

New England Pinball League

League Handbook

Rules, By-Laws, and Other Stuff

Accepted
August 29, 2024



nepl.llc

The New England Pinball League is maintained by volunteers within the pinball community. Dues paid into the New England Pinball League players are used to maintain league operations and league player benefits. Dues are redistributed back to the players, via prize winnings, trophies, or swag. There are no paid positions or employees in the New England Pinball League All money generated goes directly into the New England Pinball League for redistribution back to its players. New England Pinball League is a division of NEPL LLC.

New England Pinball League Mission Statement:

Connecting people across New England and beyond
through the great game of pinball.

Current Officials and Admin Team:

President/Treasurer - Chuck Webster

Vice President - Nicole Bernier

Rules Commissioner - Kenny Weiner

CT State Rep - Nick Quadrini

MA State Rep - Matt Guay

ME State Rep - Vacant

NH State Rep - Steven Amlaw

RI State Rep - Chris Harvey

Elections Administrator - Colin Alsheimer

Webmaster - Andy Stevens

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0.0 The Short Version

League dues are \$40 per season. The money goes toward finals prize money, swag, and awards. All you have to do is show up for league at any one of the available dates and locations at least 5 of the 8 weekly sessions and play four games of head-to-head pinball in 3- and 4-league player groups to earn points. (Plunge extra balls / bonus balls to save time!) .

Each league player is responsible to pay their own coin drop or house fee every week. At public locations, games are set from \$.25 - \$2.00 per game and private locations have a house fee, typically \$10.00.

League player's 2 lowest scoring sessions are discarded to calculate their adjusted points for the season.

Adjusted points at the end of week 8 will determine your position at Finals.

Want to know more? Read on...

New England Pinball League – Rules v5.4

1.0 Introduction

The New England Pinball League (NEPL) rules provide a format for running a friendly league competition for pinball league players of all skill levels. These rules are designed for leagues of any number of league players, playing on four or more machines at a single location. The nature of the league system allows league players to play while being fun and competitive for everyone.

The schedule consists of 8 weekly sessions and a playoff final. The NEPL was founded on the principles of not only being an equal opportunity league but also an equitable opportunity league for all skill levels.

During each session there are several dates and locations scheduled for league players each week. Each league player may only compete at one location in a given week. League players may select any location and may mix and match where they play from week to week. A full list of these locations with their days and times will be available at www.nepl.org before the start of league.

A league player's adjusted league score is the total of their six highest session scores. This allows any league player to miss two sessions without impacting their score, while league players who attend all sessions may drop their weakest results. Any missed week receives a score of zero.

These rules allow maximum flexibility to fit some competitive pinball around everyone's schedule.

Special thanks to the Pittsburgh Pinball League, the Free State Pinball Association, the IFPA and the Professional and Amateur Pinball Association, as these rules are modified from their originals.

1.1 League Officials/Admins

League officials make decisions on rule interpretation. If possible, rulings of malfunctions or interference should be deferred to an official that is not directly involved in the game. At least one league admin must be present at each league meet. League officials/admin are eligible to compete in the league. See Section 8 for more information about league officials and their duties.

1.2 Discretion of League Officials/Admin

These rules are a guide. At times, situations will arise that aren't specifically covered by these rules. In these cases, league officials/admin will make decisions in the spirit of the rules. These decisions will be discussed and applied consistently should the situation arise again in the same season.

1.3 League Locations

League officials must approve a location for play before it can be used as a league site and must be approved before the start of league for the season. Locations must be equipped with at least four and ideally six or more playable pinball machines and be able to accommodate at least 16 people.

Sites may choose to run multiple league nights.

New locations should not conflict with existing locations and must be approved by league officials.

League sessions may be hosted at public locations or private sites (homes / co-ops).

Games at private sites will be on free play. Players attending a session at a private site will be asked to pay an entrance fee. Public locations will have a coin drop.

League games are expected to be in good working order mechanically and cosmetically, with tilts set appropriate for play.

By playing at a private site, it is the league players' responsibility to respect the location and the games. Rough play is not tolerated at any location, but especially not at a private site.

Site hosts may set a limit on the number of league players that can attend a session at their site. In these cases, league players must sign up in advance to reserve a spot at the session. A league player who shows up without reserving a spot may not be allowed to play if the session is full.

All locations and their restrictions are noted on www.NEPL.org.

2.0 Dues, Player Conduct and Other Stuff

2.1 League Dues

League dues are \$40 per season. 100% of league dues are used to fund league fees, operating costs, player awards and swag. League dues are collected by electronic payments through www.nepl.org. All dues must be paid in full prior to attending their first session of each season.

2.2 League Guests - First-Time Players and Players 12 and Under

First time players and players 12 and under have the option to join the league without paying the \$40 dues as League Guests. League guests who choose to play without contributing dues are not eligible to win prize money or receive an entry in the pinball machine giveaway. They are eligible to receive a trophy and the glory should they place in their respective division. Any unawarded prize money will remain in league funds for the following season.

