

RULES & GUIDELINES



Multi-Table Tournaments

These tournaments are multi-table with 1 x re-buy or 1 x add-on available. Once the registration period for a tournament has ended, no additional players may enter the tournament. When a player runs out of chips, they may re-buy once with a valid fully stamped bonus card. When one player has all the chips the tournament is over.

Each player commences with the same amount of chips; the exceptions are "Bonus Card" holders who can play with the maximum amount of chips as specified on the card (see "Bonus Cards" for more detailed conditions), and "Hitmen" (Previous daily tournament winners wearing a Poker Mania Tee or Polo shirt, who receive an extra 1000 chips).

Tournaments are "no limit" betting which permits bets of any size from the minimum and above at any time with no limit to the number of raises allowed.

Minimum bets are posted at the beginning of the tournament and raised periodically throughout the game. Players are required to bet at least the minimum (with the exception that a player may always bet the remainder of their chips if they have less than the minimum), and the maximum is determined by the format of the game.

If a player is faced with a bet that is larger than the amount he has available, the player may go "all in", betting all his chips. "Side pots" are created whenever there is an imbalance in chips contributed by the players remaining in the hand. Side pots ensure that players are not forced from hands just because they are low on chips. If a player has put more chips in the pot than anyone else at the table can match, he is given a refund of the extra amount. If the player who goes "all in" wins the hand he is only entitled to the pots to which he contributed. Side pots will be awarded to the player, among those in contention for the side pot, with the best hand.

If a player leaves or sits out during tournament play, forced bets (blinds, antes, etc) will still be placed. Hands will fold at the next optional bet until they are out of chips. Their seat is automatically reserved and they may rejoin play at any time as long as they still have chips.

Game Play

Texas Hold'em is a variation of seven card stud where players share common cards called "The Board". Due to the fact that the starting two card hand is comprised entirely of face-down cards; the obligation to open the betting is rotated clockwise after each hand. This is accomplished with the use of a "dealer button" and "blinds". A dealer button is a round disk with the word "dealer" written on it.

The dealer is determined at the start of the game and at the commencement of the final table and commencement of the second chance bonus game, by handing an up turned card out to each player clockwise. The player with the highest card will be the dealer. If a player receives an ACE during this deal out he is automatically the dealer, without any further cards having to be dealt.

Blinds are mandatory bets made by the first two players clockwise from the dealer button. The player with the button is dealing the hand. The first player anti-clockwise to the dealer will cut the cards and the cut card will then remain on the bottom of the deck until the hand is finished. The minimum number of cards that must be included in a cut is five.

The obligation to open the pot is rotated around the table. As the button moves, all players receive the same benefits of the position. This position element determines the order in which players are required to act.

Each player receives two cards face-down. The player to the left of the big blind must now either: **call** the size of the big blind, **raise** an amount equal to or above the size of the bet (the big blind at this time) or **fold** his hand with no bet.

In blind games the money posted for the blinds counts toward the player's bet, and the players posting these blinds have the option to raise even if the big blind has not been raised.

Once the options have completed full circle; the dealer will now offer an "option" to the big blind, who can then raise his own bet even if he started the action and did not raise. Alternatively, the big blind can check and the hand will proceed.

The next three cards are called the "**flop**". One card is burnt then three cards are delivered all at once, face-up in the middle of the table and are used by all players. The first player to the left of the button is first to act.

This will hold true for all remaining rounds of betting. The player being first may **check** or **bet**. Other players may **check, fold, call, or raise** as appropriate.

The next card is called the "**turn**". One card is burnt again, and then the "turn" is delivered face-up next to the first three in the middle of the table.

The final, or "**river**" card, also called "Fifth Street," is now dealt face-up, after another card is burnt. Together these cards make a five card board.

Minimum betting is the big blind at all times.

After the flop, should you wish to raise a bet, it must be a minimum raise of the Big Blind at that time.. (For example, 400/800 blinds, Bet after the flop was 1000, therefore the raise must be a minimum of another 800.)

Once all the betting has been completed and multiple players remain in the round, the hands are shown and the winning hand is established.

In Texas Hold'em, players may use any five of the seven cards to form their best poker hand. Players may use two, one, or no cards from their hand. Using no cards from the hand may produce the best ranking hand from the seven cards available.

A player does not need to verbally announce "**call**" "**raise**" or "**check**".

A hand tap is sufficient for a **check**.

Placing an equal amount of chips to the bet into the pot is sufficient for a **call**.

