



POKER

OFFICIAL TOURNAMENT TERMS

VERSION 3

CURRENT - 24 AUGUST 2026

Australia-wide MGA tournament framework

Shannon Robert Van Den Berg trading as Mixed Games Academy

ABN 67 388 416 802

These Terms are to be read with applicable Event Conditions and the Tournament Directors Association Rules and Recommended Procedures adopted by MGA for the event. MGA also maintains internal Tournament Rules and Procedures for mixed-game, dealing and operational situations not fully addressed by TDA.

CONTENTS

PART A Scope, Rules and Entry	3
1. Scope and application	3
2. Definitions	3
3. Rule hierarchy and Tournament Director authority	3
4. Eligibility, identity and registration	4
5. Entry, check-in, starting stacks and optional components	4
6. Withdrawals, refunds and MGA Credits	4
7. Capacity, late registration, re-entries, rebuys and add-ons	5
PART B Tournament Operation	5
8. Tournament format, operational procedures, seating and balancing	5
9. Tournament chips, wagers and absent players	6
10. Time to act	6
11. Electronic devices, reference material and real-time assistance	6
12. Feature tables, livestreaming and RFID	6
13. Elimination, finishing positions and winners	7
PART C Special MGA Formats	7
14. Satellites and tournament seats	7
15. Cruise Pool tournaments	7
16. Bounty tournaments	8
PART D Prize Money, Deals and Integrity	8
17. Prize pools, payouts and payment	8
18. Deals, ICM and place fixing	8
19. Integrity, cheating, collusion and one player to a hand	9
20. Player conduct and decorum	9
21. Penalties, disqualification and prize forfeiture	9
PART E Event Administration and Legal Terms	10
22. Event interruption, cancellation, rescheduling and relocation	10
23. Media, tournament records and privacy	10
24. Host venues and jurisdictional compliance	11
25. Complaints, investigations, exclusions and integrity disclosures	11
26. Player responsibility and limitation of liability	12
27. General legal provisions	12
APPENDIX A Default MGA payout schedule	13

PART A - SCOPE, RULES AND ENTRY

1. Scope and application

1.1 These Official Tournament Terms (Terms) apply to poker tournaments, satellites, festivals, series and other poker competitions organised or operated by Shannon Robert Van Den Berg trading as Mixed Games Academy (MGA), ABN 67 388 416 802.

1.2 These Terms are intended for MGA events conducted throughout Australia. Every event remains subject to the laws, regulatory requirements and venue conditions applying in the State or Territory where the event is conducted. Event-specific conditions may modify these Terms where reasonably necessary to comply with local law or the advertised format.

1.3 By registering for, checking in to, accepting a seat in, or participating in an MGA event, a player agrees to be bound by these Terms and the other rules incorporated under clause 3.

1.4 The advertised start time, structure, games, registration period and other event details are operational targets. MGA may make reasonable changes where required for safety, integrity, venue availability or tournament operation, subject to these Terms and applicable law.

2. Definitions

Term	Meaning
Event Conditions	the advertised or notified conditions for a particular event, including its buy-in, optional components, starting stack, games, structure, registration period, re-entry terms, payout method and any special rules.
MGA Procedures	the internal MGA Tournament Rules and Procedures used for mixed-game, dealing, deck/stub, variant-specific and other operational situations not fully addressed by TDA. They are maintained to promote fairness, consistency and preservation of game integrity and are not required to be publicly published in procedural detail.
MGA Credits	non-cash credit recorded by MGA in Australian dollars and usable toward the total entry cost of eligible MGA tournaments, including an optional administration component where applicable.
Main Deck	the base prize-pool tier in an MGA Cruise Pool tournament.
Upper Deck	an additional prize-pool tier in a Cruise Pool tournament that includes Main Deck eligibility plus eligibility for the separate Upper Deck prize pool.
Player	a person registered for or participating in an MGA event.
Satellite	an MGA event in which a prize is a seat or entry entitlement to a specified target tournament, including regular and milestone satellites.
TDA	the Tournament Directors Association and the TDA Rules and Recommended Procedures adopted by MGA for the relevant event.
Tournament Director or TD	the person appointed by MGA to direct the event, including an authorised deputy acting within delegated authority.