Should a league guest decide to pay dues to become a league player and be eligible for prize money and pinball machine entry, they may do so prior to the start of week 3.

Throughout the handbook, the term "league player" also includes league guests.

2.3 Registration

All players must register prior to attending their first session each season. Registration details will be posted online and will be open through the first 3 sessions of each season

2.4 Swag

Periodically, swag will be purchased with league dues for all league participants. This could be t-shirts, travel mugs, key chains, etc.

2.5 Player Conduct

During league play, every league player represents the NEPL and is expected to conduct themselves accordingly. Be a respectful, gracious guest whether in a public location or a private home. Pinball machines are expensive and we are very fortunate to have so many owners willing to share their collections, treat the games better than you would treat a game if you owned it.

The NEPL has just two rules, **no illegal substances are to be consumed or carried to any NEPL location** and follow all location's house rules.

Common House Rules include, but are not limited to:

Do not hit games or make moves so aggressively that you raise the legs off the ground.

Do not turn on or turn off games without express consent from the owner or host. Most hosts would make an exception to this rule if the game is smoking or smells hot.

No acts or threats of physical violence.

No discriminatory or derogatory comments (hate speech)

Do not place food or drink on games.

If you drop food or drink, clean it up immediately or ask for assistance.

Take care of your empty containers and other trash.

Smoke only where permitted.

Alcohol consumption only where permitted.

Marijuana consumption only where permitted.

Adult language or loud outbursts may not be allowed at all locations.

If a location does not have their house rules posted and you have the potential to break any of the common rules noted above, ask for clarification before league play begins.

No site host likes to have to enforce rules or correct bad behavior, please do your best to make it so they do not have to.

If you commit **serious** or repeated violations of any location's house rules you could be banned from the location at the site hosts discretion. Should this happen, NEPL Officials will convene to determine if the violation warrants a ban from the NEPL as a whole.

2.6 Loyalty Program

Every third season a ticket will be randomly drawn for a brand new Stern Pro level Pinball machine. Every dues paying league player who has competed at least 5 sessions during the three seasons preceding the drawing will be eligible for the drawing. Compete for one season, receive one entry. Compete for two seasons, receive three entries. Compete all three seasons, receive six entries.

League player names and the number of entries they have earned will be published in advance of the drawing. It is each league player's responsibility to check the accuracy of their entries.

Players may only win a major prize (aka Pinball machine) once. If a player's name is drawn a subsequent time they'll receive a \$500 cash prize and their name will be removed from the drawing. Another name will be drawn for the Major prize.

Entries cannot be purchased.

3.0 Attendance

League officials will set a schedule before league play begins. League players are encouraged to attend every week, but 100% attendance is not required. In order to be eligible for League Finals a league player must compete at least 5 sessions overall.

3.1 Locations

League sessions are held at multiple locations each week. League players may compete once per week at any of the locations for league play. League sites may skip holidays and other dates where conflicts occur, or for inclement weather. The league will still meet at its other locations during such weeks, and the week will still count in the overall standings. A location that skips a date may provide a makeup session, when possible. Each league player is responsible to pay their own coin drop or house fee every week.

3.2 Start Time

A specific start time for each location will be announced in advance. Any games in progress at league start time shall be promptly halted. League players are to join their assigned group and begin league play immediately.

3.3 Tardiness

League players who arrive after a league session has begun may still compete providing there are three-player groups with games left to be played. The tardy league player will be assigned to the group containing the fewest number of league players that has the most games remaining. The tardy league player will receive a last-place finish for all missed games.

A tardy league player may not enter into a game already in progress (the first ball has been completed). The group will receive 4-player points for all games in that session.

3.4 Early Leaving

League players who leave before a league session has finished will receive a last-place finish for all missed games.

3.5 Forfeits

If a league player does not show up to any location for league night in a given week, that league player will not be awarded any points for the week.

3.6 Inclement Conditions

League officials/admins may cancel a league session due to inclement weather or other conditions, particularly if travel may be unsafe for league players. League officials/admins are responsible to notify all league players if it is deemed that a league session cannot be held as scheduled. A makeup date may be scheduled when possible.

Extra time may be allotted for tardiness in the event of inclement conditions at league officials' discretion.

4.0 Scoring

It is each league player's responsibility to be sure that their machine scores are recorded correctly on the score sheet as each game is finished. Any possible scoring errors that cannot be resolved by the league players should be brought to the attention of league officials immediately. All league players in the group must agree before any requested change is accepted. Please make sure that the name of the game is being captured on your score sheet as well.

4.1 League player Groups

All league players who are in attendance at league start time will be randomly assigned to 3- and 4-player groups. A 5-player group will not be used unless there are exactly five league players in attendance.

Ideally, all groups will have 4 league players. When the number of league players is not a multiple of 4, 3-player groups will be assigned. For example, if there are 15 league players, the group sizes will be 4, 4, 4, and 3. If there are 17 league players, the group sizes will be 4, 4, 3, 3, and 3. When assigning league players to groups, 4-player groups will be assigned first.

