



GENERAL POKER

TERMS AND CONDITIONS

CURRENT – 15 MARCH 2023

LIVE TOURNAMENTS



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1. Tournament details

- 1.1 Entry fees will be as per the advertised schedules for series.
- 1.2 Re-entries, re-buys and/or add-ons, if applicable, will be allowed as per the standard conditions in the advertised series schedules.
- 1.3 Number of entrants, unless advertised, are unlimited subject only to number of tables, dealers available as well as floor space in the venue.
- 1.4 Location as per the specified venue in the series schedule.
- 1.5 The advertised scheduled commencement time for the tournaments are approximate and the Tournament Director reserves the right to alter the start time due to unforeseen or extenuating circumstances.

2. Conditions of entry – Mixed Games Academy (MGA) events

2.1 Entry into any MGA series and competitions may be made as follows:

(a) Prior to the commencement of the tournament by:

(i) Completing an application which may be available on-line from the MGA website, MGA-app, social media outlet or by personalised email; or

(ii) Entering the competition in person at the venue, by the payment of the tournament entry fee and subsequent re-entries/add-ons (if offered) to an administration staff or representative of MGA.

(iii) By gaining entry by winning a designated satellite seat hosted by an MGA supporting venue or affiliate.

2.2 Entries will be accepted by presenting in person on the day of the tournament, prior to the start of the event, or by the designated time allowed for registration as deemed by MGA.

2.3 MGA management may, prior to the commencement of any tournament, specify eligibility criteria which entrants must satisfy to qualify for entry into that tournament.

2.4 The management of MGA reserves the right to refuse any application for entry into the tournament and the participation of any nominated substitute in any tournament.

2.5 Entries for any of the tournaments scheduled with the MGA series will close within the specified time as advertised in the schedule, or unless sold out earlier. Entries may be accepted after this time at the discretion of MGA and its representatives and/or Tournament Directors, due to any strenuous or abnormal occurrence that may have been detrimental to that player being able to complete such a task by the specified cut off time.

2.6 The entry fee, if any, will be refunded in the event that a tournament does not proceed or where, prior to the commencement of the tournament, it is determined in accordance with clause 2.1 that an entrant is ineligible to enter.

2.7 If an entrant withdraws from the tournament prior to the scheduled tournament date, the entry fee is not refundable, but the entry may be transferred to another person in accordance with clause 2.9.

2.8 The entry fee will not be refunded to an entrant who is disqualified from the tournament and that entrant's tournament chips will be taken out of play. Any player disqualified in a position that would normally have received prizemoney will not have an official recording of tournament placing and will not be eligible for any prizemoney. The prizemoney will then be split (based on MGA's pay out schedule) amongst the remaining live players in the tournament eligible to receive a cash prize for their finishing place in the tournament.

2.9 At the discretion of the Tournament Director and/or MGA management, an entrant in a tournament may nominate a substitute, provided the person nominated as the substitute has not already entered that tournament, and only if that person has not commenced playing in that tournament, by virtue that the players tournament chips have not been in play.

2.10 By registering for MGA events, an entrant's personal information may be used in future advertising and promotions of MGA and its partners. If entrants wish this information not to be used by third parties, they must opt out by notifying MGA, by writing, in advance of the event.

2.11 MGA reserves the right and license to use selected entrants' names, photographs, images and likenesses for the purpose of promoting and advertising MGA in current and subsequent poker events.

3. Tournament format

3.1 The tournament will consist of a varying number of rounds/levels and a final table. The total number of tables required will be determined by the total number of unique entries received for the particular tournament.

3.2 Tables designated for use during the tournament will be used exclusively for tournament play.

3.3 Prior to the commencement of a tournament, the Tournament Director will ensure that the entrants are informed as to how the tournament will be conducted and provide any specific instructions pertaining to the running of that tournament. Such information may include, but not be limited to:

- (a) The game(s) of poker and order to be played;
- (b) The amount of the starting bank of chips to be allocated to each entrant;
and
- (c) The tournament structure.

3.4 The names of all entrants for a particular tournament will be drawn randomly by the adopted software generated by computer to determine both the entrant's table number and playing position, or, via a manual random process to allocate initial seating in the tournament.

