishes to continue the game and not play an additional ball.

If a player does get disqualified from a game, their position in the game is considered open. Any interference caused by player error (for example, tilt-throughs or accidentally playing out of turn) in that position will have no additional consequences to the offending player; however, in the interest of keeping the event moving along, players should refrain from intentionally playing the open position. Any activity played in that open position will be considered void.

17.3 Interference

Interference in another player’s game is not tolerated. Interference includes (but is not limited to) any of the following:

- slam tilts (whether intentional or not);
- tilting an opponent’s ball;
- nudging the machine during another player’s ball, even if the action does not cause the victim to lose the ball; and
- intentional distraction of a player during that player’s turn.

Talking or coaching is not considered interference, unless the player at the machine specifically requests that he not be talked to during play.

If a player interferes with another player, causing a drain and/or loss of turn, the victim of the interference may either replay the entire game, or continue the game and play one (1) additional ball to replace the interfered ball (using either an earned, normally unallowable extra ball, a buy-in ball, or the first ball of a new game as a consolation ball). If the next player starts play with no decision announced, the victim is presumed to wish to continue his game. The interfering player is required to pay for the replayed game or the buy-in ball, even if there are credits on the machine and the game is set for coin play.

Interference is a serious violation of league/tournament play rules, and a penalty will be assessed on the violator. During league play, this is a game forfeit at minimum, with a second violation during the same season typically a meeting forfeit, and a third violation a possible season forfeit. During tournament play, this is a game forfeit at minimum, with a second violation during the same tournament typically a tournament forfeit.

17.4 Slam Tilts

A slam tilt is one caused by an aggressive and excessive shove of the machine, by an attempted bang back or death save, or by other abuse of the machine such as hitting the coin door, and is considered illegal. A slam tilt is penalized the same as other types of interference in rule 17.3. Depending on the circumstances, slam tilts may also be penalized as machine abuse per rule 16.8 and conduct detrimental to the reputation of BCPL and competitive pinball per rule 15.1.

17.5 Not Starting the Proper Number of Games

If too many games are started inadvertently, balls for the extra games are plunged but not played. If too few games are started, additional games are started, if possible, so that the number of games on the machine matches the number of players in the group. If the proper number of games cannot be started by the above means for some reason, the game is ended immediately and a replay of the machine by all players commences. The player responsible for the wrong number of games being credited (usually player 1) pays any cost of the restart if necessary (i.e. if the location's machines are set for coin play).

17.6 Language Selection When Multiple Languages Are Player Selectable

In the event a game allows for the selection of multiple languages by the player who starts the game, English must be chosen unless all players in the game agree to play using another language offered by the machine prior to starting the game.

Choosing a language other than English, in absence of an agreement, will result in, at minimum, an immediate game forfeit for the responsible player. The game is then restarted (if coin play, at the expense of the person responsible for starting the game). If a game selects the other language on its own without input by the player (due to an intermittently shorting switch, software glitch, etc), it is considered a catastrophic malfunction upon the objection of any one player.

The selection of an incorrect language by another player besides the player starting the game (for example, accidentally pressing the right flipper button where the left button selects English) is treated as interference and penalized as detailed in rule 17.3.

17.7 Death Saves / Bang Backs

Death saves and bang backs (“biffs”) are techniques used by some players to return a ball back into play that has already gone down an outlane or otherwise drained. Due to the risk of damage to the machine and injury to the player, these techniques are not allowed in BCPL league and tournament play.

A player that successfully performs a death save or bang back will receive a game forfeit (machine score of zero on that game), and must plunge any remaining balls without playing them. However, it is allowable for the ball to bounce back into play of its own accord (most common on Gottlieb games and newer Stern games).

Although these techniques are illegal in league and tournament play, because these maneuvers do not interfere with any other player’s game, performing a death save or bang back is not considered interference or a serious violation of league rules in and of itself. However, slam tilts, tilt-throughs, and damage to the machine caused by a death save or bang back may be penalized separately.

17.8 Cheating

Pinball can often be frustrating, especially during competition. The BCPL rules are designed to deal fairly with this fact, to encourage people to control themselves, and to compensate for various mishaps that might occur during play.