4.2 Game Selection and Play Order (Updated S30)

Site Administrators have a choice in how games are selected at their location.

Option 1: Site Admin will randomly assign groups and games.

Option 2: Groups are selected randomly by a manual method, i.e. drawing cards. Games are selected by the league players in each group. In 4-player groups, each league player will select one machine to be played, and those four machines will make up the group's schedule for the session. In 3-player groups, the fourth game will be chosen by the league player currently in first place. If there is a tie for the most points, the player who placed higher in the most recent game has game choice. No machine may be selected more than once unless there are fewer than four functioning machines at the location. The player who chooses the game plays first on that game then play order continues as follows:

Order of play for 5-league player groups: 1-2-3-4-5, 2-3-4-5-1, 3-4-5-1-2, 4-5-1-2-3

Order of play for 4-league player groups: 1-2-3-4, 2-3-4-1, 3-4-1-2, 4-1-2-3

Order of play for 3-league player groups: 1-2-3, 2-3-1, 3-1-2, 1-2-3

4.3 Group Scoring

In each game, a league player scores points for their finish against their opponents. The winner of a game gets 7 points, and last place gets 1 point. Specific points available depend on the size of the group:

3-league player group:

1st = 7 points

2nd = 4 points

3rd = 1 points

4-league player group

1st = 7 points

2nd = 5 points

3rd = 3 points

4th = 1 points

5-league player group (rare)

1st = 7 points

2nd = 5 points

3rd = 4 points

4th = 3 points

5th = 1 points

The maximum number of points a league player can earn in a session is 28.

4.4 Ties

In the rare case where two or more league players have tied for machine score (typically on EMs and NBA Fastbreak) a one ball match will be played on the same machine to break the tie. If after one ball there is still a tie another ball will be played.

4.5 League Standings and Adjusted Points

Each league player's weekly points are recorded for the 8 week season to make up Total Points. A league player's best 6 weeks' points make up their Adjusted Points. Adjusted Points are what determine your overall league standing.

League standings will be updated and posted each week.

5.0 Finals Format

Each league player must play at least 5 weekly sessions overall in order to be eligible for League finals. Pre-registration for finals is required.

5.1 Finals Divisions (Provisional for Season 32)

The NEPL was founded on the principles of not only being an equal opportunity league but also an equitable opportunity league for all skill levels.

Divisions will be based on the adjusted points of the top ranked eligible league members who pre-register in the time frame allowed. The divisions will be divided equally, 32 members in four divisions. A fifth division may be added if space and eligible, pre-registered league members warrant.

5.2 Ties in Finals Qualification

If a tie in total adjusted league points would determine eligibility or seeding in finals, these ties will be broken based on each league player's best weeks. The tie is first broken by the league player's highest single week score. If the tie is still unresolved, the next tiebreaker will be the next highest single week score, and so on. If a tie still exists for finals eligibility, a single randomly-chosen game will be played to break the tie.

If there is a tie that affects only seeding in a division, the tie is first broken by the league player's highest single week score. If the tie is still unresolved, the next tiebreaker will be the next highest single week score, and so on. If a tie still exists, a dice roll with the higher numbers will be the higher seeds.

5.3 Finals Pre-registration (Provisional for season 32)

Pre-registration will be used to determine the intentions of eligible league players to attend finals.

When finals pre-registration opens, all eligible league players will have 24 hours to register and will be ordered by adjusted points (rank). If all spots in the field are filled during the first 24 hours, a waitlist will begin - ordered by adjusted points. After the first 24 hours have elapsed, additional players will be added to the bottom of the waitlist ordered by timestamp if no slots are available. If a spot in the field becomes available, the next player on the waitlist will be added to the field and slotted in based on their adjusted points. Players will be seeded into 32-player divisions based on their adjusted points.

All eligible players will be able to add or remove themselves from the field/waitlist through the website. If you can no longer attend finals, please update on the website or let a league official know ASAP so the next person up has as much time as possible to plan around attending.

5.4 Finals Attendance

Pre-registered qualified league players are expected to arrive by the announced check-in time. League players who commit to competing at finals but do not attend could prevent other league players from the opportunity to attend finals.

If a registered league player drops, their position will be offered to the next registered player on the waiting list who will then be seeded based on their adjusted points. This may shift players' divisions as new players are sorted by rank.

Registration closes the Thursday before Finals at 7:00pm. After that time, the divisions are locked. For drops and no-shows on the day of finals, open spots will be filled up to 15 minutes before the start of the first round with the next waiting list league player ranked for the open spot in attendance. If there are no waiting list players in attendance, that division will compete without a full field.

League players must check-in no later than the time specified in the announcement. If you do not check in by that time, your position will be offered to the next waiting list league player in attendance.

Finals will have a firm start time.

5.5 Finals Scoring and Machine Selection

Scoring will be handled with the same system used in the regular season. See Section 5.3.