3. Rule hierarchy and Tournament Director authority

3.1 Event Conditions govern matters specific to the particular tournament.

3.2 These Terms govern participation in MGA tournaments generally.

3.3 The TDA Rules and Recommended Procedures adopted by MGA for the event apply unless modified by these Terms or the Event Conditions. Where TDA is silent, unclear or not readily applicable to a mixed-game, variant-specific, dealing or operational situation, MGA may apply its internal MGA Procedures.

3.4 MGA Procedures are internal tournament rules and operating procedures developed to promote fairness, consistency and preservation of game integrity. They may address dealing irregularities, deck or stub management,

exposed cards, replacement cards, game-specific mechanics and other situations not comprehensively resolved by TDA. MGA is not required to publish the detailed mechanics of those procedures.

3.5 If no applicable Event Condition, provision of these Terms, TDA rule or MGA Procedure resolves a situation, the TD will make a ruling having regard to fairness, consistency, preservation of game integrity, MGA precedent and the best interests of the event. The ruling is final for the purpose of continuing tournament play.

3.6 TD discretion fills gaps, interprets published rules and applies MGA Procedures. It does not permit an express published MGA rule to be disregarded merely because a different outcome is preferred.

4. Eligibility, identity and registration

4.1 Players must be at least 18 years of age unless a higher minimum age is required by applicable law or the host venue.

4.2 MGA may require valid photographic identification at registration, check-in, payout or at any time during an event. MGA may refuse entry or delay payment where identity or eligibility cannot reasonably be verified.

4.3 Players must register in their own legal identity. Entries under aliases, false identities or on behalf of another person are not permitted unless MGA has expressly authorised an administrative correction before the entry is activated.

4.4 MGA may set lawful event-specific eligibility criteria, including qualification, invitation, age, membership, leaderboard or satellite requirements, provided those criteria are clearly advertised or notified.

4.5 If a player is later found to have been ineligible, MGA may remove the player and determine the appropriate refund, prize, result and disciplinary consequences having regard to when the issue was discovered and the surrounding circumstances.

4.6 Players are responsible for checking that they are entered in the correct event and the correct entry tier before their chips are put into play. If a genuine error can be corrected without creating an unfair advantage, the TD may move the player, correct the entry, adjust the stack or take another fair remedial action. Deliberate misrepresentation, or an error that creates a material competitive advantage, may result in disqualification.

5. Entry, check-in, starting stacks and optional components

5.1 A prepaid entry remains inactive until the player physically checks in and MGA issues or places the player's tournament chips into play.

5.2 Once chips have been issued and put into play, the entry is used for the purposes of refunds and withdrawals, even if the player never physically sits down or personally plays a hand.

5.3 A player entering during an open registration period receives the normal starting stack applicable to that entry type, unless the Event Conditions clearly provide otherwise.

5.4 Some MGA events may include an optional administration, hospitality, venue or service component. The Event Conditions govern the starting-stack entitlement, tournament entitlement and any services attached to that component.

5.5 The structure, price and tournament entitlement attached to an optional component may vary between events, host venues and jurisdictions. Any applicable arrangement will be clearly stated in the Event Conditions.

5.6 Any optional component and any related starting-stack or tournament entitlement will operate subject to the laws and regulatory requirements applying in the State or Territory where the event is conducted and any lawful host-venue requirements.

6. Withdrawals, refunds and MGA Credits

6.1 A player who has paid an entry directly to MGA by cash, bank transfer or another payment method accepted by MGA may withdraw before the entry is activated under clause 5.1 and receive a refund, subject to any non-excludable rights and any clearly disclosed payment-processing restrictions that may apply.

6.2 An entry obtained through a satellite ticket, promotional entitlement or similar non-cash method is not refundable in cash. Where MGA approves a withdrawal or conversion, the value is recorded as MGA Credits.

6.3 MGA Credits are recorded at their Australian dollar value. They may be used in full or in part toward the total entry cost of future eligible MGA tournaments, including the tournament buy-in and any optional administration component. Any unused balance remains available for future use.

6.4 MGA Credits are not redeemable for cash and are not transferable to another person unless MGA expressly authorises the transfer.

6.5 MGA Credits do not expire unless a different expiry condition is clearly notified before the credit is issued.

6.6 Once an entry is activated and chips are in play, no refund or MGA Credit is due merely because the player leaves, fails to sit down or can no longer continue, except where applicable law requires otherwise.