On the other hand, any act or course of conduct with any of the following results is considered cheating and cannot be tolerated:

- a) preventing one or more other players from fairly playing the machine;
- b) unfairly increasing one’s own score;
- c) giving one or more other players an unfair advantage, including intentionally not playing to the best of one’s ability (“fixing”, “throwing” or “tanking” games);
- d) colluding with one or more other players to manipulate the outcome of a game or match;
- e) intentionally recording incorrect or fictitious results whether for one’s own benefit or that of another player;
- f) fraud or deception related to one’s use of an IFPA player number/identity; or
- g) any other attempt, whether successful or unsuccessful, to influence the outcome of a game, match, tournament, or player rankings (including WPPR) to other than its natural competitive result, outside the boundaries of normal pinball play.

In addition, the following specific act is considered cheating and prohibited:

- Picking up the front of the machine to avoid draining a ball, particularly in instances where the tilt and/or slam tilt switches in the game do not trigger when this happens (also considered machine abuse under rule 16.8).

The penalty for a specific instance of cheating will be determined by the league official based on the nature and severity of the offense; in general, however, cheaters should expect to be penalized swiftly and severely when caught, and in addition to such penalties, every effort will be made to nullify any attempt(s) at cheating by restoring equity to the players detrimentally affected (as necessary). In addition, all such instances of cheating are subject to review by the Commissioner for additional penalties in addition to those levied by the TD, up to and including a permanent ban from future BCPL events.

Any league official uncertain he/she has all information needed to make a correct decision based on a given incident is invited to defer to an official of higher rank including the Commissioner.

18 Character, Citizenship, and Legal Compliance

18.1 Criminal Acts / Law Violations

18.1.1 General Provisions

The BCPL prides itself on being a league of, by, and for law-abiding players of good character. Criminal law violations committed by players darken the image of the league and threaten its reputation within the community. For venues with alcoholic beverage licenses, many such violations also have the potential to place the venue's licensed status in jeopardy.

For these reasons, unlawful conduct by players who play in BCPL events is unacceptable and cannot be tolerated. This extends to any unlawful conduct by players in any location, not just conduct in the temporal and physical vicinity of BCPL events.

"Unlawful conduct" includes all conduct in violation of or noncompliance with relevant Federal (US), state (Texas), city and/or county laws, punishable by any form of monetary forfeiture (including fines and civil penalties) and/or imprisonment. This specifically includes, but is not limited to, the following laws (sorted by alphabetical order and section number):

- Texas Alcoholic Beverage Code §28.10 (consumption restricted to premises, i.e. leaving with an alcoholic beverage or bringing in an outside alcoholic beverage);
- Texas Alcoholic Beverage Code §106.04 and §106.05 (consumption or possession of alcohol by a minor);
- Texas Health & Safety Code, §161.252 (possession of tobacco/e-cigarette products by minors);
- Texas Health & Safety Code, §365.012 (littering);

- Texas Health & Safety Code, §481.101 et seq. (Texas Controlled Substances Act, specifically any possession or transfer of prohibited drugs, including possession or transfer of prescription medications contrary to the prescription under which they were dispensed);
- Texas Penal Code §22.01 (assault, including assault by threat), §22.02 (aggravated assault), and §22.07 (terroristic threat);
- Texas Penal Code §28.03 (criminal mischief, including vandalism) and §28.08 (graffiti);
- Texas Penal Code §31.03 (theft) and §31.04 (theft of service, including “walking a tab” for food and/or beverages and not settling up within a reasonable time);
- Texas Penal Code §42.01 (disorderly conduct, including fighting), §42.06 (false alarm or report), §42.07 (harassment), and §42.072 (stalking);
- Texas Penal Code §47.02 (gambling) and §47.03 (gambling promotion);
- Texas Penal Code §49.02 (public intoxication), §49.031 (open container in motor vehicle), §49.04 (driving while intoxicated), and related offenses;
- Texas Transportation Code §454.0611 (failure to pay public transit fare);
- Texas Transportation Code §545.401 (reckless driving), particularly as it pertains to driving to and from the venue of an event or in the parking lots and private driveways near an event, specifically including but not limited to:
 - any driving maneuvers where one or more tires are spinning fast enough to not have full traction and/or the driver is not in full control of the vehicle, such as “burnouts”, “doughnuts”, or “drifting”;
 - in parking lots and on private driveways, either of the following:
 - apparent willful or wanton disregard of traffic control devices or hazards such as other traffic (including non-motorized traffic); or
 - excessive speed, defined as any speed in excess of a posted limit, or any speed in excess of ten (10) miles per hour in the absence of a posted limit;
- Texas Transportation Code §545.420 (racing on highway); and
- any applicable local laws prohibiting or regulating smoking, e-cigarette, or tobacco use (Houston: Sec. 21-236 et seq.).