3.5 The number of entrants allocated to any one table will be at the discretion of the Tournament Director.

3.6 On any table, position 1 is located to the immediate left of the dealer with position numbers ascending in a clockwise order.

3.7 A draw for the dealer button will be held at the beginning of the tournament, and will be the same for all tables as well as new tables opened for new players as they arrive to play.

3.8 Seating assignments may be altered to ensure that entrants who are connected by family or association play at different tables or are separated on the final table. The final location of seated entrants can be under advice from the Tournament Director when such conflict occurs.

3.9 Incorrect seating assignment - If a player enters the wrong event and is seated in a tournament that they have not duly entered, once discovered, that player will be removed from that event immediately. The player will not be allowed to enter the tournament, as they will be disqualified from the event. The players tournament chips will be forfeited and taken from the table. No player who has entered the tournament, albeit eliminated or in play, will have any recourse for refund due to the invalid entry being present in the tournament.

4. *Wagers*

4.1 All wagers will be made with tournament chips. Tournament chips in the possession of an entrant at the conclusion of a particular tournament will remain the property of MGA.

4.2 Entrants in the any MGA tournament will each be allocated the same amount of tournament chips and will be advised of the actual amount of chips prior to the commencement of the tournament.

4.3 An entrant's chips must remain on the table in full view of all participants, with their higher denomination chips in front.

4.4 The bank of chips will not be supplemented or removed from the table by an entrant during the tournament.

4.5 Where an entrant is re-seated, he/she must transfer his/her bank of chips so that the chips remain in clear view of the dealer and/or the Tournament Director and the tournament entrants. Failure to do so may result in the chips being forfeited.

5. Re-entries, re-buys and add-ons

5.1 MGA poker carnivals may allow the purchase of re-entries, re-buys and add-ons. Re-entry is allowed during various events offered.

5.2 A re-entry is treated as a new, unique entry to the tournament.

5.3 Re-entries must be done so within the allocated times advertised in the registration period of events.

5.4 Add-ons (if allowed) must also be done in the specified time frame as dictated by the tournament types as determined by the schedule of the series.

5.5 For any re-buy tournaments, players must stay at their seat to re-buy. You must not miss a hand in a re-buy format tournament.

5.6 There will be no random seating allocation for re-buy events until such time tables are being broken and/or balanced.

6. Time to act

6.1 Entrants may 'call the clock' on another entrant. Subject to the request being reasonable, the Tournament Director will call "time" and the entrant in question will have 30 seconds to act. (25 seconds plus 5 second countdown).

If an entrant has not acted on their hand by the time the countdown has elapsed, the hand will be dead. All wagers made by that entrant will remain in the pot .

6.2 The Tournament Director may also call "time" on an entrant, if deemed necessary.

6.3 If the Tournament Director determines that an entrant is deliberately being slow to act on more than one occasion in the same tournament, that entrant may be given a maximum of 10 seconds to act for all subsequent hands.

7. Electronic devices

7.1 An entrant who wants to speak on a mobile phone must step away from the table.

7.2 Should an entrant step away from the table during a hand to take a phone call, that hand is dead. Entrants who wish to use a smartphone (or similar device) at the table will be required to use that device in a manner that does not impede or slow play at the table. At the Tournament Director's discretion, all devices will be removed once play enters the prize pay-out phase of the tournament.

7.3 Once one table before the 'money' stage of the tournament is reached, i.e. where the number of entrants remaining equals the number of places being paid, the use of audio headphones, iPods or other similar electronic devices, at the Tournament Directors discretion, will not be permitted. Should the Tournament Director decide to ban electronics at this stage it will be in effect for all players in the tournament.

7.4 When players have the opportunity to appear in any live stream coverage of any MGA event, players are advised that smartphones and electronic devices are not allowed to be used on the stream/feature table while recording is in progress.

8. Elimination

8.1 Entrants in any of the MGA poker tournaments will be eliminated from that tournament when they have lost their bank of tournament chips and no further re-entries, re-buys or add-ons are permitted.

8.2 To maintain balanced tables throughout the duration of the tournament, entrants may be re-seated at the discretion of the Tournament Director.

8.3 Unless deemed otherwise by the Tournament Director, the following procedure will be applied:

(a) A difference of two entrants between tournament tables is acceptable.