7. Capacity, late registration, re-entries, rebuys and add-ons

7.1 Entries are subject to venue capacity, available tables and dealers, operational limits and any advertised field cap. MGA may use waitlists or alternates and may close registration early when capacity is reached.

7.2 MGA may accept late registration while registration remains open and operationally practical.

7.3 Re-entry, rebuy and add-on rights are event-specific and will be stated in the Event Conditions. A re-entry is treated as a new entry to the tournament.

7.4 Where a rebuy format requires a player to remain eligible for the next hand, the player must comply with the applicable TDA and Event Conditions governing rebuys and chips behind.

PART B - TOURNAMENT OPERATION

8. Tournament format, operational procedures, seating and balancing

8.1 The Event Conditions will state or identify the games, game order or rotation, starting stack, structure, level lengths, registration period and other material tournament mechanics.

8.2 MGA may determine and, where reasonably necessary, adjust operational aspects of mixed-game play including game rotations, the number of hands or duration of a rotation, table synchronisation and table configuration. MGA may use different table capacities for particular games where required by the rules or practical operation of that game.

8.3 In Stud and other applicable games, MGA may use individual antes, a single-player ante system or another announced ante or forced-bet collection method. The method in use forms part of the tournament structure for that stage of the event.

8.4 The same ante or forced-bet system will apply to all active tables at the same stage of a tournament. A feature or livestream table will not use a different ante system from other active tables merely because it is being broadcast.

8.5 At the commencement of a new tournament day, session or announced level, MGA may change the ante or forced-bet method where reasonably required for tournament operation, consistency or broadcast production. Any change will apply to all remaining players at that stage and will be announced before affected play begins. Completed hands are not retrospectively altered.

8.6 MGA may make reasonable operational adjustments during an event, including to game synchronisation, level or break timing, table configuration and broadcast requirements, where needed for fairness, consistency, game integrity, venue requirements or efficient tournament operation. This authority does not permit MGA to arbitrarily alter fundamental tournament conditions such as the advertised buy-in, prize-pool entitlement, player eligibility or the number or value of tournament seats after play has begun, except where required by applicable law or the event interruption provisions of these Terms.

8.7 Initial seating is random unless an event-specific format reasonably requires another method.

8.8 MGA may reseal players, open or break tables and balance tables at any time for tournament integrity and operational reasons. Players moving tables assume the rights and responsibilities of the new seat and must move promptly when instructed.

8.9 MGA may alter seating where the TD reasonably believes separation is necessary to protect tournament integrity. No player is entitled to separation merely because of a personal, family, staking or other association with another player.

8.10 Final-table seating remains random unless there is a compelling integrity or operational reason to intervene.

9. Tournament chips, wagers and absent players

9.1 All tournament wagers are made with MGA tournament chips. Tournament chips have no cash value, may not be removed from the tournament for use elsewhere and remain the property of MGA.

9.2 Players must keep chips visible and reasonably arranged, protect their cards and comply with TDA and MGA procedures for chip movement, table changes and chip accounting.

9.3 An absent player continues to have blinds, antes, bring-ins and other forced bets taken from the stack. The player's hands are dead when the player is not present as required by the applicable TDA rule.

9.4 A player who voluntarily leaves the event while still holding chips remains in the tournament and is blinded or anted out until eliminated. No proxy or replacement player may take over the stack.

10. Time to act

10.1 Players must act in a timely manner and maintain a reasonable pace of play.

10.2 A player may request a clock where permitted by the applicable TDA rules. The TD may also call the clock without a request where delay is excessive.

10.3 Unless the TD adjusts the time for the circumstances, a player placed on the clock has up to 25 seconds to act followed by a 5 second countdown. The consequences of expiry are governed by the applicable TDA rule.

10.4 The TD may shorten future action time or apply other measures to a player who repeatedly or deliberately delays play.

11. Electronic devices, reference material and real-time assistance

11.1 One player to a hand applies at all times. A player may not seek, receive or use strategic advice concerning a live hand from another person or source.

11.2 Real-time assistance is prohibited. This includes the use of solvers, equity tools, AI tools, strategy software, databases, decision-support systems, betting applications, strategic charts or other tools used to assist a live decision.

11.3 A player with a live hand may not interact with or operate an electronic or communication device. Players may not make or take a phone call at the table. Phones, smart watches and other electronic devices may not rest on the table.