Law violations by players which come to the attention of a league official may result in penalties to those violators as defined in section 21, depending on factors such as the severity, the circumstances, whether or not law enforcement made an arrest (including issuance of a citation), publicity/news media coverage, the judgment of the Commissioner, and possibly other related factors not enumerated here.

18.1.2 Acquittals and Nolle Prosequi

A “not guilty” verdict, the dismissal of criminal charges, the lack of an arrest or citation, a *nolle prosequi* decision by a prosecuting attorney (i.e. a decision not to prosecute even if circumstances allow), or any similar action which results in a lack of criminal prosecution does not preclude penalties assessed by the BCPL under this rule or other rules. Such penalties may be assessed even if any legal actions are not prosecuted.

18.1.3 No Contest Pleas and Deferred Adjudication

For the purposes of decisions based on league rules, a “no contest” plea may be considered to be identical to a “guilty” plea for the same charges. Also, for the purposes of decisions based on league rules, a deferred adjudication agreement may be considered equivalent to a conviction even if the record is later expunged, ordered not disclosable, or otherwise no longer part of an individual's criminal history.

18.2 Civil Torts / Lawsuits

A civil tort is not considered an actionable law violation for purposes of this rule, unless it is connected to an unlawful act as defined in 18.1.1. However, actions that would give rise to a civil lawsuit may be considered violations of other rules (most notably 15.1), particularly when involving actions against other players, BCPL itself, venue management/ownership, or the amusement machine owner(s)/operator(s) (including owner(s)/operator(s) of non-pinball machines at the same venue of a BCPL event).

At the very least, conduct which any League Officials learn has resulted in a dispute requiring a lawsuit to resolve will be looked upon very poorly. Please note that the existence of a lawsuit is usually public record, even if some (or all) of the filings of that lawsuit are sealed.

18.3 Fugitives / Outstanding Arrest Warrants

Any player who is the subject of one or more outstanding arrest warrants, whether for a criminal offense or otherwise, is considered a fugitive from justice. Fugitives are ineligible to play in any BCPL events per rule 2.1.1 and, if discovered at any time before standings are finalized for an event, are subject to penalties including an immediate season/tournament forfeit, suspension/ban, and ineligibility to receive any prizes and trophies, at the discretion of the Commissioner.

Please note that serving parole or community supervision, being released on a bail bond, or any other form of supervised release arising from a criminal charge, does not trigger fugitive status in and of itself as long as the conditions of such release are followed and no arrest warrants are active (see rule 18.5).

18.4 Duty to Report

Players observing rule violations, particularly those which are also criminal law violations, in physical and temporal proximity to a BCPL event involving one or more players in that event, or who know another player participating in league event(s) is a fugitive from justice, have a

duty to inform the TD or other league personnel (in addition to the appropriate law enforcement agency if legally required). Put more simply: “If you see something, say something.”

The willful or wanton failure to do so is considered conduct potentially detrimental to the reputation of BCPL and competitive pinball in general (15.1) and will typically be penalized at least as aggressively as the unreported offense.

18.5 Court Orders and Community Sentencing

Players, by playing in BCPL events, affirm one of the following:

- a) the player is not on parole, community supervision, or any other form of supervised release/community sentencing for a criminal charge (including release on bail bond for a pending charge), and is not subject to any court orders relevant to participation in BCPL events; or
- b) the player is in full compliance with any applicable conditions of pre-trial release or alternative sentencing (including community supervision, parole, release on bail bond, or otherwise), and the player is not violating any court orders or conditions of release relevant to his/her play in BCPL events.

Any instances where this affirmation turns out to be false subject the violator to penalties including an immediate season/tournament forfeit, an indefinite ban from future BCPL events, and ineligibility to receive any earned prizes and trophies. Also, upon learning of a situation involving a player at a BCPL event and a violation of a court order or condition of release, the League Official(s) who learned of the violation is/are required to notify the appropriate authorities in a timely manner.