Banks will be manually created in groups to (ideally) include a mix of games representing different eras based on available games at the finals location. Banks will be assigned randomly to player groups and rotated each round. All reasonable efforts will be made to ensure players do not play the same game twice. Final round banks may be manually created from available

games. All banks are subject to change and games may be added or removed based on availability over the course of the day.

5.6 Finals Play Order

Finals play order is the same as in the regular league season. See Section 4.2.

5.7 Finals Groups

Groups of 4 league players will be formed based on position determined by the final league standings. Top position will play positions 16,17 and 32, Second position will play positions 15, 18 and 31 and so on.

Group	Position	Group	Position
1	1	5	5
	16		12
	17		21
	32		28
2	2	6	6
	15		11
	18		22
	31		27
3	3	7	7
	14		10
	19		23
	30		26
4	4	8	8
	13		9
	20		24
	29		25

Group	Position	Group	Position
1	1	3	3
	8		6
	9		11
	16		14
2	2	4	4
	7		5
	10		12
	15		13

Group	Position	Group	Position
1	1	2	2
	4		3
	5		6
	8		7

The top 2 placing league players in each group advance to the next round. In case of a tie there will be a one game tie breaker on a randomly assigned game.

After 4 rounds the winners will be determined.

NEPL Championship plaques will be awarded to the top 4 league players in each division. Cash prizes will be awarded to the top 16 league players in each division.

5.8 Tiebreakers

If two or more league players are tied in points after a playoff round has been played, a one game playoff will occur and may be a predetermined game, noted on the scoresheet, or changed based on availability. The play order will be determined by the original finals standings.

5.9 Practice

Practice may or may not be allowed on the day of finals. If time permits, all divisions will be allowed practice time. If the location does not open early enough to allow for all divisions to have time to practice, no divisions will be allowed time to practice.

6.0 Machine Play Rules

6.1 Machine play promptness

If a league player does not begin their turn in a reasonable amount of time (two minutes), other league players may plunge the ball for them, and the league player may not play the ball. If a machine has an auto-plunge, and it activates, no other league players may attempt to save the ball.

6.2 Practice Games

Once a league session starts, a league player may not play or practice other games. They should remain with their group. If they must leave they should inform another league player in their group.

6.3 Non-League Players

League players do not take precedence over other pinball players at a location. A non-league pinball player may accidentally play your ball: this is considered a distraction, not interference or a malfunction. If this happens, regain control of the ball as quickly and politely as possible. Pay attention to your game and this won't happen.

6.4 Rulings

Rulings shall be made by league officials/admins, which include site administrators and any person(s) designated by the site administrator. Any site administrator or designee is excluded from ruling on any play situation that directly affects their actual or potential standing as a league player. Such persons may also be recused where their decision affects a close friend or family player, at the discretion of other league officials/admins. If a ruling can't be made from rules here within, admins may refer to PAPA/IFPA official rules for clarification. The acting NEPL official/admin will always act in the best interest, and in the spirit of pinball.

6.5 Extra Balls / Bonus Balls

Extra balls & bonus balls are not allowed in league play unless declared otherwise by a league official/admin before league play begins.

An earned extra ball will be plunged, not played. When a league player plunges an extra ball, they may touch the machine to set up a skill shot before launching the ball. Once the ball is set into motion, the league player may no longer touch the machine. If the ball is returned to a launcher lane that requires a manual plunge (e.g. by a ball saver, non-valid playfield), the league player may re-plunge the ball.

If you plunge 3 times and the playfield doesn't validate due to a switch not being hit, you may give a single flipper hit (no aiming / trapping), just to hit a switch to validate the playfield and complete the extra ball.

If the machine awards a timed bonus ball, you must plunge to allow the timer to start, and then let the bonus ball time out with no further action until the time expires.

Ball saves are allowed. In some cases, a machine may state "extra ball" or "shoot again" for a ball save; these ball saves (such as F-14 Tomcat's Flight Insurance) are allowed. The simplest way to tell if a ball has ended is whether or not an end-of-ball bonus has been awarded.

League players should be aware of whether they have earned an extra ball and not walk away from a machine until it has been plunged.

6.6 Replays and Specials

No award is given for credits earned by replays or specials during league play.

6.7 Special Score Handling

On the game NBA Fastbreak using basketball-style scoring, each championship ring collected by the player shall cause their recorded score to be increased by 100 points.

6.8 Machine Malfunctions

The league uses the PAPA/IFPA rules on malfunctions, which are listed below.

The Nature of Pinball

The unique charm of pinball lies, in large part, in the physical nature of the game. Unfortunately, this means that unusual events and outright malfunctions cannot be prevented, nor can they be perfectly compensated for. League officials/admins will make all attempts to strike a balance between compensating for malfunctions and accepting the physical nature of the game. In certain cases, malfunctions will be dealt with more strictly during final rounds than during qualifying rounds, at the discretion of league officials/admins.

Minor Malfunctions

A minor malfunction is any incident without external cause which deviates from the normal course of gameplay, without directly causing a player's loss of turn and without providing any player a significant advantage over others. A minor malfunction is considered part of normal play. League officials/admins shall determine what constitutes a significant advantage; in the event that such an advantage is obtained, refer to "Beneficial Malfunctions".