During the final stages of a particular tournament a difference of two entrants will be more tightly balanced as soon as is practical.

(b) On any table which is three or more entrants short, creating a difference of three, play may be suspended until that table has been balanced. (In accordance with TDA Recommended Rules and Procedures 11-D)

(c) To balance in flop and mixed games, MGA follow the RR&P's set out by TDA's latest version of procedures (Rule 11-A, B & C)

(d) Entrants must promptly move to the table as requested or risk incurring a penalty.

(e) Where an entrant is re-seated, they will assume all rights and responsibilities of their new position. An entrant moving to a new table is eligible to be dealt a hand in any position, except if they are seated in between the button and the small blind.

8.4 In the event of more than one entrant being eliminated from a tournament during the same hand on the same table and if "in the money" places will be allocated relative to the size of the eliminated entrants' respective tournament chip banks prior to the commencement of that particular hand.

8.5 In the event of two entrants being eliminated from two separate tables on a corresponding hand, those entrants will be equal in placing regardless of their tournament chip bank at the commencement of that particular hand and any prizemoney will be split evenly.

9. Tournament winners

9.1 The winner for any of the MGA poker tournaments will be the last entrant remaining in that tournament after all other entrants have been eliminated.

10. Prize pool

10.1 MGA and its sponsors may add value to a prize pool in the form of cash, goods or services.

10.2 A Tournament prize pool will consist of all buy-ins, excluding the advertised rake or fee associated with that event.

10.3 Cash tournament prize pool - Entrants will be advised of the actual prize pool break up as soon as practical once the registration period has finished, and the calculation has been confirmed. Note that 'rounding' of individual prizes will be at the Tournament Directors discretion (up or down) by up to \$50. MGA will pay-out the total calculated prize pool (after admin costs have been deducted) regardless of prize rounding. The following formula will provide a general idea of distribution.

Payouts	2-5 players %	6-9 players %	10-14 players %	15-24 players %	25-34 players %	35-44 players %	45-54 players %	55-64 players %	65-74 players %	75-84 players %
1 st	100	65	50	40	37	35	32	31	30.5	30
2 nd		35	30	25	25	22	22	21	20.5	19.5
3 rd			20	20	15	15	15	13	12.5	12
4 th				15	12	11	11	10.5	10	9.5
5 th					11	9	8	8	8	8
6 th						8	6.5	6.5	6.5	6.5
7 th							5.5	5.5	5	5
8 th								4.5	4	4
9 th									3	3
10 th										2.5

Total places paid

Entries	Places paid
2 to 5	1
6 to 9	2
10 to 14	3
15 to 24	4
25 to 34	5
35 to 44	6
45 to 54	7
55 to 64	8
65 to 74	9
75 to 84	10

MGA prize pool distribution is based on 10% of total entries (rounded) plus 2 additional placings.

e.g. # 1 - A tournament with 24 entrants will be calculated as follows:

$$24 * 10\% = 2.4 + 2 = 4.4$$

This will be rounded down to 4 places paid

e.g. # 2 - A tournament with 28 entrants will be calculated as follows:

$$28 * 10\% = 2.8 + 2 = 4.8$$

This will be rounded up to 5 places paid.

10.4 Prize money and deals between players - MGA is prepared to assist with financial deals made between players. MGA does require that an amount of money is left “up top” and payable to the outright winner of the tournament regardless what other money distribution has been agreed to.

The calculation is as follows:

Up to \$50,000 – 10%

Remaining prize pool (unpaid places, not the total for the tournament) up to \$50,000 – 10% rounded down to the nearest \$500 is to be deducted from any deal discussions and reserved for the winner.

\$50,001 - \$100,000 – 5%

Remaining prize pool (unpaid places, not the total for the tournament) between \$50,001 and \$100,000 – 5% rounded down to the nearest \$500 is to be deducted from any deal discussions and reserved for the winner.

Any deals meeting the above criteria will be recorded and separate payments made to the final finishers for the event.

As a duty of care to players, MGA will, in its absolute discretion, advise any player that is being offered significantly less than ICM considerations during deal discussions.

If players insist on not following the above approved payout structure method, then MGA will provide pay-outs based on the predetermined pay-out structure and players are to arrange between themselves alternate arrangements. MGA takes no responsibility for players being duped via underpayments when not following the terms of deals for MGA events.