19 Gambling

19.1 Definitions

Gambling is defined as any of the following:

- a) placing a wager on an event, or series of events;
- b) knowingly participating in an event with a wager in place on the outcome;
- c) any action intended to aid, assist or further such wagering, including actions intended to conceal or obstruct discovery of such wagering by League Officials, venue staff, security, or law enforcement;
- d) any promotion of such wagering; and/or
- e) any solicitation of such wagering.

A wager can be any thing of value, including but not limited to cash money.

For the purposes of this section, “event” includes:

- a) any game or contest, including play of pinball games, video games, redemption arcade games, billiards, air hockey, foosball, darts, laser tag, go-karts, golf, miniature golf, bowling, shuffleboard, or any other amusement devices or activities;
- b) sporting events;
- c) election results; or
- d) any other current events, including programming broadcast via television, radio, or the Internet.

“Temporal vicinity” and “physical vicinity” are defined in rule 1.2.

19.2 Prohibition

All gambling at or in temporal and physical proximity to BCPL events is prohibited, except for certain limited situations detailed in this section. These prohibitions are in effect even when gambling would otherwise be allowed or permitted by law.

Penalties will be set by the Commissioner and adjusted as necessary; in general, violations of this rule will be penalized aggressively. Periodic reminders of the rule are intended to be heeded as the only warnings players will normally receive (i.e. players should expect to be penalized, not warned, after being caught violating a gambling-related rule).

In certain extremely rare cases, exceptions to this rule may be made if a specific statement to the contrary is made by the Commissioner prior to the event (for example, for an event hosted at a legally licensed casino, an exception may be made for gambling in the casino when players are not playing tournament games).

19.3 Criminal Act at Public Venues

For venues open to the public, gambling is also a criminal act in violation of the Texas Penal Code and thus may also be penalized as such per rule 18.1.

19.4 Before, During, or After Event

It does not matter whether gambling occurs during league/tournament play, or merely in the temporal and physical vicinity of the league meeting.

19.5 Proposition Bets

A proposition bet (“prop bet”) on any other events or statistics of a game or event (examples: total score of all players, total score of odd numbered players versus even numbered players, time it takes to finish the game, ball times, how many restroom breaks players take during a game) is still considered gambling.

19.6 Conspicuous Thing of Value

A thing of value placed either conspicuously or easily accessible on game equipment shall be considered a wager and intent to gamble by itself, unless it is a coin placed on a device designated for the purpose of securing one's upcoming place in line to play attached to a pinball machine or arcade video game (sometimes called a "turn keeper" or "competition coin holder").

For pinball, this would include any such thing of value on that machine's playfield glass or in its coin return slot. For arcade games, this would include any such thing of value placed on the control panel or the coin return slots. For a pool table, this would include any such thing of value placed on or near the coin slots, in the coin return slots (if available), or on the rails of the pool table.

19.7 Abuse of Coin Return Slots

Coin return slots on coin-operated amusement devices are for the temporary storage of coins rejected by a coin accepting mechanism. **There is never a legitimate reason for paper money or other things of value to be stored in the coin return slots of a pinball (or other coin-operated) game during play, and there is never a legitimate reason for anything to be in a coin return slot of a pinball (or other coin-operated) game if the game is set for free play.** Thus, the use of the coin return slots to store money or other things of value is specifically prohibited, even if no gambling is taking place. Such use of the coin return slots is not only considered to be gambling, but also an attempt to conceal or obstruct discovery of gambling, and in general will be penalized more severely than simple gambling.

19.8 All Players Involved

In the presence of a wager under rule 19.6, there is a rebuttable presumption that all players playing in a game are gambling on that game if there is a wager in place.

19.9 Exchange or Display of Money

The exchange or display of cash money in the area where the games (whether pinball, video, pool tables, or otherwise) are kept creates a rebuttable presumption that the player(s) exchanging or displaying cash money are/were gambling (including soliciting a wager). A reasonable exception will be granted for vending machines, change machines, game card reload machines, refreshment counters, or similar items or places located next to games, and for transactions which are clearly related to ordering drinks from a bar or settling a bar tab.

It is strongly recommended that any non-gambling-related cash transactions take place away from the immediate area of the games to avoid any issues.

19.10 Amount or Value of Wager

The prohibitions against gambling at BCPL events are in effect regardless of the amount or value of the wager. It is specifically not a defense that the wager was only a small or insignificant amount; any wager of a thing of value is a violation.