11.4 MGA may restrict or prohibit headphones, smart watches, phones or other devices at any stage, including near payout stages, final tables or where integrity concerns arise.

11.5 MGA educational material, game guides, hand-ranking references or similar learning material may be consulted between hands unless the TD restricts it. Such material may not be consulted while the player has a live hand or used to obtain strategic assistance about current action.

11.6 Photographing or recording hole cards, live hands or protected tournament information may be prohibited. MGA may investigate the circumstances of device use in an integrity matter but does not claim an unrestricted right to search a player's private device.

11.7 Deliberate use of prohibited real-time assistance or outside strategic assistance may be treated as cheating and may result in serious penalties.

12. Feature tables, livestreaming and RFID

12.1 MGA may require any player to move to or remain at a feature, recording or livestream table. A refusal may attract penalties up to disqualification, subject to applicable law and any exceptional ruling made by the TD.

12.2 By participating in an MGA event, players acknowledge that RFID or similar technology may capture concealed card information for delayed broadcast, production and integrity purposes.

12.3 Players must not seek, receive or use unreleased or delayed information from a livestream, broadcast, spectator, friend, production source or electronic communication while participating. Improper access to live or recently completed hand information may be treated as cheating or collusion.

12.4 MGA may impose stricter device restrictions at a feature table, including requiring phones, headphones, smart watches and other devices to be removed from the table area.

12.5 MGA controls the broadcast delay and may alter, suspend or terminate a broadcast at any time. Selection for a feature table does not guarantee that footage will be broadcast, retained or published.

12.6 A graphics error, commentator statement, RFID misread, production mistake or broadcast problem does not alter the actual hand result or tournament ruling.

12.7 Only authorised production or tournament personnel may access unreleased hole-card information. Improper access, use or disclosure may result in removal, sanctions or referral to other appropriate parties.

12.8 MGA may move a player off a feature table immediately for integrity, technical, operational or behavioural reasons.

13. Elimination, finishing positions and winners

13.1 A player is eliminated when the player has no tournament chips remaining and no further re-entry, rebuy or add-on right is available.

13.2 Where multiple players are eliminated in the same hand, finishing positions are determined under the applicable TDA rule and any Event Conditions.

13.3 The tournament winner is the final eligible player remaining unless the tournament is concluded by an approved deal under clause 18 or an interruption process under clause 22.

PART C - SPECIAL MGA FORMATS

14. Satellites and tournament seats

14.1 A Satellite seat is awarded for the specific target tournament stated in the Event Conditions and is not ordinarily transferable or redeemable for cash.

14.2 MGA may run regular Satellites and milestone Satellites. The Event Conditions will state the qualification method, target seat value, milestone or seat ratio, registration conditions and any event-specific procedure.

14.3 Where a player already holds a seat to the target tournament and wins an additional seat to the same event, the additional seat value is converted to MGA Credits unless the Event Conditions clearly provide otherwise.

14.4 Where a player wins multiple seats to the same target event, the first required seat remains the tournament seat and additional seat value is converted to MGA Credits.

14.5 If a Satellite winner cannot attend the target tournament, there is no automatic right to MGA Credits or transfer. The player must contact MGA before the target event and MGA may, in special circumstances, authorise a transfer or conversion to MGA Credits. A Satellite seat is never paid out in cash.

14.6 If a Satellite cannot be resumed or completed, MGA will determine a fair seat or credit allocation having regard to seats generated, live stacks, milestone status, the remaining field and the Event Conditions. Ordinary cash ICM is not automatically applicable to a Satellite.

15. Cruise Pool tournaments

15.1 A Cruise Pool tournament is one tournament field with more than one prize-pool tier. Unless otherwise advertised, those tiers are Main Deck and Upper Deck.

15.2 All players compete in the same tournament, at the same tables, under the same games, structure and overall finishing order.

15.3 A Main Deck entry is eligible for the Main Deck prize pool. An Upper Deck entry includes Main Deck eligibility and additional eligibility for the separate Upper Deck prize pool.

15.4 On each re-entry, the player may choose Main Deck or Upper Deck independently of the tier used for a prior eliminated entry, subject to the Event Conditions. Prize-pool eligibility attaches to the current live entry, not permanently to the person.

15.5 If an Upper Deck entry is eliminated and the player re-enters Main Deck only, the new live stack is eligible only for the Main Deck prize pool.