Regardless of any agreement by players to follow MGA preferred payout structures, any “place fixing” or similar agreements will result in each of the remaining players receiving equal lowest available points available under POTS competition rules.

If, for instance, there are 3 players remaining who agree to a certain winner, second and third place then all three will receive equal third points in the POTS competition. If 2 remain then equal second place POTS points will be awarded to each player.

Furthermore, if, in the opinion of the tournament director, in his/her absolute discretion they believe the game is being manipulated for a particular result and players have ignored any warnings given then the tournament director will advise players that this rule is in effect.

Poker is an individual game, chip dumping and other forms of collusion will result in disqualification.

The integrity of the game is our priority and efforts to bring this into question will not be tolerated.

11. Conduct of play

11.1 The Tournament Director may penalise any entrant who fails to comply with these terms and conditions or whose behaviour is assessed as being detrimental to the integrity and proper conduct of the tournament, including but not limited to the following examples:

- (a) Abuse of venue employees, the staff and representatives of MGA, either verbally or physically;
- (b) Abuse of other entrants, either verbally or physically;
- (c) An entrant showing his/her card(s) or verbally advising the content of his/her hand to another entrant(s) when that betting round is not complete;
- (d) Exposing hole card(s) with action pending;
- (e) Causing card(s) to go off the table;
- (f) Advising another entrant how to play a hand;
- (g) Soft-play;
- (h) Deliberately miscalling a hand;
- (i) Sitting in the wrong seat;
- (j) Collusion;
- (k) Intentionally avoiding payment of a blind when moving from a broken table.
- (l) Discussion of the particular hand in play prior to action being complete by any entrant on the table whether in the hand or not;
- (m) One entrant to a hand rule – no seeking advice from other competitors or bystanders.
- (n) Acting out of turn;
- (o) Concealing hole cards from other players;
- (p) Concealing chips from other players);
- (q) Being, or assessed by the staff of the venue operator as being, intoxicated;
- (r) Using a mobile device at the table that interferes with the pace of the game, by receiving phone calls whilst in a hand, or with action pending.
- (s) Using a mobile device at the table to communicate with another person in any way, that is in the same tournament, that passes on advice throughout play.

11.2 Penalties - At the discretion of the Tournament Director:

- (a) exclusion from the table for one or more rounds of play, to be served away from the table (blinds, antes and/or forced bets to be forfeited).

(b) time penalties, to be served away from the table, may also be used (blinds, antes and/or forced bets to be forfeited).

(c) disqualification from the tournament.

11.3 The Tournament Director reserves the right to read any unexposed hands to determine whether or not collusion has occurred.

11.4 If, at the commencement of the tournament, an entrant does not take his/her allotted seat at the specified time as nominated by the Tournament Director, and is not disqualified will have all antes, blinds and forced bets deducted from the set amount of their tournament chips for each round of betting until they return. The entrants' position at the table will still be dealt in during the absence. If the player does not take their seat by the time final card has been dealt to the last player in the initial deal for the particular game, then the hand is dead (even if the last of a players chips have been used for blinds/antes/bring-in). There is no "all-in" protection in MGA tournaments.

11.5 Any entrant who retires during play may, from the time of retirement, continue to have all antes, blinds and forced bets deducted from the value of their chip stack. The entrant will remain eligible to progress to the next round/session or final table and remain eligible to be awarded any applicable prize in accordance with section 6 – Prize pool.

11.6 Prior to the commencement of a tournament all entrants may view the terms and conditions and must abide by them or risk disqualification.

11.7 The venues that host MGA series reserve the right to ban any means of advertising, including apparel which contains obscene images or words, or are otherwise deemed inappropriate by the venue operator.

11.8 The tournaments will be conducted by the Tournament Director and/or their deputies in accordance with these terms & conditions, and the latest version of TDA Rules and recommended procedures.

11.9 In the event of any inconsistency between these terms and conditions and the rules of poker set out by TDA latest version, MGA house rules will prevail at the Tournament Directors discretion and his/her decision is final.

11.10 In the event of a dispute relating to any of the tournament conditions, the decision of the Tournament Director is final.