19.11 Strictly Prohibited For League/Tournament Games Per IFPA Rule

Gambling on games that are part of league or tournament play, by participants in those games or those otherwise involved in such games (including, but not limited to, scorekeepers and officials), is a direct violation of the IFPA rules (section III, rule 7, "Wagering or Gambling"). This rule will be enforced at all competitive BCPL events with absolutely zero tolerance for violations. In addition, all violations of the IFPA rule during IFPA-endorsed events will be reported to the IFPA and may also be reported to other tournament directors as deemed necessary to protect the image of competitive pinball.

In addition to any IFPA-imposed penalties, any players involved in gambling or wagering on league games will receive an immediate season or tournament forfeit, without refund of any league dues or tournament entry fees, at minimum.

Players suspended from IFPA benefits and/or the World Pinball Player Rankings for gambling or wagering will also be banned from all BCPL events for at least a matching duration, and possibly longer depending on the circumstances and the judgment of the Commissioner (see rule 2.1.1).

19.12 Forfeiture of Wagers

Any wagers made in violation of these rules are subject to forfeiture to the BCPL treasury, unless subject to requirements by law enforcement/judicial authorities, the venue, or any other authority with precedence over BCPL. All such forfeitures are applied first to the league's operating expenses, with any excess to be donated to a charity of the Commissioner's choice.

19.13 Hosting of Non-League Gambling Events

Nothing in this section shall be interpreted to prohibit anyone who regularly plays in BCPL events (and is thus subject to BCPL rules) from organizing an event with a primary or secondary purpose of gambling or wagering, whether or not pinball-related. However, there must be a clear delineation between such an event and other events held under the auspices of BCPL. In particular, any events involving gambling:

- a) must be completely separate from any BCPL events, if any, organized by the same person or group;

- b) cannot be held out to be endorsed, sanctioned, or approved by BCPL; specifically, it is prohibited to use the “Bayou City Pinball League” name or “BCPL” initialism, any logos used by BCPL, or any names, initialisms, or logos confusingly similar to those used by BCPL in association with such an event; and
- c) should comply with all applicable laws (city, county, state, and Federal).

Attendees of pinball events organized for gambling or wagering purposes should also refrain from wearing apparel which contains the BCPL logo or name, whether official or unofficial.

At no time may any event involving any sort of gambling or wagering be held under the auspices of BCPL, or within temporal and physical proximity of a BCPL event, even if gambling or wagering would otherwise be permitted by applicable laws.

19.14 State Lottery and Charitable Bingo

None of the prohibitions in this section shall apply to participation in the Texas Lottery (or other state/local lotteries if and where allowed by law) or charitable bingo, as long as compliance with all applicable laws (such as minimum age and licensing) is maintained.

19.15 Raffle Ticket Sales

Upon approval of the Commissioner, the sale of raffle tickets may be permitted at BCPL events. Any such raffle will be audited for compliance with all applicable laws, including but not limited to Texas Occupations Code, Chapter 2002. A raffle found not to be in compliance with any applicable law will be disapproved (or approval revoked), and upon such disapproval (or revocation of approval) for lack of legal compliance, sales of tickets for that raffle are prohibited at BCPL events and subject to the same penalties as any other form of gambling prohibited in this section.

20 Emergency Management

20.1 General

Many types of emergencies can arise which can affect the safety of a pinball league night or tournament. This section is intended to explain the procedures to follow in the event of the most likely emergencies to affect league or tournament play.

Since every situation is unique, this section should be considered guidelines as opposed to strict rules. League officials should be prepared to be flexible in how they handle a given situation, doing what is needed to maintain player safety, a welcoming environment, and competitive equity.

20.2 Inclement Weather

In general, an event should be canceled or postponed if a flash flood, tornado, severe thunderstorm, tropical storm, hurricane, or winter storm warning has been issued by the National Weather Service (NWS), covering either the area the venue is in, or likely to affect travel for at least half (50%) of the expected attendees.

In most cases, events should not be canceled or postponed merely for an NWS-issued watch, though every weather situation is different. If there is a reasonable doubt that it will be safe to continue with a tournament or league meeting or that attendance will be adversely affected by a weather situation, a postponement or cancellation should be strongly considered, regardless of NWS-issued watches or warnings.