A minor malfunction that occurs repeatedly, to the extent that it is markedly affecting play of the machine, may be considered a major malfunction (or catastrophic malfunction) at the sole discretion of league officials/admins.

Major Malfunctions

A major malfunction is a gameplay problem with a machine that results in the premature loss of ball in play in a fashion that is not a normal feature of the machine's gameplay. These may be unusual one-time events, or they may indicate a recurring problem.

Examples of major malfunctions include:

- The bonus count begins while the ball is still in play. This can happen if, for example, the machine loses track of how many balls are in the drain trough.
- A flipper or other major playfield feature ceases to function properly.
- Any malfunction that results in the loss of one or more balls during multiball play, without losing all balls so as to end the league player's turn, will only be considered a minor malfunction.

Loss of Tilt warnings, without loss of ball, shall not be considered a major malfunction. Loss of any lit feature, running mode, or other gameplay specifics, shall not be considered a major malfunction.

Note that unrepeated physical failures, such as kickbacks or balls jumping off ramps, balls flying over flippers, or balls moonwalking into the outlane following a successful shot do not qualify as major malfunctions. This is the physical nature of pinball.

When a major malfunction occurs, it is the player's responsibility to notify an official/admin, calmly and promptly. If the official/admin(s) agree that the incident is a major malfunction, the player will be provided with one additional ball of play at the beginning of a new game, after the current game has been completed. The official/admin(s) may choose to allow the player to play ball 3 or 5 of the new game, if that player has been denied certain features that are freely awarded by the machine. Examples of this include 'Double Bonus' balls on many EM machines, as well as pity Mist Multiball on Dracula should the player have not yet played one. No attempt will be made to re-establish the state of the machine at the time of the major malfunction. The player's total score on the additional ball of play will be added to his or her previous score, and the new game will be terminated.

If a major malfunction occurs early in the play of the first ball by the first player, league officials/admins may rule that the current game is voided, and restart. If the machine has continued failures, it will be ruled unplayable, and another machine will need to be chosen.

Known Malfunctions

Any malfunction or unusual behavior that is determined to be relatively minor but unusual enough to merit comment may, at the discretion of league officials/admins, be posted for players to be aware of before playing the affected machine. Players who have played the machine before this notice is provided will not be allowed to replay the machine nor to replace it with another machine. The occurrence of any posted malfunction will be treated as a minor malfunction unless it worsens or interacts with another feature to yield a major malfunction. Players should notify officials of any game malfunctions during a session.

Catastrophic Malfunctions

A catastrophic malfunction is any event, not caused by a player, which immediately ends play for all players on the machine.

Examples of catastrophic malfunctions include:

- The game system crashes and/or resets due to a software error or component failure.
- Power is lost or interrupted.
- A new game starts.
- The game becomes unplayable.
- When a catastrophic malfunction occurs, if the scores are able to be recorded, players will be provided the appropriate number of additional ball(s) of play on a new game once the machine has been repaired. If the scores are not retrievable, players will be forced to start their game over. No attempt will be made to estimate scores, or reestablish state, at any time.

If a machine affected by a catastrophic malfunction cannot be repaired in order to continue play, it is considered disabled; please see "Disabled Machines".

Beneficial Malfunctions

Any malfunction which provides at least one league player with a significant advantage over any other player competing on that machine is known as a beneficial malfunction. League officials/admins shall determine what constitutes a significant advantage.

Any beneficial malfunction which results in a player being able to continue play of a ball that normally should have ended is normally allowed once per game. Examples of this would include an unexpected software ball save, a ball that bounces back into play without player action, or a ball that comes to rest on an unlit kickback in the outlane. Any such behavior shall not be allowed if it repeats, meaning that league officials/admins may require players to allow the repeatedly-saved ball to drain, or play on the machine may be terminated in accordance with catastrophic malfunction rules, at which point the machine will be considered disabled.

Any beneficial malfunction which provides one or more players with a significant scoring or strategic advantage in a way that is not part of normal gameplay will void the score of the affected player(s), unless all immediately-affected players and league officials/admins can agree on a suitable adjustment of the score or other elimination of the advantage. If the beneficial malfunction has been specifically avoided by the player, it is unlikely that a penalty is

necessary. If any player score(s) are voided, the affected player(s) may then replay the game after the other players have finished, and the new score(s) are used for the affected player(s).

Examples of beneficial malfunctions would include a jackpot switch that registers when a different target is hit, a valuable switch that scores repeatedly without the ball contacting it, a failed Tilt sensor, or a ball stuck during multiball. See also "Stuck Balls".

Any situation which indicates the presence of a beneficial malfunction should be brought to the attention of a league official/admin.

If the issue cannot be easily addressed by a tech, then the machine shall be considered disabled, and a new game will need to be played in its place.

Stuck Balls

During the course of play, it is possible for one or more balls to become stuck on a playfield feature, usually after becoming airborne. If this happens during single ball play, the player must wait for automatic ball searches to occur. The expiration of any timed feature during this period is not considered a malfunction.