Placing extra chips into the pot in **one single motion** is sufficient for a **raise**, or in the case of **all in** as long as all chips are pushed **in one motion**.

In the case an intended **raise** was not enough (say pre flop blinds 100/200 and 300 was put in) the bet will revert back to just a **call**.

Bonus Cards

Bonus Cards are not compulsory; you can play with or without them.

Bonus Cards will be issued at registration at all games. Players name and date will be recorded on the card. **The card is valid for that day only.** This includes **credit** still remaining on the card. **It must be used all on that day or will be forfeited.** The card is to be used when purchasing food or drinks. Each Post Office Hotel stamp marked in the dedicated boxes will entitle the player to bonus chips as indicated in that box.

The card can continue to be used until the end of blinds 500/1000.

Players are encouraged to hand in their completed Bonus Cards to the Tournament Director each night to accumulate points to exchange for bonus chips in seasonal Major Tournaments.

A Bonus Card is considered to be completed once five stamps have been issued, or the “**mega-bonus**” box is stamped.

Bonus Cards **must be handed in on the night of play** to be valid for loyalty points. Each completed card earns one point for the Major Tournament for additional bonus chips (see **Major Tournament** conditions).

Daily Tournament Prizes

NORMAL NIGHTLY GAME:

1st and 2nd prize in the Main Tournament Game can only be won by either of the last remaining two players left in the main tournament game.

A decision to split the final cash prize between the last two players can only be made by the chip leader before any blinds are posted and must be at the discretion of the tournament director.

Each person will automatically start with **6000** value of chips.

There will be a birthday bonus of **5000** value of chips; providing the player's actual birthday is on the date of play (must be verified by a Drivers Licence or 18+ Card).

1st Prize

**\$70 CASH + Fully stamped Bonus Card
with a \$20 spend value**

2nd Prize

**\$30 CASH + Fully stamped
Bonus Card with a \$20 spend value**

3rd Prize

**Fully stamped Bonus Card
with a \$20 spend value**

The breakdown of prize money can vary from game to game at the discretion of the Tournament Director. Any changes must be communicated to the players by the Tournament Director prior to the commencement of the tournament.

TURBO POKER:

Each person will automatically start with **6000** value of chips.

There will be a birthday bonus of **5000** value of chips; providing the player's actual birthday is on the date of play (must be verified by a Drivers Licence or 18+ Card).

Blinds will be shortened down to 5 minute blinds.

You have **10 seconds** to decide whether you are calling, raising or checking.

There are no re-buys, add-ons, or bonus game.

You use the one mega card for both games.

There will be 2 games run on the specific night.

1st Prize

**\$50 CASH + fully stamped Bonus Card
with a \$20 spend value**

2nd Prize

**Fully stamped Bonus Card
with a \$20 spend value**

The breakdown of prize money can vary from game to game at the discretion of the Tournament Director. Any changes must be communicated to the players by the Tournament Director prior to the commencement of the tournament.

SATELITTE POKER:

Each person will automatically start with **6000** value of chips.

There will be a birthday bonus of **5000** value of chips; providing the player's actual birthday is on the date of play (must be verified by a Drivers Licence or 18+ Card).

Players will be assigned to tables as a normal night game. However, you will be playing against each player on your table in a shootout game. Only one person from each table will make it to final table.

1ST \$70

2ND \$50

3RD \$30

4TH \$10

5TH \$10

6TH \$10

7TH \$10

Bonus Game

Fully stamped Bonus Card

with a \$20 spend value

The breakdown of prize money can vary from game to game at the discretion of the Tournament Director. Any changes must be communicated to the players by the Tournament Director prior to the commencement of the tournament.

Daily Tournament League Points

Points System:

Each nightly game has a league point's style system, awarding points to every entry on a sliding percentage scale, highest for 1st, lowest for last. The higher number of entries, the higher the points will be.

The formula assigns points on an exponential scale, meaning the higher you rank, the greater the points increase over the next lower ranked person. The slope gets steeper as you approach 1st place. For example, for a 25-player tournament, the top 10 ranking receive:

1st	41
2nd	26
3rd	20
4th	16
5th	13
6th	11
7th	10
8th	9
9th	8
10th	7

6th gets 1 more point than 7th, 5th gets 2 more points than 6th, 4th gets 3 more points than 5th, 3rd gets 4 more points than 4th, 2nd gets 6 more points than 3rd, and 1st gets 15 more points than 2nd.