A frequent source of confusion among those tasked to make weather-related decisions is the difference between a watch and a warning. A warning indicates that conditions are occurring or imminent, or in the case of storms, expected to occur within 36 hours. A watch merely indicates conditions are favorable, or that storm conditions are possible within 36 hours, but not necessarily expected.

20.3 Epidemics/Pandemics and Other Medical Situations

A disease epidemic or pandemic is perhaps one of the most disruptive emergencies a pinball event can face, as we learned through the spring, summer, and early fall of 2020 during the COVID-19 outbreak. Rather than a continuous series of postponements, league officials should strongly consider an outright cancellation with a refund of any league dues or tournament entry fees already accepted if there is a reasonable doubt a reschedule within six (6) weeks or forty-two (42) days of the original event will be possible.

Hygiene and cleanliness are important in preventing or slowing the spread of disease. Everyone playing in a tournament or league meeting touches the same surfaces on pinball machines. For this reason it is important for players who show signs of a contagious disease to stay home for the safety of others, whether or not there is a contagious disease spreading on an epidemic/pandemic scale.

20.4 Electrical Power Outage

Another major disruption can occur when the venue loses all electrical power. Typically any power outage will be a catastrophic malfunction per rule 16.3.9. Newer machines will keep the last player scores even if power is lost, at least for shorter outages, and thus could be handled as a major malfunction per rule 16.3.3.

Depending on the timing, a power outage may affect some players more adversely than others. As always, a reasonable effort should be made to maintain competitive equity.

If the outage is enough to plunge the entire venue into darkness, however, addressing the disruption to the competition is likely to be the least of the TD's worries. All public venues should have adequate battery-powered emergency lighting that kicks in during these situations, but it can't hurt to have a flashlight or two on hand just in case. (Don't forget to check the batteries!)

The interruption of a league meeting is covered under rule 3.8. Appropriate actions regarding the interruption of a tournament will vary by the tournament type and length; in general, the more of a tournament has been played, the more the TD should lean towards either trying to finish the remainder of the tournament even if on a later date and/or alternative venue. Failing this, the TD should aim to establish the most equitable competitive result possible based on the portion of the tournament that has been already played.

20.5 Fire

Any type of electrical device has the possibility of catching on fire, and pinball machines are no exception. As provided in rule 16.3.9, a pinball machine catching on fire is considered a catastrophic malfunction.

If part of a pinball machine has caught on fire, the first thing to do is turn it off if possible. The power switch is usually either on the bottom front of the machine, often on the right-hand side (most games manufactured after about 1970 up to 2015, and at least some later games from manufacturers other than Stern), or on the bottom right corner of the backbox (newer Stern machines starting with KISS in 2015, possibly others). Note that a few operators may remove the power switches from their games or move them away from the standard location (e.g. inside the cabinet) and that many older machines (as in electro-mechanical games prior to about 1970) do not have a power switch unless one has been retrofitted.

Except for small and clearly isolated fires, calling the fire department (911) and an orderly evacuation should be prioritized over heroically trying to fight the fire with a fire extinguisher or other means. "When in doubt, get out."

21 Penalties / Equitable Remedies

This list of penalties is not intended to be exhaustive, but covers the vast majority of cases. It is entirely possible that appropriate penalties, whether punitive or to restore equity to those harmed, fall outside of those listed here.

21.1 Warning

A player may be informally or formally warned if no penalty is required either by rule or by Commissioner's directive.

21.2 Game Forfeit

A player may be forfeited from the current game, receiving a machine score of zero (0). Any activity in the forfeited player's position is considered void. The remaining ball(s) in a forfeited player's game, if any, should be plunged and not played. Rules for specific tournament types may have alternate game forfeit penalties stated therein.

21.3 Meeting Forfeit

A player may be forfeited for the current league meeting. The player receives a score of zero (0) for the entire meeting, losing any accumulated points for that meeting, and is disqualified from all remaining games, if any, to be played that meeting. For the remaining players, scores prior to the forfeit stand as originally entered; remaining games, if any, are continued with only the remaining players or as stated in other applicable rules.

21.4 Tournament Forfeit

For single- or multiple-day tournaments, a player may be forfeited from the tournament. The player loses all accumulated standings and prize eligibility for the tournament without refund of entry fee (if any).