11.11 MGA, and representatives of MGA, shall not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.

12. Behavioural standards

12.1 The following list should be used as a guide for player behaviour in MGA poker tournament carnivals.

ENCOURAGED BEHAVIOURS

The following is the manner in which we encourage patrons to play

- Friendly
- Promptly
- Protecting your hand
- Being quiet when a hand is in play (especially if you are not in the pot)
- Announcing intentions clearly with correct terminology
- Playing with integrity
- Observing game play and acting in turn

DISCOURAGED BEHAVIOURS

This is the kind of behaviour is discouraged and may result in escalating penalties or disqualification from MGA events:

- Throwing chips directly into the pot ('splashing the pot')
- Throwing cards or chips in an aggressive manner
- Acting out of turn
- Using a mobile phone that is distracting at the table
- Aggressive and in-appropriate abuse either verbally or psychically to any member of MGA staff or players
- Purposely looking at another players hand
- Engaging in angle shooting behaviours in an effort to gain unfair advantage over another player(s)
- Bending or marking cards

UNACCEPTABLE BEHAVIOUR

This kind of behaviour may result in immediate penalty, disqualification or banning at the Tournament Directors discretion:

- Swearing, yelling, arguing or creating a disturbance
- Chip dumping or collusion
- Abusing any patron or staff member

13. General

13.1 Roles and responsibilities – The Mixed Games Academy (MGA) is a privately owned business and has the moral and ethical viewpoint of promoting the game of poker, with the spirit and intent of the game our primary focus. MGA accepts that an operator must ensure the legal enforcement of the game, its rules, and conditions in accordance with state and Federal laws that it acts under. Every effort is made in attempt to uphold the spirit of the game with attention to fairness for one and all in making decisions pertaining to each individual event, series and competition. MGA follow the standard rules and recommended procedures as outlined by Tournament Directors Association (TDA) and where the TDA is silent on certain aspects, MGA has adopted in-house rules to deal fairly with certain situations to ensure a consistent approach and randomness of card distribution (See “House rules” section 14).

13.2 Series and competition status - MGA reserves the right to change, alter or cancel any of its events, series and/or competitions for any reason, at any time. A player entering an MGA event has accepted, by the form of payment, the terms and conditions as specified in this document and accepts the decisions and directions given by Mixed Games Academy, its staff and Tournament Directors.

13.3 COVID pandemic impact - Due to the global pandemic crisis, MGA reserves the right to cancel, alter or suspend events as it deems necessary to maintain public safety in accordance with government guidelines, regulations, and mandates.

13.4 MGA will not be responsible for players' costs in relation to travel, accommodation, and other associated expenses, which players have incurred in attending an MGA event, series, or promotional activity.

13.5 In the event of a series cancellation, or event cancellation, MGA will give a full reimbursement of that tournament entry cost. Players may elect to retain the value of the ticket cost to either use as:

- (a) Entry into the same event or event of equivalent value at another series or event;
- (b) Convert that entry into MGA credit vouchers, which can be used in another event, or events, to the value of the cancelled ticket;
- (c) Have the ticket value refunded into their bank account by direct credit process or a cash payment. If the event has started, MGA tournament staff will decide if an event can continue safely, in accordance with Government guidelines and recommendations.

Some expected scenarios include:

- (a) If play has not finished the registration period of an event – the event is cancelled.
- (b) If play has surpassed the registration cut off time – and play can continue in safe manner, the event shall continue to its conclusion.
- (c) If play has surpassed the registration cut off time – and play cannot continue in a safe manner, tournament staff shall determine the prize pool pay-out based on ICM (Independent Chip Modelling) procedures and the prize pool awarded accordingly.
- (d) In the case of a multi-flight event, the same shall apply with all players who have bagged chips pending day 2 entry, ICM calculations will apply to the prize pool and monies awarded.

MGA tournament officials reserve the right to cancel, suspend, and alter tournament events as it deems fit, with no recourse or appeal for players regarding the decision.

13.6 COVID guidelines - Players need to be aware at all times of the ever-changing Government requirements pertaining to the current COVID-19 pandemic. MGA adheres to these guidelines and regulations.