Second Chance Game

(Minimum of **25** players required in the Main Tournament for a second chance game to be held)

The Second Chance Game is available to Main Tournament players only.

The prize is a seat at the final table + fully stamped Bonus Card with a \$20 spend value

The starting number of seats is available as follows:

25 - 30 players = 8 seats

31 -39 players = 12 seats

40+ players = 16 seats

The Tournament Director may vary the bonus game structure at any time.

The blinds, time keeping and starting chips will be determined by the Tournament Director, and may vary from night to night. The bonus game winner shall receive an **average of the lowest 3 stacks** on the final table.

In the event of less than 25 players registering for the Main Tournament, no bonus game will be held.

Hitman

(Previous tournament winner that participates in specific promotion)

Poker Mania Hitman Shirts:

A player will become a Hitman and receive an official Poker Mania Tee shirt by winning (1) one daily tournament.

A player who wins (5) five daily tournaments over any period of time will receive an official Poker Mania Polo shirt.

There is no differentiation between a Tee and Polo shirt holder, each is deemed to be a Hitman (upon the condition the person is actually wearing the official Poker Mania Tee or Polo).

If a Hitman participates in the specified promotion, they will receive 1,000 bonus chips.

If a NON-Hitman busts out a Hitman, they shall receive 1000 bonus chips, with the exception if the Hitman uses a re-buy the bonus is not valid.

Dealer's Double

1 prize of \$10, jackpotting daily if not won to a **maximum of \$50**

Dealer's Double can only be won by a player holding both the cards nominated when winning the pot of the game they hold the cards for e.g. If the cards nominated on the dealers double board is Ad/Ac and a player wins a hand holding these exact hole cards they will win the dealers double bonus for the amount stated for that bonus.

Dealers Double is available for regular nightly games only. Special promotions such as Gender Defender, Loyalty Game and Major Tournaments do not qualify.

Dealers Double can only be won once per night. Main Tournament players are until the completion of the main game. Second Chance Game players are eligible until the commencement of the main game final table.

A player holding a dealers double **must keep this fact secret** until the hand is finished, and **must not in any way divulge their hand** or make it clear they are holding a dealers double by any means verbal or otherwise. In the event this **rule is not adhered to**, the claim for the dealers double **will become null and void**, at the discretion of the Tournament Director after review of available evidence.

Prize not won for Dealers Double will jackpot \$10 to the next promotion night until it reaches the maximum jackpot limit of \$50. Once a Dealer's Double has been won, the Tournament Director will redraw new Dealer's Doubles cards on the following game night prior to the commencement of the first game.

Major Tournaments

The Major Tournament will be played after approximately **15 weeks** i.e. (1) season of Daily Tournaments are played.

A player must play 12 nightly games in a season to qualify for the major tournament. Reserve seats and wildcard entries can be allocated at the discretion of the Tournament Director.

Each player commences with 10,000 chips; with an exception of players that have earned accumulative bonus chips throughout the season. Accumulative bonus chips are acquired as follows:

2000 chips for each 10 completed (5 stamps minimum) bonus cards handed in during the season.

Hitman elimination rules do not apply

Chip Bonus Bounty rules do not apply

Dealers Double does not apply

No other extra chips will be allocated either at the start of the game or during the game.

Major Tournament Prize:

Open to players who have qualified for the Major Tournament during the season.

Entry to Poker Mania's Major Sydney Tournament; including airfares, accommodation and entry fee.

Loyalty Game Prize:

Invitation only to the top 10 Loyalty Point holders during the season.

Entry to Poker Mania's Major Sydney Tournament; including airfares, accommodation and entry fee.

Additional Bonus Chips during Major Tournaments

Players that have accumulated fully completed Bonus Cards on their record from any of the previous Daily Tournament games from the past season receive:

2000 bonus chips for each 10 completed Bonus Cards, or part thereof.

Example: 27 bonus cards = 6000 chips

Example: 13 bonus cards = 4000 chips

The maximum bonus chips that can be awarded are 10,000.

Nightly Promotions

Various nightly promotions will be offered by Poker Mania.

Examples of promotions include but are not limited to:

Turbo games (shortened blind time)

Satellite Poker

Double loyalty points (2 x loyalty points for 1 loyalty card completed)

Double Game points

Dealers Bonus Board (bonus chips for poker hands)

Fancy Dress Nights

Disco Poker Nights

Merchandise promotional nights

Bounty (win a prize for eliminating a randomly drawn player)

Poker Mania reserves the right to add to, delete or alter any of these daily promotions.
