

Nightmare on Center Street 24-hour Pinball Tournament Rules and Code of Conduct

We will be spending 24 hours together in fairly close confines and while I am sure everyone attending this event is here with the intentions of having a wonderful time there are some guidelines that need to be expressed.

We are very lucky to have a venue that will accommodate this event and need to be mindful of that the entire time. Respect must be shown to any and all employees of Press Start Reno throughout this event. We will be using this venue during non-business hours and will be expected to clean up after ourselves and not leave a mess for staff. No one is allowed to be behind the bar during this event except employees and designated tournament assistants. Anyone caught behind the bar that is not authorized will be immediately disqualified and asked to leave the premises.

You are allowed to bring your own personal food and drink for this event. You are only allowed to share store bought items in this public space, nothing homemade can be shared. You cannot consume your own alcohol during business hours. Please support the bar when you can.

There is no smoking or vaping allowed inside the building regardless of open status, there is outdoor space that will be available the entire tournament. No illicit drugs are allowed, if I see it consumed that will be grounds for immediate disqualification, and you will be asked to leave the venue. If you are overly intoxicated and causing a disruption to others a director or assistant has the right to ask you to take a break and get a hold of yourself in order to return to the competition.

Tournament Rules:

We are playing in group match play. I will be setting the rounds to 20. There will be 3 games per round., meaning you will play with the same people for three games then a new round will be created and you will play 3 games in that round and so on. Scoring for the tournament is IFPA (7,5,3,1). Once we get close to the end the tournament director will decide if more (or less) rounds will be needed to complete the 24 hours and the tournament will be adjusted accordingly. There will not be a finals component to this tournament. The players with the most points will be named the winner(s). Tie breaker games will be played as needed for the top 9 places.

The prize pool will be broken down as:

Winner: \$1500.00 & Trophy

2nd place: \$500.00 & Plaque

3rd place: \$300.00 & Plaque

4th place: \$200.00

5th - 9th place: \$100.00

Medallions will be awarded to every player that competes in every round. So, if you miss a game in a round but still play the other games in the round you still qualify for the medallion. Any player that has zero points for a round will not receive a medallion. If any medallions remain after the conclusion of the tournament the director, solely at his discretion, may sell players medallions as tournament keepsakes (tournament players only).

When a round has been started and the games and players are posted to the large screen inside the venue you should make your way to the game and check in with the other players. If 1 or more players do not show up in a timely manner please get the attention of the director or an assistant to come help. The director or assistant will make an announcement calling for the player by name. At that point a 3 minute clock will start. If the player(s) have not made themselves known to the director or assistant before the 3 minutes are up the player will receive a zero for the game. If the player does not arrive in time to play their first ball they are not allowed to play subsequent balls. This process will repeat for every game in the round as a player can return to play in the next game in a round.

This is an IFPA event and the standard IFPA rules apply for this event.

As a reminder those rules include:

No coaching, no playing out of turn, and no Tilt-thrus. These infractions will earn you a zero for the game

If you win an extra ball, Full plunge and no flips, no nudges, no touching the game at all

You can self report your game scores and a tournament director will verify. Please confirm all scores with your competitors. Once your round has ended you will then have a break while the other players complete their rounds. There is no practice allowed between rounds. Once all the players have completed their games a new round will be created by the director and announced inside the venue. If you have any game issues during the event please get the attention of a director for assistance in making all rulings.

There will be 2 scheduled breaks during the tournament. We will have a breakfast and a lunch break on Sunday. These meals will be provided as part of your entry fee. The breaks will be no longer than 30 minutes.

Following is the code of conduct as listed on the IFPA website. This code of conduct is in effect the entire tournament.

IFPA Code of Conduct:

All players are expected to conduct themselves in a courteous manner and to contribute to a safe and welcoming play environment. This also applies to behaviors that are not related to gameplay.

The following behaviors are unacceptable tournament conduct.

- Rudeness toward any Scorekeeper or Tournament Official
- Outbursts, especially those including indecent language
- Displays of physical aggression
- Offensive comments including but not limited to those relating to gender, age, sexual orientation, disability, physical appearance, body size, race, or religion
- Verbal, physical, or sexual harassment

Penalties for unacceptable behavior will include warnings, disqualifications, or ejection from the tournament facility at the sole discretion of the Tournament Director.

Any player who argues a ruling once it has been made will receive a warning. Any player who continues arguing once receiving a warning will receive a score of zero for the game in question, ejection from the tournament, or ejection from the building, as determined at the sole discretion of the Tournament Director involved.

Any type of assault, be it physical, sexual, verbal or otherwise, is grounds for immediate ejection from the tournament and facility, and authorities will be contacted. Any express or implied threats or actions of violence are grounds for immediate ejection from the facility, and authorities will be contacted. Other possible grounds for ejection include but are not limited to fraud, theft, illegal activity, public drunkenness, stalking, etc.. Any person ejected from the facility is banned and may not return to the property. Banned persons will be prosecuted for trespass if necessary. Tournament Directors reserve the right to ban players indefinitely in cases of egregious player conduct, such as harassment or assault. In making those determinations, Tournament Directors are expected to prioritize a safe and welcoming play environment over the ability of ejected players to return to future events.

Thank you,
Jim Martin
Tournament Director
775-997-4149