15.6 Upper Deck placings are determined by the relative overall finishing order of Upper Deck-eligible live entries. An Upper Deck player may receive a Main Deck payout and an Upper Deck payout arising from the same overall finish.

15.7 For MGA-administered deals, each prize pool is negotiated separately. All players eligible for the Main Deck pool may negotiate remaining Main Deck money. Only Upper Deck-eligible players may negotiate remaining Upper Deck money. MGA will not administer a deal that gives a Main Deck-only player a share of Upper Deck prize money. Private arrangements between players remain outside MGA.

16. Bounty tournaments

16.1 MGA may run standard bounty, delayed or target bounty, progressive bounty and other advertised bounty formats.

16.2 In a standard bounty event, each player begins with the advertised bounty entitlement or plaque. When a player is eliminated, the applicable bounty is awarded in accordance with the Event Conditions. The tournament winner receives the winner's own remaining bounty.

16.3 In a delayed or target bounty event, bounties become active only when the field reaches the advertised number of remaining players. The surviving players then receive or become associated with the applicable bounty plaques or values.

16.4 In a progressive bounty event, bounty values increase or are distributed under the advertised event-specific structure. The tournament winner receives the value of the winner's own remaining bounty.

16.5 If one player eliminates two or more players in the same hand, that player receives all applicable bounties, unless the advertised progressive-bounty mechanism expressly provides otherwise.

16.6 Where two or more players jointly eliminate the same player in a hand, the applicable bounty value will be divided equally between the eliminating players unless the Event Conditions provide another method. MGA will determine the practical treatment of any indivisible bounty amount, token or plaque.

16.7 If a player is disqualified while carrying an unclaimed or remaining bounty, that bounty does not lapse. MGA will distribute or otherwise deal with the bounty in accordance with the Event Conditions or another fair method appropriate to the bounty format.

PART D - PRIZE MONEY, DEALS AND INTEGRITY

17. Prize pools, payouts and payment

17.1 The advertised tournament buy-in component forms the tournament prize pool. Optional administration, hospitality and other clearly advertised non-prize-pool components do not form part of the prize pool.

17.2 MGA and sponsors may add cash, goods, services or other value to a prize pool or prize package.

17.3 Unless a different payout structure is clearly advertised for an event, MGA uses the default payout schedule in Appendix A. For fields larger than the ranges shown in Appendix A, MGA will determine and publish a payout schedule consistent with the event format and MGA payout philosophy.

17.4 Final prize amounts are confirmed after registration closes and entries are reconciled. MGA may make reasonable rounding adjustments to individual prizes for practical payment purposes, provided the full calculated prize pool is distributed.

17.5 Bounties, tickets, trophies, added prizes and non-cash prizes are accounted for separately where applicable.

17.6 MGA may correct genuine payout, calculation or administrative errors after payment, including recovering overpayments and paying underpayments.

18. Deals, ICM and place fixing

18.1 Players may make prize-money deals. MGA does not require a minimum amount of money to remain for the eventual winner unless the Event Conditions specifically provide otherwise.

18.2 MGA may facilitate calculations and record an agreed deal but does not act as a financial adviser and does not guarantee that a deal is financially advantageous to any player.

18.3 If players make a financial deal and continue playing, the deal changes only the agreed money distribution. Actual play determines official finishing positions, the tournament title, trophies and any MGA, series, leaderboard or other competition points.

18.4 A financial deal does not relieve players of the obligation to continue genuine individual competitive play. Soft play, chip dumping or an agreement about how remaining positions will be decided is prohibited.

18.5 If all remaining players agree to a full ICM or other MGA-approved deal and stop play, prize money is paid under the recorded deal. Official finishing order is determined by chip count at the moment the deal becomes final and the

result will be recorded as concluded by deal. Unless the Event Conditions provide otherwise, the chip leader is recorded as the official winner and receives any title or trophy attached to first place.

18.6 Where a points system applies and a deal ends play, all remaining players receive MGA, series, leaderboard or other competition points equivalent to the lowest remaining finishing position. For example, if three players remain, each receives third-place points.

18.7 Players may not negotiate, buy, sell, trade or predetermine official finishing positions, titles, trophies, leaderboard positions or competition points. A place-fixing arrangement is not recognised by MGA and may result in all participating players receiving the lowest remaining-place points together with any additional integrity penalty considered appropriate.

