

This is a quick description of the Biweekly pinball tournament "Zanzabrawl!" that is held up at Zanzabar. The online website <https://matchplay.events> is used for running the tournament

When

99% of the time it will be on the second Tuesday and Fourth Tuesday of the month starting at 7pm est. Registration starts at 6:30pm est. Check the Facebook page though or IFPA calendar to make sure.

Where

Zanzabar 2100 S Preston St Louisville, KY 40217

Overview

Registration

You must use your real name as results are submitted to IFPA. Once the entry fee is collected, the person will be registered as a player. Qualifying rounds will begin shortly after the start time (7pm).

New players can join the tournament as long as it is before the last qualifying round, and the new player pays in exact change \$5.00. The new player will then be added to the next round in the qualifying tournament by the Tournament Director.

Qualifying Rounds

The qualifying rounds are in Group Matchplay format. Players are grouped (player pairing) into four and are assigned a machine to play. If there is a number of players not divisible by four, then a three player game will be held.

Player pairing

Players are grouped together in a "Balanced" setting, where "Players will be randomly paired with previously unfaced opponents" in the given round.

Round scoring

Once the game has been completed, each player will have points added beside their name as followed:

1st place = 7 points

2nd place = 5 points

3rd place = 3 points

4th place = 1 point

Three player games will have:

1st place = 7 points

2nd place = 4 points

3rd place = 1 point

Once all games have been completed in the current round, the round will be closed. If the time is still prior to 9pm, then a new round will begin.

End of Qualifying Rounds

Typically the last round will be right after 9pm, however under the discretion of the tournament director, one more round may be completed. This is to allow for the most IFPA points to be awarded to the weekly tournament as possible and/or if the tournament began late for some technical reason.

Upon the last qualifying round, a determination of whether a playoff needs to occur for any ties for last place into the finals will be held.

Ties for finals qualifying

Ties will be automatically broken based on the number of First and Second place finishes by the players that are tied. If there is still a tie amongst players for some reason, then a one game playoff will be started amongst the ties as followed:

The game chosen will be random among all games.

If there are more than four players in the tie, then a playoff will occur with the number of players being balanced amongst the minimal amount of machines. Examples:

7 players = Game A: 4 players, Game B: 3 players

12 players = Game A: 4 players, Game B: 4 players, Game C: 4 players

Top winner will proceed to the finals. If there were multiple matches, the winners of the matches will play on one random game.

Final Rounds

The Final round is in a 3-game | Group-Elimination / PAPA Finals format.

The number of players in the finals will be determined based on the number of players in the overall (qualifying) tournament:

# in Tourney	no in Finals
<25	8
25-32	12 (Top 4 receive a bye)
33-48	16
49-56	24 (Top 8 receive a bye)
57-64	28 (Top 4 receive a bye)
65-128	32
129-256	64

Finalists will be paired into four player groups. Each round will consist of 3 games.

Choice of position for game 1 will go to the highest seeded player within that group based on the standings entering that session, second choice will go to the 2nd highest seeded player, third choice will go to the 3rd highest seeded player and the lowest seeded player will have the remaining choice.

In subsequent games, the player finishing in 4th place will have choice of position for Game 2. The player finishing in 3rd place will have 2nd choice of position. The player finishing in 2nd place will have 3rd choice of position. The player finishing in 1st place will have the remaining position.

Same point system (7/5/3/1) for 4-player or (7/4/1) for 3-player will be used.

Top two players in each group advances to the next round.

Payouts

100% of all money collected is paid out to the top players. Payouts are approximate, as no coin is wanted too be used for paying out.\

Zanzabar will add an additional \$100 to the prize pool for every 16 people that are in the tournament. The money will first pay for the admission to all players that made it to the finals. The remaining will then be disbursed amongst the payout percentages.

The following is the payout percentages based on the number of players submitted. This will be followed as close as possible without getting change (so may be rounded up to the nearest \$5):

Place	<23	24-31	32-47	48 - 64
1st	40%	30%	30%	25%
2nd	30%	25%	25%	20%
3rd	20%	20%	15%	15%
4th	10%	15%	10%	10%
5th-6th		5%	5%	5%
7th-8th			5%	5%
9th-12th				2.5%

If there is money donated to the prize pool, all finalists will have their tournament entry (\$5 refunded)

IFPA submission

The IFPA fee is paid by Zanzabar. As far as IFPA points go, the worth of the tournament is based on the player ranks, but we try hard to get a high Tournament Grading Percentage (TGP).

The format for the weekly allows for a close to 100% TGP. Per the WPPR 5.3, TGP can be calculated:

Finals: Using the PAPA Matchplay Finals format, the dumbed down TGP for finals is:

#of finalists	Meaningful Games	TGP %
8	12	48%

#of finalists	Meaningful Games	TGP %
12	18	72%
16	18	72%
24	24	96%
28	24	96%
32	24	96%
64	30	100%

Since the finals limits the field by 50% or more, the qualifying round can be added:

Qualifying TGP% = (number of rounds played (aka games played) X 2) X .04

Thus, the total TGP will be close to 100% if there were 6 rounds of games in Qualifying with a finals of at least 12 people.

Games Used

Games used will be determined to the best of the knowledge of each game based upon if it is considered "fair" for tournament play, as well as the condition of the game.

A game with a known major malfunction will not be in the tournament. If for some reason a game is in the tournament, but fails on the next round, the game will be taken out from the tournament and will not be reused.

This is under the discretion of the Tournament Director.

Extra Balls and Game Settings

Zanzabar is a public venue and they have games that are in awesome condition. To keep setup time to a minimum, and to be less evasive to the standard game settings themselves, games will not be altered from a software setting perspective. As the IFPA rules state, a card will be placed on each game that states to "Plunge Extra Balls". If for some reason it makes sense to ALLOW extra balls, a card will say as such.

#Gracious Professionalism We are all human, or we want to be. We can be competitive, but we can also help out our competition too. LOOK for additional rules that may be posted on each game BEFORE playing, and ensure that each person in your group knows the rules. This will help with keeping disqualifications to a minimum.

Official / Legal crap

This write-up is to the best my knowledge and there could well be some typos. The #1 goal is to have fun! It is possible that the rules have changed from what is posted here by the tournament director, which the tournament director takes the precedence.

If you have an issue with the tournament (game goes down, don't like the draw, etc.), there is only so much that can be done.

New players added must be notified to the Tournament Director before the round they play in has begun. This is to ensure that the fees have been collected so that payouts can be accurately determined.

Games that are taken out from a round will not be put back in to another round, unless the game has been thoroughly tested. Games can only be put back into the tournament by the tournament director.