If the stuck ball has not been freed after four such searches, or if the machine is not performing searches for some reason, the player must have a league official/admin brought to the machine. The player must remain alert and at the machine, as he or she is responsible for the ball if it becomes freed at any point.

A league official/admin may initially choose to try to free the stuck ball through judicious nudging, tapping, etc. The player must remain ready to resume play at the machine during this attempt. If actions by the official/admin result in a Tilt, this will be treated as a major malfunction (not the fault of the player). If the official/admin frees the ball but the player does not successfully continue play, this is normal play (the fault of the player). Loss of Tilt warnings due to league official/admin nudging is considered normal play.

If the league official/admin is unable to free the stuck ball, the machine will be opened, and the stuck ball freed and placed on the upraised flipper on the side of the game the ball was stuck or in the shooter lane at the discretion of the official/admin. In the event this is not possible, the official/admin may select another location or feature where the ball can be placed safely while the machine is being closed in order to resume normal play. If the ball is inadvertently freed while the machine is open and drains without the player regaining complete control (stopped on a flipper), this will be treated as a major malfunction. If the machine cannot be opened successfully, or if opening or closing the machine terminates the game(s) in progress for any reason, this will be treated as a catastrophic malfunction. If the ball is freed and the machine closed without the player's loss of ball, play continues as normal. If the game is in multiball play and one or more balls are lost as a result of freeing stuck balls, possibly ending multiball but not ending the ball in play, this will be considered no worse than a minor malfunction. If any feature or mode that is lit or active times out while one or more balls are stuck, this will not be considered a malfunction.

Any player who chooses to shake or bump the machine in order to free a stuck ball does so at their own risk. No allowance will be made for a player who tilts while attempting to free a stuck ball, whether or not league officials/admins are present.

If a ball becomes stuck during a multiball mode, the player should attempt to trap the other ball(s) in play and request assistance. A stuck ball during multiball often represents a significant beneficial malfunction, and intentionally taking advantage may result in a penalty. Please note specifically that a ball ending up in the plunger lane during multiball on a machine where there is no autoplunger (or where the autoplunger for some reason refuses to fire) counts as a stuck ball, and the player must plunge the ball back into play.

Any player who misuses a game feature in order to intentionally trap a ball during a multiball mode, such as holding in the plunger on Tommy in order to defeat the autoplunger, may be given a warning and/or have his or her affected game disqualified by league officials/admins.

In situations where a ball is trapped in a way that it can be released through player action other than shaking or bumping – for example, a ball at rest underneath a flipper which the player controls – this is not deemed to be a stuck ball. Balls trapped in this fashion during multiball modes are not generally considered to be a rules violation, although the ruling will depend on the exact machine and situation.

Any ball that comes to rest in an outlane, where any portion of the ball is below the outlane post, is not deemed a stuck ball. In these instances, players will have the option of attempting to free the ball themselves or to ask a league official/admin to place the ball in the drain for them without triggering any additional switches. Please note that when this happens in multiball, in no way will a player be allowed to take advantage of this situation by continuing to play any other balls currently available. The situation of this ball that has come to rest needs to be dealt with immediately by either the player or league official/admin.

A ball which has come to rest on top of a center post, an inlane-outlane post/guide or a lamp insert/playfield divot directly above an outlane will not be considered a stuck ball. Players may choose to free balls resting in these positions through nudging of the machine, or request that an official end the ball in play by manually placing it in the drain for center post incidents, and the outlane for inlane-outlane incidents. If an automatically-triggered kickback exists that will send the ball back into play upon draining it in the appropriate outlane, that feature will be manually triggered, and the ball will be treated as a stuck ball from that point and placed on a flipper or other suitable location. Player-controlled kickback features, such as mini-flippers, posts, or manually-controlled kickbacks that send the ball back into play, do not count toward establishing stuck ball status in this case, and the player will not be permitted to utilize these features or touch the game until the ball has reached the ball trough.

One highly debatable stuck ball situation has to do with setting up Dirty Pool on Attack from Mars. Players will often avoid hitting the ball stuck behind the visor and sacrifice the ability to advance a saucer through Dirty Pool, and instead continue to play multiball. For this situation on Attack from Mars, this is not considered a stuck ball and league players will continue to play on.

Disabled Machines

In the event of a machine breakdown, a new machine shall be chosen. If a machine keeps having either catastrophic, or major malfunctions, it will be considered broken down for the event. It will be repaired by the location when they can attend to it.

7.0 Bad Stuff / League Player Errors

A league player error is any league player action, purposeful or accidental, which affects the normal play or outcome of a game in progress.

7.1 Playing an Extra Ball

Don't do this! If a league player nudges, flips, or otherwise plays an extra ball, they are disqualified for the game. However, a league player may use the flippers to set up a skill shot. Once the ball has been plunged a league player may not touch the machine.