19. Integrity, cheating, collusion and one player to a hand

19.1 Competitive integrity is fundamental to MGA events. Players must comply with the letter and spirit of these Terms, the Event Conditions, applicable TDA rules and lawful TD directions. MGA Procedures may be applied by tournament officials to resolve mixed-game, dealing and operational situations as provided in clause 3.

19.2 Cheating includes any deliberate act intended to gain an unfair advantage by breaking the rules or compromising the integrity of the event. Examples include collusion, chip stealing, introducing unauthorised chips, card marking or substitution, use of prohibited real-time assistance, improper access to concealed card information and use of a cheating device.

19.3 Collusion includes an agreement or coordinated conduct between two or more persons to act unfairly against other players. Examples include chip dumping, soft play, sharing concealed card information, signalling, coordinating decisions or using electronic communication to facilitate an improper advantage.

19.4 Chip dumping includes intentionally transferring chips to another player by betting, folding or otherwise manipulating action for the purpose of increasing that player's stack rather than playing independently.

19.5 Soft play includes intentionally failing to bet, raise or otherwise compete normally against another player because of an arrangement, relationship or shared interest.

19.6 No player may coach another player in a live hand, expose or communicate concealed cards with action pending, or seek strategic advice from a competitor, spectator, coach or electronic source while a hand is live.

20. Player conduct and decorum

20.1 Players must maintain reasonable decorum and contribute to an orderly, respectful tournament environment.

20.2 Normal frustration, celebration and table talk are permitted within reason. Excessive, repeated or disruptive swearing may attract escalating penalties.

20.3 Abuse, threats, intimidation, harassment, discriminatory conduct, sexual harassment and serious personal attacks are unacceptable.

20.4 Aggressively throwing cards or chips, deliberately damaging equipment, creating a serious disturbance or refusing reasonable directions from MGA or venue staff may be penalised.

20.5 Angle shooting and deliberately misleading conduct intended to obtain an unfair advantage may be penalised even where the conduct is not expressly described elsewhere in these Terms.

20.6 A player whose intoxication affects behaviour, safety or proper tournament conduct may be removed from the event or venue.

21. Penalties, disqualification and prize forfeiture

21.1 Depending on seriousness, repetition and circumstances, MGA may issue a warning, hand penalty, time penalty, chip forfeiture, removal, disqualification, series exclusion or temporary or indefinite exclusion from future MGA events.

21.2 Serious conduct may result in immediate disqualification or exclusion without prior progressive penalties.

21.3 If a player is disqualified while the event is running, the player's chips are removed from play and the player receives no finishing position, prize money, bounty entitlement or MGA, series, leaderboard or other competition points from that event.

21.4 If a player is disqualified after reaching a paid position but before payment, the player is removed from the official results and eligible players below that position move up one place. Where necessary, the next eligible finisher may move into the lowest paid position.

21.5 If serious cheating or collusion is established after payment, MGA may amend or cancel the official result, seek repayment and, where lawful, set off an amount legally due and payable against MGA Credits, future MGA winnings or other sums MGA owes that player.

21.6 Amounts actually recovered may be redistributed to players whose official positions are adjusted. MGA does not guarantee to make other players whole for money that cannot be recovered from the disqualified player.

PART E - EVENT ADMINISTRATION AND LEGAL TERMS

22. Event interruption, cancellation, rescheduling and relocation

22.1 If an event is cancelled before play begins, entries paid directly to MGA by an accepted payment method will ordinarily be refunded and satellite, promotional or similar non-cash entries will ordinarily be restored or converted to MGA Credits, subject to the circumstances and any rights that cannot lawfully be excluded.

22.2 If an event is temporarily interrupted after play begins, MGA may pause play, preserve the tournament state as accurately as practical, resume later the same day or reschedule continuation.

22.3 If a rescheduled continuation is offered and a player cannot attend, the player's stack remains in play and is blinded or anted out. No contractual MGA refund or credit is due solely because the player cannot attend the resumed session, except where applicable law gives the player a non-excludable remedy.

22.4 MGA may relocate a resumed event to another suitable venue where reasonably necessary and will give reasonable notice where practical.

22.5 If continuation becomes impossible, MGA may distribute the unpaid remaining prize pool using ICM or another fair method determined by MGA having regard to the tournament format and circumstances. Pure ICM is not guaranteed for every format.