21.5 Season Forfeit

A player may be forfeited for an entire league season. The player loses all accumulated standings points and all league dues paid for the season without refund, and is disqualified from competing for the remainder of the season including playoffs. Any games remaining in the current meeting are handled the same as a meeting forfeit, listed above.

A season forfeit does not necessarily imply a ban or suspension from future events.

21.6 Standings / Eligibility Adjustment

A TD may adjust a player's eligibility as necessary to restore equity, including adjustments to a player's tournament or league ranking (including an adjustment of the cash payout if any). In certain cases, a player's cash payout may be reduced or forfeited entirely.

21.7 Ban / Suspension

A player may also be banned or suspended from some or all BCPL events for a set period of time (such as three months or one year), indefinitely, or permanently. Such bans or suspensions include all events organized under the auspices of BCPL, including non-competitive and social events.

21.8 Notification to Other League/Tournament Officials

If deemed necessary by the Commissioner to protect the integrity of the image of competitive pinball, other league and tournament officials may be notified of an offending player's conduct and the penalties imposed.

21.9 Notification to IFPA Officials

Certain violations may, by their nature, need to be reported to IFPA officials per the IFPA rules. This is required to keep the league in good standing with the IFPA so season results can count towards the World Pinball Player Rankings (WPPR).

21.10 Report to Authorities

Conduct which constitutes a criminal act may be reported to the appropriate law enforcement or government authorities by a league official. Compliance with any legal requirements to report certain violations of the law is mandatory for any league official(s) observing or aware of such conduct.

21.11 Probation / Delayed Imposition of Penalty

A penalty or portion of a penalty may be delayed for a probationary period, at the conclusion of which if the offender commits no other rule infractions, and fulfills all other conditions of probation imposed (if any), the penalty will be withdrawn. Any additional infraction during the probationary period or any failure to fulfill other conditions of probation subjects the player to the original penalty plus any additional penalties for the new infraction (if applicable).

The portion of a ban/suspension thus delayed for probation may not necessarily start at the first day (i.e. the first 30 days of a year suspension may start immediately, with only the remainder delayed). The probation period need not necessarily be the same as the length of any such ban/suspension being delayed.

21.12 Fines

Payment of a fine may be required as a condition of future play in a BCPL league or tournaments, or as a condition of probation under rule 21.11. The maximum amount of fines depends on whether or not the conduct in question is also a violation of the law.

21.12.1 Not Involving a Violation of Law

For conduct not involving a violation of law per section 18.1:

- The total of fines assessed to one player over the course of a league season shall not exceed ten (10) times the league dues for that season;
- the total of fines assessed to one player stemming from conduct in one tournament shall not exceed the greater of ten (10) times the tournament entry fee or fifty dollars (\$50); and
- for a course of conduct extending across multiple league seasons and/or tournaments or a course of conduct exclusively outside the temporal and physical vicinity of league meetings and tournaments, such fines shall not exceed a reasonable total given the severity of the offense, which normally shall be taken to be ten (10) times the sum total of the entry fees of all league seasons and tournaments which have taken place during that time, or five hundred dollars (\$500) for each calendar year or portion thereof if the time cannot be determined.

21.12.2 Involving a Violation of Law

At the option of the League Official assessing the fine, conduct involving a violation of the law, whether city, county, state, or Federal, is punishable by a fine payable to the league an amount up to and including the maximum fine per violation that can be assessed by government authorities for the same offense under that law, superseding any limits under rule 21.12.1.

21.12.3 Use of Proceeds

Fines are applied to the BCPL's operating expenses, with any excess paid to a charity of the Commissioner's choice.

21.12.4 Interest

Fines not paid accrue interest after a grace period of thirty (30) days. The interest rate is six percent (6%) per year, or approximately 0.01644% per day, compounded monthly.

21.12.5 Defaults

If a fine has not been paid in full and acceptable arrangements have not been made to pay the balance once thirty (30) days have passed since the fine was assessed, the player who has been fined is considered in default and subject to an immediate suspension from all BCPL activities. Any other suspensions are tolled while a suspension for non-payment of a fine is active.

21.12.6 Payment

All fines assessed to a player must be paid by that player from the player's own legally earned funds. Payments from funds earned via illegal activities is prohibited. Third-party payments for fines are prohibited, with the exception that a parent or legal guardian of a minor under eighteen (18) years of age may make payments on the minor's behalf. Crowdfunding for fine payments (e.g. GoFundMe) is considered an egregious violation of the prohibition against third-party fine payments.