7.2 Playing an Opponent's Ball

Don't do this! If you play someone else's ball, trap the ball on a flipper as soon as you realize the mistake. The penalty for playing an opponent's ball is a disqualification for the game. It is your responsibility to know when it's your turn and when it isn't.

The victim may choose one of two options: continue playing the ball (if control can be recovered), or drain the ball and play an additional ball, either through an extra ball or in a new game. The league player must decide immediately. If the league player allows the ball to drain without deciding, then it is presumed that he wishes to play an additional ball.

7.3 Interference

Definitely don't do this!! Interference includes (but isn't limited to) tilting an opponent's ball or nudging the machine during another league player's ball. It also includes intentional distraction of a league player during their play.

Talking to or coaching of any league player at the machine during a game, in any round, is not allowed. Informing a league player that there are too many or too few games entered into the machine will not be penalized as coaching.

If a league player interferes with another league player, causing a drain and/or loss of turn, this is treated as a major malfunction.

Intentional interference is a serious violation of league play rules and could result in expulsion from the league.

Accidental interference is regrettable but can happen. Any league player or non-league player who accidentally interferes with the play of any league game will be warned. If the

interference was sufficient to cause the loss of ball, this will be treated as a major malfunction. If the interference terminated play for all league players (for example, tripping over a power cord and pulling it from the wall), this will be treated as a catastrophic malfunction.

League officials/admin will be the sole determiners of what constitutes interference and whether or not it is accidental or deliberate.

7.4 Slam Tilts / Overly Aggressive Tilting

Please don't do this! A slam tilt is caused by an aggressive and excessive shove of the machine, or by an attempted bang back or death save, and is considered illegal. The violator will receive a disqualification for that game. For other league players whose games are incomplete, this is considered a catastrophic malfunction.

7.5 Fraud

If you are playing at a commercial location you MUST use tokens that belong to that establishment. This could be considered theft otherwise. If an individual is found to be using outside tokens, they will be banned from that location for at least the remainder of the season, longer if the owner requires.

7.6 Not Starting the Proper Number of Games

It is the responsibility of all league players in a group to make certain the appropriate number of games are started. If too few games are started, additional games are started, if possible, so that the number of games on the machine matches the number of league players in the group. If the proper number of games cannot be started by the above means, or if too many games are started, the entire group restarts the game with the proper number of games.

7.7 Death Saves and Bang Backs

Techniques known as "Death saves" and "Bang backs" are sometimes employed by certain advanced players. Because of the effectiveness of these techniques varies from machine to machine, and because of the risk of injury to either league player or machine, these techniques are banned from play. In the event that a drained ball bounces back into play without deliberate player action, such as in the case of a "Lazarus", this is considered the mechanical nature of pinball and the ball may be played. If this situation occurs repeatedly, and there is question as to whether the Lazarus ball was naturally occurring or induced by the player, league officials/admin may make the determination. Intentional death saves and/or bang backs are cause for game disqualification.

7.8 Cheating

Pinball can often be frustrating, especially during competition. Violation of any rules with the clear intent of preventing another league player from fairly playing the machine or unfairly increasing one's own score can only be described as cheating and is not tolerated. The penalty for cheating will be determined by league officials/admins based on the severity of the offense.

7.9 Waiting Your Turn

When playing at an arcade / barcade / or other commercial location, league players DO NOT take precedence over other customers. If they are playing a game we do not have the right to kick them off. Simply wait (within reason) or request to play a different game.

7.10 Coin Drop and House Fees

Each league player is responsible to pay their own coin drop or house fee every week. At public locations, games are set from \$.25 - \$2.00 per game and private locations have a house fee, typically \$10.00-\$20.00

7.11 Serious Violations of League Rules

Serious and/or repeated violations such as slam tilts, interference, and other "bad stuff" listed above may become cumulative over an entire season, not just one match. For these violations, the following penalties are assessed:

First and second offense: Game disqualification.

Third offense: Session disqualification.

Behavior which causes a league player to be ejected from the location hosting any league session will be penalized as an automatic third offense, even if it occurs before or after league play.

Fourth offense: Season suspension.

Violence of any kind against others, theft, and vandalism of pinball machines or other property will be penalized as an automatic fourth offense.

7.12 Disqualifications

Disqualified players will receive the lowest points possible to earn in that round. If multiple players are disqualified, they will play one ball on an assigned game to determine position for points.

8.0 League Officials and Admin

League officials consist of the elected positions of president, state representatives, treasurer and rules commissioner. League admins consist of the vice president as appointed by the president, elections administrator, digital content manager, social media manager, site admins and any other positions created to accomplish the business needs of the league. Additional league admin role, the state representatives may appoint a rules official for their state.

The president will have a 6 consecutive season term limit. Other officials will have 6 consecutive season terms with no term limits. Admin positions have no terms or term limits. Rules officials' terms will be the same as their state representative. Elections may be held for admin positions if determined to be in the best interest of the league by the President.

All League officials are requested to attend finals and may be asked to assist.

League comments, issues and suggestions should be submitted to the email group for all officials to view – it is important to keep all officials involved and on the same page to what the league is doing. Remember, what is discussed among league officials/admin should stay private until the decision is made by the president to reach out to the public.

