

MANITOBA PINBALL LEAGUE CODE OF CONDUCT

The Manitoba Pinball League (MPL) is a proud member of the IFPA & as such follows the PAPA / IFPA Tournament Rules found at PAPA.org. In addition, the MPL would like to stress the following in the Code of Conduct (CoC) below:

Section I - Player Conduct & Interaction

The MPL encourages all members to strive for an open, caring, & safe social community that welcomes all players regardless of age, sex, race, orientation, physical or mental health & ability, or pinball skill level.

All members are encouraged to treat other members respectfully & like their own at all MPL events. Any harassment of any kind including but not limited to verbal, physical, sexual harassment or threats, may result in a warning, ejection from facility, or suspension, as described below, at the staff's discretion.

This is your league. Players are highly encouraged to bring friends & family members to events or otherwise promote the league to anyone in person or online. Anyone is free to comment on the league in person or online positive or negative. Any verbal or online remarks that are inflammatory, untruthful, threatening to other league players or the league itself may result in the player being suspended from the league.

Staff & scorekeepers must always be under no undue pressure to make rulings that are fair, free of bias or unfair influence, & in line with IFPA rules. Players are otherwise free to respectfully discuss rulings with staff members or scorekeepers. As such, any verbal, physical, or other abuse, harassment, or threats directed to an official or staff member will result in disciplinary action. There will be grey areas requiring rulings from the Tournament Director, but once the Tournament Director makes a ruling, it is considered final.

If a player is ejected from a public facility by staff or a private location by the owner / tenant / landlord or other person in charge due to misconduct, that person will no longer earn any further points or progress any further, & may at the staff's discretion be disqualified from the tournament & awarded a zero point score or last place, & may face further disciplinary action at the MPL staff's discretion.

Players are encouraged to help each other, discuss pinball strategy, & coach each other in accordance with PAPA / IFPA rules in section I, part 9. To clarify, players may discuss strategy or receive coaching while the ball is in the plunger lane. Once the ball is launched into play, no coaching or game discussion is allowed with the player actively playing until their turn is over (bonus is counted & a new ball for the next player is in the plunger lane). If the player locks a ball or does anything else to cause the machine to put a ball back into the plunger lane during the same turn, that is still considered to be in play & no coaching is allowed at that time. Exceptions include telling a player that they have an extra ball they must plunge (but not play), if the ball save feature was used (therefore the ball in play is not over), or if any player has questions as to whose turn it is. Members are encouraged to make sure no one accidentally plays someone else's ball. It is the responsibility of the player playing the machine to ensure that it is their turn to play.

Any complaints regarding other players should be brought forward to any MPL staff member at the earliest possible moment so it can be addressed immediately. Any player is free to request at any time during an event a staff member step aside with them to a more private or quieter area, where available, to discuss any issue. If necessary, complaints can also be emailed to help@manitobapinball.com. As much detail should be included as possible when making a complaint.

Players may play / practice any pinball machine that is not in use in between turns & games during events EXCEPT during the PCS as no practicing is allowed except on games that are not in play at all for the PCS. Players doing so must be ready to immediately abandon their practice game without compensation if it's their turn in the MPL event or the game they are practicing is needed for MPL event play by another group of players. Note that many MPL events take place at public arcades & the general public is free to play any available game during MPL events. Where possible, players should be given enough space to play without being bumped by others & respecting their line of sight as much as reasonably possible.

Section II - League Rules, Rulings

MPL staff chain of command:

- 1) Director - David Morris
- 2) Assistant directors – Jon Feschuk, David Miller, Derek Willis, Jay Woolston
- 3) Scorekeepers - Rick Exner, Kevin Peden

Rulings will be primarily based upon PAPA / IFPA rules: <http://www.ifpabinball.com/rules/>

Any player failing to adhere to these rules may, at the discretion of the MPL Director & Tournament Director, result in disciplinary action including but not limited to:

- 1) Warning
- 2) Ejection from game (zero score or automatic strike)
- 3) Disqualification from event
- 4) Suspension from future MPL events

RULINGS ON GAME PLAY / MALFUNCTIONS will never be decided by a staff member who is playing that game UNLESS all the staff member(s) in attendance are playing the same game.

WARNINGS will be reviewed, if the warned player requests, after 2 years with a minimum of 10 complete events of no further offences, if approved by staff, the warning could be rescinded at the discretion of the MPL Director.

PLAYING OUT OF TURN (playing someone else's ball) will result in a zero score, last place, or strike, depending upon the type of event, in accordance PAPA / IFPA rules in section I, part 9. Although it is ultimately the responsibility of the player using the pinball machine to ensure it is their turn, players are encouraged to help each other & make sure no one plays out of turn. Once a ball is plunged into play by the wrong player, it is officially considered playing out of turn.

EXTRA BALLS are not to be played unless otherwise specified by the Tournament Director before the start of the event. When a player earns an extra ball, they are free to set up their skill shot with flippers & plunge the ball at the desired strength, then they must not flip or otherwise play the ball in any way. If the ball is not plunged strongly enough to enter the main playfield & it returns to the plunger, the player may re-attempt the skill shot if it's not auto-plunged. If the ball is plunged into play & drains without scoring any points & therefore is returned to the plunger lane (common in Ghostbusters, Addams Family, & other games), the player may re-attempt the skill shot if it's not auto-plunged. If the ball is plunged, points are scored, & ball save is activated & used, & the ball is not auto-plunged, the player must full plunge the ball into play. If an extra ball is played by the wrong player, that is to be treated the same as playing out of turn. In other words, if a player walks away from a machine when it's still their turn & another player walks up to the machine & plunges the ball into play, it will be treated as playing out of turn against the player who plunged the ball into play.

Checklist of items when making judgement call on machine malfunction / player situations:

- 1) Refer to the PAPA / IFPA rules – section I Malfunctions & Rulings & the MPL CoC
- 2) Determine the type of malfunction (minor, major, catastrophic, player or machine error, etc.)
- 3) Determine if the issue is a "one-off" or if it is repetitive
- 4) If it cannot be fixed in a reasonable amount of time & without interfering with the game in progress, the Tournament Director may rule a game change in accordance with the PAPA / IFPA rules

Section III - Miscellaneous

STAFF MEETINGS are generally held once every 3 months. To improve transparency, MPL members who have been with the league for a minimum of 1 year since playing in their first event, & at least 10 complete events played is welcome to attend.

Players are encouraged to read both the PAPA / IFPA rules along with the MPL CoC at <http://manitobapinball.com/> or they may request paper copies of both from the MPL.