

Rules and Regulations of the Italian Flipper Tournament (T.I.F.) 2011



3 th Edition

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1 INTRODUCTION

These rules and regulations have been created to guarantee the maximum degree of partiality and fairness for the carrying out of the competition.

For what is not expressly mentioned in these regulations, all decisions will be remitted to the judgment of the three (3) unquestionable referees present and at the good sense of the participants.

2. The regulation of the T.I.F. 2011

The regulation is divided in four distinct parts.:

2.1 The first part describes the development of the single tourney describing the modalities of challenge between the players and more precisely:

2.1.1. Number of participants and of Flippers forseen.

The maximum number of players allowed at the T.I.F. is not yet defined and will not be until the beginning of the competition.

This is to allow everybody to participate in this event of great importance for the appassionates all over Europe.

2.1.2. Game modes during the competition

The game mode at the single flipper will be decided the same day the tournament will begin according to the number of players that will participate.

It will be played as single or as a group of four (4) for each machine (only on electronic Flippers DMD and alphanumeric that allow up to four players simultaneously).

It will be consigned, at the beginning of the competition, a list with the name of the Flipper to play and in which order the game must start.

All Flippers will be calibrated and will, therefore, play with the adjustments made at the Factory (default).

2.2. The second part describes the method of assignment of points for the definition of partial classifications that will lead to the generals for the assignment of the prize and more precisely:

2.2.1. The tournament will be played in a single round.

All players entered in the competition will challenge the others on a round of twelve (12) Flippers.

A classification for every single Flipper will be compiled on the bases of each score and when every participant have played and ended his game on the machine he will be assigned a score valid for the General Classification according to the following table of points:

Punteggio più alto singola macchina	Punti Classifica Generale
1°	100
2°	95
3°	90
4°	85
5°	80
6°	75
7°	70
8°	65
9°	60
10°	55
11°	50
12°	45
13°	40
14°	35
15°	30
dal 16° in poi	0

2.2.2. The sum of points in the single partial classifications will permit to obtain the total classification of every participant and therefore decree the winner of the T.I.F. 2011.

2.2.3 In the case of a tie in the score between two or more players, the difference will be made on the highest number of victories obtained in the single classification.

In the case that the tie should persist it will be calculated who has achieved more second places and so forth.

2.3.1 Malfunctions of the Flipper of Minor relevance

It will be considered a malfunction of Minor relevance any problem that can occur during the game, that will **NOT** loose the ball of the player.

This type of inconvenient does **NOT** foresee any repetition of the game nor of the lost ball for the player that will suffer it.

2.3.2. Malfunctions of the Flipper of Medium relevance.

It will be considered a malfunction of Medium relevance any problem, during the game, that will loose the ball of the player (es. a kickback that does NOT release the ball; the card that sends the Flipper in tilt; a power failure; etc..)

In this case its up to the player to promptly advise the referee of the malfunction of the Flipper who at his discretion can decide to allow the player to repeat the game according to the case.

2.3.3 Malfunctions of the Flipper of critical relevance.

It will be considered a malfunction of critical relevance any problem, during the game, of such high importance to inhibit the correct conduction of the games on that Flipper.

The classification on that machine will be "frozen" till its reparation in useful time to allow the correct resumption of the game in the same conditions of the one interrupted.

Otherwise the machine will be cancelled from the tournament and its classification will be definitively scratched out from the general classification.

2.3.4. Blocked ball

In case during the game the ball should block, the player must draw the attention of a referee in order to remove the glass of the Flipper and reput the ball in play.

The referee will place the ball where it cannot fall and in particular:

2.3.4.1. If the Flipper has a spring ball thrower he will leave it on the "plunger lane"

2.3.4.2 In the case the Flipper with automatic ball thrower (like the Medieval Madness) he will place the ball on the right flip held in the up position by the player.

2.3.5 Blocked score

If the Flipper should start to give points with no apparent valid motivation or rather if the scoreboard should block and don't score anymore, the game will be cancelled and will be resumed when the malfunction has been repaired.

2.4. The fourth part shortly describes the behaviour that every Player must adopt during the game and more precisely:

2.4.1. He will have to wait that all the participants at the same Flipper are ready and available to begin a game and to stay near by the machine until the end of his game.

2.4.2. He his obliged to advise as soon as possible the referees in case of a blocked ball because there can be considerable benefits in respect to other players.

The eventual voluntary omission will be punished with the annulment of the score.

es. During the multiball session if a player should have one or more balls blocked, he will have the advantage of administrating less balls having therefore higher scores available.

2.4.3. He is obliged to signal the end of the game rising his harm thus drawing the attention of a referee (there are three (3) available) who will take note of the score achieved on that Flipper in order to enter data in the partial Classification of that machine.

2.4.4. It is strictly forbidden to hit the glass in any way during the game.

In case of breakage or damage to the glass of the machine offender will be required to repay the sum of 300.00 euros for reimbursement of damages.

It is also strictly forbidden to strike and destroy the flipper and all its parts during the game.

It will be the discretion of the referees and organizers take their measures in this regard.

All possible abnormal situations that are not covered in this regulation will be evaluated at the discretion Of referees and organizers from time to time.

3. Prizegiving and fees.

3.1. The prizegiving ceremony will take place the evening of the Sunday 07 th .2011
Will be rewarded the first three (3) placements in the General classification drawn up at the end of all games.

For what concern the participation we remind you that the entry at the exhibition is completely free and that to play with a Flipper after the competition will be free.

Only who wishes to participate to the competition will pay a fee and more precisely:

3.1.1. Pre-registration (accessible only through the web on the site www.giocoflipper.it within the 25/06/2009)

3.1.2 Registration on the spot during the days of the exhibition (02 and 0 July 2011) will be of €20,00.

4. Conditions for the development of the tournament.

4.1. The tournament will take place according to the modalities up to here described at the attainment of a minimum number of 20 players and maximum 50.

5. Notes

5.1. This is the first official version of the T.I.F. 2011

To enter the competition it is necessary know and entirely approve the present regulation at the last release (the release that is published on www.giocoflipper.it)

In the case there should be some modifications, this document will be updated and made available on the internet portal:

<http://www.giocoflipper.it>

on which it can be found the necessary information and the entry form for the T.I.F.2011

The Organizing Staff