

Inland Empire Pinball Association

Rules and Information

- Practice games may be played until League Play begins, or 7:30, which ever comes **first**. (League technically starts at 7pm) Please do not play "for fun" until league play is over for the night. After that, you may play all you want.
- The person with the lower win/loss record will choose 1st/2nd position for the first game. After that, the losing person chooses.
- Players are responsible for writing their scores, and/or checking to make sure they are accurate. Mistakes in scoring due to missing/illegible scores are your responsibility.
- **No Extra Balls** may be played. (Most games will have Extra Ball disabled) If it is not disabled, for what ever reason, you may set up the "skill shot" and plunge the ball, but may not use the flippers after the ball has been plunged.
- **Skill shot on any game** may only be attempted 3 times. If you do not hit the desired skill shot in 3 attempts, you must plunge the ball and begin play on the 4th plunge.
- In the interest of fun and sportsmanship, **blatant** sandbagging (draining a ball on purpose to get a low score) should not be done.
- Play-off game will be played by the 4 people who are **most improved** from the previous week on a randomly chosen game. Winning person will receive a \$10 "fishing license" to use the following week.
- Slam Tilting a game will result in an automatic **loss** on that game for you. Bang-Back Death-Saves (bouncing the ball back into play after it has drained by jarring the game and forcing the ball back to the flippers) may also result in an automatic **loss** on that game. Your opponent's score will be recorded and balls not played may be made up if necessary.
- Players will only be allowed to make up one week's worth of games. Missing two weeks in a row may **forfeit** your score for the first missing week.
- Please call Jim (951-378-4091) or Laura (909-214-3691) if you are going to miss a night.
- If you know you are going to be gone, **play ahead**, that is allowed.
- Have fun! ☺