13.7 Player entry impacted by COVID-19 positive result or extenuating circumstances

13.8 Players are advised that entering MGA tournaments they do so at their own risk.

13.9 Players impacted by symptoms of COVID-19 that have entered single day events including satellites will not be subject to refund or ICM considerations. Players may be asked to leave the event after due consideration from MGA tournament officials.

13.10 Players entering multi-day events, if qualified for a day 2 or subsequent days of that event, who become impacted by COVID-19 result showing positive, may nominate a proxy/replacement player to take their place in that event. The player nominated must be established before the start of that days play. The player (original entrant), must provide MGA administration evidence of their positive test result by virtue of a digital receipt logged with the appropriate government authority before the proxy (replacement player) can be considered. The proxy player can only be a person who has not previously played in the specific event. Players who cannot find a proxy/replacement before the start of play will have their respective stacks put into play and blinded out. If a proxy player cashes on behalf of the original entrant, the monies and prizes will be awarded to the original entrant via bank transfer or such other means.

13.11 There may be at times, for reasons outside the players control, other reasons to allow a proxy/replacement player to an event. For any player wishing to do so it must be prior to the re-start of the particular events Day 2/3

etc. Each request will be determined by the Tournament Director based on the reasons provided. Example: An event runs over time and becomes a two-day event as opposed to one day as expected, and, the player has pre-organised flights and travel and cannot attend the re-scheduled event next day. This would be considered grounds for a proxy/replacement player. So long as the proposed player has not already entered the particular event the Tournament Director may authorise a replacement player.

14. House rules

MGA follows the TDA rules, regulations, and recommended procedures. Where TDA is silent on certain game types, MGA has developed a set of house rules to cover these situations.

14.1 Short stub procedure – Draw games - While tripe draw games will be played six handed, there are times when additional cards are required to replace discards of live players, generally from the second draw. The following methods will be followed:

14.2 Second and third draw, insufficient cards in stub - Following all discards being declared it should be established that there are sufficient cards remaining in the stub to replace all cards for all players from the stub. The calculation is as follows:

Total discards + 2 (burn card and final card for bottom of stub).

If there are insufficient cards but by adding the previous (first) burn card the required calculation will be met then the stub is to be reshuffled with the first burn card included, one card will be used for the burn card, discards replaced, and the final card will also be placed with the burn card indicating the second draw has been completed.

The discards from the draw will then be set aside to be used, if required, in the same manner for the third draw.

Discards, for that particular draw, are never to be used to form a new stub.

Where possible we will use “unseen” cards to replace discards (original stub and burns if required) however if a new stub including any previous discards are to be used then the “unseen” will be re-shuffled with the discards to ensure a random distribution of unseen cards and discards to live players. Should the stub be exhausted, through dealer error, prior to the replacement of all discards, the Tournament Director will decide on a fair and random process to complete the draws for the round.

14.3 Initial deal – exposed card - If, through dealer error, there is an exposed card on the initial deal, depending on the game being played, will determine if the card is to be replaced or kept by the player.

MGA has adopted the decision to allow players to keep a “wheel” card for the particular game in lowball variants, as follows:

- Deuce to seven - any 2,3,4,5 or 7 will be kept, all other cards including a 6 will be replaced
- Ace to five - any Ace,2,3,4 or 5 will be kept, all other cards will be replaced
- Badugi - any Ace, 2,3 or 4 will be kept, all other cards will be replaced

In the draw game 5 card no limit (high), any exposed card will be replaced.

If a card is to be replaced, then the initial deal is completed for all players and then the player will receive the replacement card.

The first exposed card will become the burn card (second and third draw only allow multiple exposed cards).

If two or more cards are exposed during the initial deal, then a misdeal will be declared.

14.4 Subsequent draws, exposed cards - For subsequent draws, any exposed card will be replaced. The replacement will be made after all discards have been replaced for remaining players.

The first exposed card will become the next burn, subsequent exposed cards will be treated as box cards.

14.5 Discarding all cards - A player may draw up to four consecutive cards (three for Badugi). If a player wishes to draw five new cards (four for Badugi), four are dealt right away (three for Badugi), and the last card after everyone else has drawn cards. If the last player wishes to draw five new cards (four for Badugi), four are dealt right away (three for Badugi), and a card is burned before the player receives the final card.