22.6 Players already eliminated retain any finishing position and prize already secured. Only unpaid remaining prize money is redistributed unless a correction, disqualification or legal requirement makes a further adjustment necessary.

22.7 Bounties already won remain won. Remaining bounty value is resolved under the event format and the fair method determined by MGA.

22.8 In a Cruise Pool event, each remaining prize pool is resolved separately among live entries still eligible for that pool. An unfinished Satellite is resolved under clause 14.6 rather than ordinary cash ICM.

22.9 Where reasonably necessary, MGA may suspend, resume, reschedule, shorten levels, alter breaks, relocate the tournament or modify operational procedures. MGA will not arbitrarily reduce the underlying prize pool after play has begun, except to correct an error, apply a lawful forfeiture or comply with law.

23. Media, tournament records and privacy

23.1 MGA may publicly report player names, finishing positions, prize amounts, event results and any MGA, series, leaderboard or other competition points as part of the official tournament record. There is no general opt-out from ordinary result publication.

23.2 Players acknowledge that MGA events may be photographed, filmed, recorded or livestreamed and that MGA may use event media for tournament reporting, marketing, social media, website content, YouTube and future MGA promotions, subject to applicable law.

23.3 A player may raise a reasonable privacy concern about ordinary floor photography or video and MGA may accommodate the concern where practical. There is no guaranteed opt-out from a designated feature table, livestream or RFID table.

23.4 MGA collects personal information reasonably required to administer events, entries, payouts, MGA Credits, communications and integrity processes. Personal information is handled in accordance with the MGA Privacy Policy and applicable law.

23.5 MGA may share information with host venues, payment or service providers, regulators, law enforcement or other authorities where reasonably necessary to operate the event, protect integrity or comply with law.

23.6 Registration for an MGA event is not blanket consent for MGA to provide a player's contact details to sponsors or commercial partners for their own marketing. Marketing communications are managed separately through the applicable consent and unsubscribe processes.

24. Host venues and jurisdictional compliance

24.1 Mixed Games Academy (MGA) may conduct tournaments and events at third-party host venues throughout Australia. Unless the Event Conditions state otherwise, MGA is responsible for the organisation, tournament format, structure, rules, rulings, prize-pool calculations and tournament administration of MGA-run events.

24.2 MGA will conduct each event in accordance with the laws, regulations and regulatory requirements applicable in the Australian State or Territory in which the event is held. Where local law requires an event format, tournament structure, payment arrangement, prize-pool method, administration arrangement or other operating condition to differ from these Terms, applicable law and any Event Conditions issued by MGA will prevail to the extent necessary.

24.3 Players must comply with all lawful conditions of entry, policies and operational requirements imposed by the host venue. These may include requirements relating to identification, responsible service of alcohol, responsible gambling, dress standards, behaviour, photography, security, food and beverage services, opening hours and access to the premises.

24.4 MGA retains authority over tournament rules, structures, seating, rulings, penalties, disqualifications and other poker-related decisions. The host venue retains authority over access to and use of its premises and may remove or exclude any person in accordance with its lawful policies and obligations. If a host venue removes or excludes a player, MGA may make any tournament ruling reasonably necessary as a consequence of that removal or exclusion.

24.5 A host venue may provide food, beverages, hospitality, payment services or other services in connection with an MGA event. Any optional administration, hospitality, venue or service component, together with any starting-stack entitlement or other tournament condition linked to that component, will be clearly stated in the Event Conditions. The structure of those arrangements may vary between venues and jurisdictions.

24.6 The advertised tournament buy-in component will be applied to the tournament prize pool in accordance with these Terms and applicable law. Any administration, hospitality, venue or other non-prize-pool component will be separately identified where applicable.

24.7 If there is any inconsistency between applicable State or Territory law, lawful host-venue requirements, Event Conditions and these Terms, applicable law prevails. MGA will then apply the Event Conditions and these Terms to the greatest extent permitted while complying with any lawful host-venue requirement relevant to the conduct of the event.

25. Complaints, investigations, exclusions and integrity disclosures

25.1 A TD ruling is final for the purpose of continuing live tournament play. A player may submit a written complaint to MGA within 7 days of the incident or event conclusion. MGA may accept a late complaint at its discretion.

25.2 A complaint does not automatically reverse a hand ruling, elimination, payout or tournament result. MGA may review conduct, procedure, disciplinary consequences and future operational changes.