21.13 Restitution / Restoration

For offenses involving damages or theft, restitution of the amount of loss or damage, or restoration of the loss or damage may be required as a condition of future play in BCPL events. All restitution or restoration assessments are to be applied towards said loss or damage. In the event where restitution or restoration is required by both legal authorities and BCPL, such requirement by legal authorities shall be concurrent and not cumulative to that assessed by BCPL.

21.13.1 Defaults

If restitution has not been paid in full and acceptable arrangements have not been made to pay the balance once thirty (30) days have passed since the restitution was assessed, the player who has been fined is considered in default and subject to an immediate suspension from all BCPL activities. Any other suspensions are tolled while a suspension for non-payment of restitution is active.

21.13.2 Payment

All restitution must be paid by the player from funds legally earned by that player. Payments from funds earned via illegal activities is prohibited. Third-party payments for restitution amounts are prohibited, with the exception that a parent or legal guardian of a minor under eighteen (18) years of age may make payments on the minor's behalf. Crowdfunding for fine payments (e.g. GoFundMe) is considered an egregious violation of the prohibition against third-party restitution payments.

21.14 Cumulative and Orthogonal

All penalties imposed by BCPL, except as otherwise noted, are cumulative and orthogonal to any sanctions or penalties, including but not limited to those which may be imposed by the venue/location owners and operators, the IFPA, legal authorities, and/or any other parties which may be in a position to regulate or restrict the activities of tournament/league players.

22 Conflicts, Contingencies, Severability, and Disputes

22.1 Conflict With Applicable Laws

Any Federal, state, city, and/or county laws shall take precedence over any conflicting rule in this rulebook. In the event of such conflict, any such conflicting rule or portion of a rule shall be void in deference to the applicable laws.

22.2 Severability

If any rule is void by conflict with applicable laws (whether Federal, state, or local), IFPA rules, or venue rules, the remainder of the rules shall continue in full force.

22.3 Conflict With Venue Rules/Staff Directions

The venue's policies and rules, including posted signage and verbal direction of venue staff, take precedence over any league official/TD's directions, any rule in this rulebook, and any other applicable rule or instruction with the exception of Federal, state, and local laws.

22.4 Contingency For Conflicts With State / Local Gambling Laws

In the event a court should rule that organizing or playing in a pinball tournament or league for a cash prize is considered gambling in violation of any applicable law including Texas Penal Code §47.02 and/or §47.03, or the city or county where BCPL holds a league or tournament passes an ordinance interpreted to include organizing or playing in a pinball tournament or league for a cash prize as prohibited gambling:

- a) for tournaments or leagues which have already accepted entry fees or league dues, the portion of entry fees or league dues for cash prizes shall be refunded to the players in an equal amount to each player to the extent possible, or if this turns out to be infeasible, donated to a charity chosen by the Commissioner's choosing; and
- b) for tournament entry fees or league dues payable after such a prohibition has gone into effect, the entry fee or league dues shall be reduced to an amount excluding the amount normally used to fund the cash prizes. Such an amount shall be fixed by the Commissioner or the Commissioner's designee (e.g. treasurer).

22.5 Contingency for IFPA Cessation of Operations and/or Endorsement

In the event the IFPA temporarily or permanently ceases operations or endorsement of BCPL events, or such endorsement by the IFPA of current or future BCPL events becomes impossible:

- a) for league seasons which have not yet begun to collect dues for the current season, the \$1 (one dollar) IFPA fee shall be deducted from the normal dues amount;
- b) for league seasons which have begun to collect dues with the IFPA fee included, the amount normally allocated to IFPA fees shall instead considered to be part of the prize fund and the dues amount shall remain the same; and
- c) for tournaments which have yet to take place, the amount normally allocated to IFPA fees, if any, shall instead considered to be part of the prize fund.

IFPA rules shall continue to govern as applicable outside of the IFPA fee requirement.

22.6 Venue for Disputes

By entering, attending, or playing in a BCPL event, all players consent to the jurisdiction of the courts of law of Harris County, Texas, for the resolution of disputes with BCPL and/or its representatives involving state law, and the United States Court for the Southern District of Texas for the resolution of disputes with BCPL and/or its representatives involving Federal law. No disputes involving BCPL are to be arbitrated outside of a court of law without the express written consent of the Commissioner.