

Beneficial	Minor	Major	Catastrophic
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Loss of Ball		
	Premature Loss of Ball	<p style="text-align: center;"><i>One of the following in this order</i></p> <p>a) If game can be set to 4 balls, set and allow affected player to play ball 4 b) Player receives one ball on new game and that score is added to original game’s score</p> <p>¹ see Player Interference for ruling on player that interfered</p> <p>² TD attempts to recreate malfunction and then follow steps above, else it is considered normal course of play. Not applicable to loss of all but one ball during multi-ball</p> <p>³ All points gained by other player are kept, no reducing or eliminating points. All players are responsible for ensuring correct order of play</p> <p style="text-align: center;">Considered normal course of play</p>
	Flippers stop working, bonus collects & ball(s) drains due to machine losing track of balls	
	Ball tilted by previous player ¹	
	Ball loss caused by other player ¹	
	Ball played by other player ^{1 3}	
	Flipper ceases to function or gets stuck in upright position causing loss of ball ²	
	Loss of all but one ball during multi-ball	
	Kickback fails	
	Ball falls off rail	
	Ball flies over flipper into drain	
	Ball ‘moonwalks’ up inlane into outlane	
Loss of Game		
	Game Turned Off for machine repair mid-game	<p style="text-align: center;"><i>One of the following depending on if scores are retrievable</i></p> <p>a) Player takes score, starts new game and receives # of balls not played (including ball in play at loss of game) and combines both scores for final score b) Previous scores not retrievable, all players start a new game</p> <p>³ if caused by Slam Tilt, see Player Interference for ruling on player that caused slam tilt</p>
	Game Reset	
	Loss of Power	
	New Game Starts	
	Game ends for all players ³	
Beneficial to Player		
	Unexpected software ball save	<p style="text-align: center;">Allowed once per game (except Lazarus)</p> <p style="text-align: center;">TD may require player to end ball and attempt to repair if continues to repeat</p>
	Failed tilt sensor	
	Ball stuck on unlit kickback (ball finder saves)	
	Ball bounces back into play (Lazarus)	
	Ball goes through drain trough into plunger area as ‘same ball in play’	TD places ball in drain trough. If playfield isn’t valid yet, ball will kick into plunger lane and player may continue play. When playfield is obviously not valid, continue play.
	Valuable switch scoring repeatedly w/o hitting it	TD may void game if significant point advantage occurs, then affected player(s) plays a new game unless players come to agreement on alternate remedy
	Jackpot switch registering w/o hitting it	
	Misuse of game feature, i.e. interfering w/auto-plunger during multi-ball, intentionally causing ball searches	TD may give warning to player and/or have game disqualified



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Stuck Ball		
	Ball stuck on playfield	TD places ball on either flipper or in plunger lane and player has no choice of location
	Ball stuck on inlane/outlane post or lamp insert/divot above outlane w/ a lit kickback	TD manually triggers kickback, then places ball on either flipper or in plunger lane
	Ball stuck on center post, inlane/outlane post, or lamp insert/divot above outlane	Player may attempt to dislodge or have TD drain ball to avoid tilting bonus
	Ball stuck in outlane w/any portion below post	
	Ball stuck during timed features, thus expiring	Considered normal course of play
	Ball stuck resulting in Tilt warning by player or TD	
	Ball stuck resulting in Tilt by player	
	Ball under flipper or dirty pool during multi-ball	
	During Multi-ball, ball stuck on playfield	Player must attempt to correct by stopping other balls and having TD correct stuck ball, or TD may void the game and require player to replay
	Stuck ball resulting in Tilt by TD	See Loss of Ball
	Stuck ball lost while game open by TD	
	Game reset or ends when game opened	See Loss of Game
Rules/Features/Modes		
	Loss of lit feature	Considered normal course of play
	Loss of tilt warning	
	Loss of running mode	
	Loss of other gameplay specifics	
Player Interference		
	Tilt warning through to other player	First offense - no penalty to player that caused tilt warning. Second offense and it is treated as though the player tilted the other player's ball and they receive a zero for the game. Affected player may continue play, or plunge the ball and treat as Loss of Ball.
	Player does not start multi-player game or correct number of players in the game	Game is voided when incorrect number of players is discovered w/o penalty to any player. No adding players after player 1 has plunged the ball. Game is voided and current player may not finish ball or game. Game is restarted with correct # of players.
	Tilt through to other player ⁵	Player receives a zero for the game ⁵ See Loss of Ball for affected player
	Playing other player's ball ⁵	
	Slam Tilt ending other players' ⁶ games	Player receives a zero for the game ⁶ See Loss of Game for affected player(s)