14.6 Initial deal – player with too few cards –

14.6.1 No Action - If a player makes the dealer aware they have too few or too many cards following the initial deal, prior to substantial action, then a misdeal will be declared. The button may receive a final card for the game.

14.6.2 Following substantial action - If, following substantial action, a player announces they have too few cards for the game they may call the bets and draw to the required number of cards on the draw. The button may receive a final card regardless of substantial action occurring.

14.7 Too many or too few cards – draws remain - Whether substantial action has occurred or not, a player with fewer than the number of cards required for the variant may, on the draw, draw the number of cards necessary to complete the correct number of cards required, they may still discard as required. Any player with too many cards for the game being played will have their hand declared dead and will not be refunded any bets wagered in the hand.

14.8 Too many or too few cards, no draws remain - More or fewer than the total cards required for the game after the final draw constitutes a fouled hand and will be declared dead with no refund of chips wagered.

14.9 Initial deal, player with too many cards - A player with too many cards on the initial deal, if announced prior to substantial action, will constitute a misdeal. If substantial action has occurred then the hand will be dead with no refund of bets/blinds wagered.

14.10 Player wishing to change discards – Players may change the number of cards they wish to draw, provided:

- (a) No card has been dealt off the deck in response to your request (including the burn card).
- (b) No other player has acted, in turn, in either the betting or discarding the number of cards to be drawn, based on the number of cards you have requested.

14.11 Lowball (2-7, Ace to 5 & Badugi) hands with a pair - Any participant declaring / spreading a hand with a pair in it must announce “pair” or risk losing the pot if it causes any other participant to foul/muck a hand. If two or more hands remain intact the best hand wins the pot. This guideline is to ensure players are not mis-declaring hands-on purpose in an effort to gain unfair advantage over another player/players. The awarding of the pot to another player in this situation is completely at the Tournament Directors discretion. It is recommended that all players table their hands to be read by the dealer and wait for other players to table theirs BEFORE mucking their hands. MGA will not be held responsible for players not following the standard rules of poker with respect to showdown.

14.12 Single payer system: Stud games - MGA follow a single payer system for Stud game antes. This system ensures games are run more smoothly, there are no delays on initial deal in ensuring all players have paid, nor any potential arguments over who has or hasn't posted the ante. New players coming from NLH are more familiar with a single payer system with the Big Blind Ante and this is a similar system for Stud games with MGA.

14.13 Stud ante 'button' position - When the game changes from a blinds game to stud variant, the 'dealer button' will be set at the position it would be as if the blinds game was continuing, and 'pulled in' toward the players seat position. A separate 'Stud Ante' card will be placed with the player who would have been big blind if the game was a blinds variant.

14.14 Rotation - The Stud Ante card rotates clockwise for an entire orbit completing the number of hands required until game change.

14.15 Changing from blinds game - Assuming no player has been eliminated then the dealer button will now be back in play, the Stud Ante card will be returned to the dealer, game will continue for this round. Once a stud variant is being played again, the same system will be followed.

14.16 Player eliminated during the orbit - Should a player be eliminated during the orbit then the number of hands is still completed regardless i.e. If six handed, playing six hands, player is eliminated making table 5 handed – 6 hands will still be completed (TD will balance as required). This may see one player pay the Stud Ante twice for that round however when the game switches back to a blinds game, a player will pay the big blind after just paying the Stud Ante on the previous hand. In this situation, the dealer button will be moved to the next player (as would have been the case if a player was eliminated during a blinds game). this procedure is not intended to eliminate any new player joining the table from avoiding payment of a Stud Ante or Big Blind if being broken or balanced from another table. The payment of Stud Ante (or BBA) twice in an orbit is random and applicable only during rounds of elimination, short-handed play or, sometimes, players being balanced/broken from other tables. This system has been tested for several years prior to approval by MGA.

14.17 No reduction of Ante during tournament - The Stud Ante will not be reduced for the duration of the tournament regardless of how many players remain. Antes are still required when playing heads up (final two players) in any tournament unless tournament conditions stipulate otherwise for that particular game.

14.18 MGA follows the “Ante first” procedure in all tournaments.

For any situation not covered via MGA house rules or TDA, the Tournament Directors decision will be final and take into account random theory and what is in the best interest of the game.

Should you wish to discuss any of the above matters further then please email td@mixedgamesacademy.au

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