25.3 MGA may investigate suspected integrity or serious conduct breaches using information reasonably available to it, including dealer and staff observations, player statements, CCTV, livestream or RFID records, cards, tournament software or logs, communications voluntarily provided or lawfully available, and relevant prior MGA incidents.

25.4 MGA may temporarily suspend a person from participation while investigating serious allegations including cheating, collusion, violence or safety concerns.

25.5 MGA may refuse entry, remove a player, suspend participation or exclude a person from one event, the remainder of a festival or series, a fixed period or future MGA events where reasonably necessary to protect integrity, safety, lawful operation or MGA's legitimate interests. MGA is not required to provide detailed reasons, subject to applicable law.

25.6 Where MGA makes a substantiated finding of cheating, collusion or serious integrity misconduct, MGA may disclose reasonably necessary information to legitimate poker operators, host venues, regulators, law enforcement or other organisations with a genuine integrity or safety interest. MGA may make a public statement only where it considers publication reasonably necessary and legally appropriate.

26. Player responsibility and limitation of liability

26.1 Players participate at their own financial risk and are responsible for understanding the event structure, entry conditions and games being played.

26.2 MGA is not responsible for ordinary tournament variance, a player's strategic or financial decisions, missed transport, accommodation arrangements, travel changes, lost income or a player's inability to attend, except where applicable law provides otherwise.

26.3 MGA is not responsible for private arrangements between players, including staking, swaps, loans, shared bankrolls or side bets.

26.4 Tournament rulings made reasonably and in good faith do not create an automatic entitlement to compensation merely because a player disagrees with the ruling.

26.5 To the extent permitted by law, MGA is not liable for indirect or consequential external costs arising from cancellation, rescheduling, interruption or relocation of an event, including flights, accommodation or lost income.

26.6 Players are responsible for protecting their chips, cards and personal belongings. MGA does not accept blanket responsibility for lost, stolen or damaged personal property except to the extent MGA is legally responsible.

26.7 Nothing in these Terms excludes, restricts or modifies any consumer guarantee, statutory right or remedy that cannot lawfully be excluded, restricted or modified under Australian law.

27. General legal provisions

27.1 MGA may update these Terms from time to time. The version adopted by MGA at the commencement of an event applies to that event, subject to Event Conditions, applicable law and any reasonable operational ruling made under these Terms.

27.2 If any provision of these Terms is invalid, illegal or unenforceable, that provision is to be read down or severed to the minimum extent necessary and the remaining provisions continue to operate.

27.3 A failure or delay by MGA in enforcing a right under these Terms does not prevent MGA from enforcing that right later.

27.4 These Terms, the Event Conditions, the TDA rules adopted under clause 3 and MGA Procedures applied by tournament officials together form the rules and procedures governing an MGA event.

27.5 These Terms are governed by the laws of Victoria, Australia. The parties submit to courts and tribunals with jurisdiction in Victoria, subject to any non-excludable rights a player has under the law applying to the event.

27.6 Questions or written complaints may be sent to td@mixedgamesacademy.au.

APPENDIX A - DEFAULT MGA PAYOUT SCHEDULE

Unless a different payout structure is clearly advertised for a particular event, MGA uses the following default percentage distribution. Percentages are applied to the calculated tournament prize pool. Individual amounts may be reasonably rounded provided the full calculated prize pool is distributed.

Fields of 2 to 34 entries

Place	2-5	6-9	10-14	15-24	25-34
1st	100%	65%	50%	40%	37%
2nd		35%	30%	25%	25%
3rd			20%	20%	15%
4th				15%	12%
5th					11%
Places paid	1	2	3	4	5

Fields of 35 to 84 entries

Place	35-44	45-54	55-64	65-74	75-84
1st	35%	32%	31%	30.5%	30%
2nd	22%	22%	21%	20.5%	19.5%
3rd	15%	15%	13%	12.5%	12%
4th	11%	11%	10.5%	10%	9.5%
5th	9%	8%	8%	8%	8%
6th	8%	6.5%	6.5%	6.5%	6.5%
7th		5.5%	5.5%	5%	5%
8th			4.5%	4%	4%
9th				3%	3%
10th					2.5%
Places paid	6	7	8	9	10

For fields of 85 or more entries, or for unusual very small fields or special formats, MGA may use an event-specific payout schedule. Any such schedule will be advised or published as soon as practical after the field and prize pool are confirmed.