8.1 Elections (Updated S30)

Elected terms will be staggered so there is an election each year, or as needed.

Candidates for league officials must be a NEPL player for a minimum of 4 out of the last 6 NEPL seasons or ten seasons over 4 years. Candidates for president must be an NEPL player for a minimum of 6 consecutive seasons or ten seasons over 4 years.

Elected officials must attend two out of the three meetings each calendar year. Elected officials must be present to vote on any discussed issues.

The official elect's term will commence after the League finals.

Should any official be unable/unwilling to complete their term, an interim election will be held to fulfill the remaining time for the position's term. The president may appoint a role until an election can be held. This does not supersede the positions anticipated election which will occur as scheduled.

Schedule of Elections													
Season													
Position	28	29	30	31	32	33	34	35	36	37	38	39	40
MA	X						X						X
ME		X						X					
NH					X						X		
RI				X						X			
CT						X						X	
Pres			X						X				
Tres	X						X						X
Rules	X						X						X

8.2 President

The league president will ensure that all administrative tasks are completed. These tasks include, but are not limited to, collection and distribution of dues, the ordering of trophies and swag, league schedule, elections, website, social media, rules and bylaws, and league officials/admin.

The president will coordinate all conversations and meetings regarding league business.

The president reserves the authority to make decisions in the best interest of the league without league consensus when attempts to collect opinions and or votes are left unanswered beyond the time limit provided without the request for an extension.

8.3 Vice President

The president will appoint a vice president to assist with administrative duties. The vice president will not participate in decision making unless there is tie among the voting officers. The vice president will then be called upon to cast an unbiased tie breaking vote.

8.4 State Representatives

Each participating state will have one elected representative. The state representative will be responsible for making certain the voices of the locations are relayed to the other league officials/admin, regardless of their own opinion.

State Representatives are responsible to disseminate information to site admin in their state and, when applicable, to all league players in their state.

From time to time the President may request additional tasks be done by the State reps.

8.5 Treasurer

The treasurer is responsible for managing the finances of the league. They will provide the league budget and expenditures at each League Officials meeting.

8.6 Rules Commissioner

The rules commissioner's primary duties will be to ensure that Sections 6 and 7 of the NEPL Handbook are current, applicable and followed. Bringing any issues to the attention of the president and participating in the discussion prior to a vote.

The rules commissioner should communicate with league admin to ensure the league is being operated uniformly across the states.

Rules commissioner should be available to attend league finals to assist with rulings and other duties as needed.

8.7 Site Administrators

These are volunteer positions. No league-wide elections are held for site admin. Every location site must have one site admin and should have at least one co-admin OR alternate admin. A co-admin would have divided duties on an ongoing basis while an alternate admin would only oversee the league in the absence of the site admin.

Site admin will confirm registration and payment for all league players and league guests prior to allowing them to compete at their location.

Site admin are responsible for organizing weekly league sessions and ensuring NEPL rules are abided equally and fairly by all participants. They must enter their location's scores online in the league site before the next session week begins.

Site admin will disseminate information to their location and relay the voice of their participants to other league officials/admin.

Site admin are allowed to also hold an elected position.

8.8 Rule Officials

Each state may have a rule official appointed by their state representative. Their term will run consecutively with the state rep's term.

The rules official's primary duties will be to ensure that Sections 6 and 7 of the NEPL Handbook are current, applicable and followed. Bringing any issues to the attention of the rules commissioner.

8.9 Election Official

The primary task of this position is to keep to the election schedule. Advertise for candidates and facilitate the elections.

8.10 Voter Eligibility

League players that have participated in at least 5 weeks in a season over the previous 3 seasons are eligible to cast one ballot for a given election.

9.0 Decisions

League decisions should have the input of league participants. Because of this, all items to be put for a vote will be presented to league officials at least one week prior to a vote to ensure all league locations have an opportunity to have their voice heard. League officials should use that time to reach out to their local league players to determine how they would like to vote.

9.1 Consulting Committee

There may be times when the league President will recruit one or more league players to offer opinions on a topic that affects the league. Any league player participating in a consulting committee has no voting authority.

9.2 Voting Authority

- The president, treasurer, rules commissioner and state representatives will have voting authority for decisions affecting league business. They will use their vote to voice the decision of their league players.

The vice president will have voting authority only in the event of a tie vote.

There may be occasion to extend voting authority to a select group of league players or the entire league. These situations will be decided by the president or league officials as a whole.

10.0 League Calendar

There are three seasons per year: Winter, Spring and Fall. Seasons are 8 weeks long with Finals generally held two-three weeks after the last weekly session.

There may be holidays, vacations, other events on the calendar on a session night, if needed, sessions will be rescheduled.

The Winter season usually begins the first full week of January.

The Spring season usually begins the first full week of May.

The Fall season usually begins the first full week of September.

League Officials meetings will be held at the conclusion of each league season. Additional League Officials meetings may be held for urgent league business.