

Tournament Conditions
\$5k Challenge Satellite
\$550 Buy-in
No Limit Hold'em Poker Tournament

(a) Tournament Structure

A maximum of ten players on each table and is subject to change at the discretion of the Tournament Supervisor. At the end of the first blind level all the available seats that have not been allocated will have their table stake removed, and then every player who buys-in to the tournament prior to the end of the first break will be considered an alternate.

Any player that is considered an alternate will be seated with a full starting stack when their seat becomes available.

The Tournament Supervisor will move players to facilitate the balancing and/or breaking of tables to ensure the efficient running of the tournament.

Tables will be balanced in order to maximize the number of players and to regulate approximate even numbers of players on each table as player and table numbers reduce.

The method of balancing tables will be: a player who is closest to the left of the big blind on a table with more players will fill the seat closest to the left of the big blind on a table with fewer players in order to even out player numbers.

As players are eliminated (lose all their chips) from the tournament, the Tournament Supervisor will break tables from play in order to maximize the number of players at each table.

Tables will be broken in a pre-set order, with those players being assigned to empty seats at other tables as needed to ensure reasonable balancing.

A player (a) who starts at the wrong table/seat with the correct chip stack will remain at that table/seat. The player (b) who seat that has been taken will now be seated in player (a) seat. I.E Players will have switched seats. Player (a) will be awarded a 1 round penalty from the next hand that the error has been discovered.

Players seated on the new table assume all responsibilities of that position and shall be dealt in immediately. The only variation to this shall be if a new player to a table takes up a position between the small blind and the button, in this case they must wait until the button has passed.

The final table shall consist of up to 10 players and will be played until there is only one player remaining. That player shall be declared the overall tournament winner.

(b) Tournament Chips

Each player shall be issued with 8,000 in non-value tournament chips prior to the start of the tournament.

The order of wagering will be in accordance with The Star Poker Rules.

Any player removing tournament chips from the table will be disqualified from the tournament and excluded from any further tournaments at The Star.

(c) Allocation of Wagering Areas

Allocation of wagering/seat positions will be done by a manual or electronic system after payment has been made. A player who has not taken their seat by the commencement of the second break will be disqualified and their remaining chips will be removed from play. If player (a) starts at the wrong table/seat with the correct chip stack, that player will remain at that table/seat. Player (b), whose seat has been taken, will now be seated in player (a) seat. I.E Players will have switched seats. Player (a) will be awarded a 1 round penalty from the next hand after the error has been discovered.

(d) Wagers

There is no maximum limit to the size or number of raises permitted in each round of play. The minimum raise must not be lower than the big blind and or must not be less than any previous bet or raise in the betting round, except where a player goes all-in.

Blind levels will be in increments of **20 minutes**. The Tournament Supervisor shall increase the blinds at their discretion, providing all players are advised prior to the round of play in which the blinds are to be increased and no wagers have been placed or cards dealt prior to the announcement. Any increase to the blinds will follow the order, as set out below, though may not necessarily progress to the maximum.

(e) Time Restriction

The Tournament Supervisor may impose a time restriction on any player deemed to be taking too long to make a decision.

On being advised by the Tournament Supervisor that the time limit is being imposed the player shall then be given 40 seconds to make and act on their decision. A player who fails to make a decision within the 40-second time limit will have their hand declared dead unless they have the option of check in which case their hand will be considered checked.

(f) Entry and Buy-in

Cost of participating in the tournament is **\$550**, comprising a buy-in of \$500 and an entry fee of \$50 (payable to the Casino operator (together, **Fees**)). Players may buy-in to the tournament up until the end of the first break.

A player that has been eliminated from the tournament before the end of the first break, who wishes to re-enter the tournament will be required to pay the full \$550 buy-in and entry fee once more. At the first break a player who has less than the starting stack they may choose to forfeit their remaining chips, pay the full buy-in and receive a full starting stack. A player may re-enter unlimited times until the end of the first break

A player who re-enters will be considered an alternate and will be allocated to a different table, if possible, if a different table is not possible then a different seat and then if the only available seat is their previous seat then that seat will be their allocation.

All refunds are at the Tournament Supervisors discretion.

(g) Eligibility for Entry

Only persons entitled to enter the casino and gamble, that are Star Club or Sovereign Room members are eligible to enter the tournament. The Tournament Supervisor may, at their discretion, permit entry to the tournament for non-members. Entries are non-transferable.

(h) Prizes

For every \$5,000 in the prize pool an entry to the next **\$5k Challenge** will be awarded, any remaining monies not totalling \$5,000 will be awarded to the next highest placegetter.

Prize money will be paid in full by cheque by the casino operator at the cage following the conclusion of the tournament.

The first seat won in a satellite must be played by the winning player in the Sydney Championships \$5k Event 2017. Any additional seats won in a satellite are transferrable and is at the player's responsibility.

Should the number of entries total less than 200 the total value of the prize pool will be the buy-in multiplied by the number of players.

A disqualified player will not be entitled to any refund of any buy-in or fees paid (As per Poker Rule 27.8.4) and will not be eligible for any part of the prize pool.

The casino operator may refuse any application.

Tournament Conditions may be altered or amended including prize pool without notice at the discretion of the Tournament Supervisor.

Player Conduct – during a round of play.

- 1 Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Highest denomination chips must be visible and identifiable at all times.
- 2 Players seated at a table at which a round of play has not concluded must not:
 - (a) use or refer to any tool, instrument or artificial aid, including electronic devices, except their own wristwatch, and only insofar as the watch is used for displaying the time;
 - (b) obtain or seek the advice or assistance of other players, bystanders or the Promoter when making decisions about their play (i.e. "one player to a hand");
 - (c) place foreign chips on the table, other than a maximum of one foreign chip that is being used as a card protector;
 - (d) alter, supplement or tamper with the whole or part of any chips on any table, except pursuant to an authorised re-buy or add-on;
 - (e) disclose or reveal a live or folded hand, or a hand that has not yet been tabled;
 - (f) miscalc a hand;
 - (g) weaken or forfeit their own prospects in a round of play in order to benefit themselves or any other player (i.e. "chip dumping");
 - (h) refrain from competing against any other player for the purpose of benefiting any player (ie "soft play");
 - (i) advise, criticise or otherwise comment on play;

- (j) leave their seat while their action is pending;
- (k) fail to perform a compulsory ante, blind or minimum bet;
- (l) attempt to increase table stakes other than as expressly permitted in these Championship Conditions and the Rules; or
- (m) Deliberately hide or conceal chips.

Player Conduct – all times during a Tournament

3 At all times during a Tournament, players must not carry or otherwise remove any chips from a table unless:

- (a) the player is following the Promoter's express instructions to take a seating position at a different table; or
- (b) The tournament director (i.e. not merely any representative of the Promoter) expressly authorises the player to do so.
- (c) Under these circumstances a chip tray (rack) must be used to transfer the chips

Note: All chips used for play during the Tournament are the property of the Promoter.

At all times during a Tournament, players must not:

- (d) offer unsolicited advice to players participating in a round;
- (e) ask the dealer to reveal the cards that would have come if a player had decided to play their hand (i.e. "rabbit hunt");
- (f) behave unlawfully;
- (g) abuse other players or the Promoter or otherwise behave disruptively, anti-socially or in such a manner as to bring any player, the Promoter or the Tournament into disrepute;
- (h) engage in collusive activity relating to the Tournament;
- (i) speak any language other than English during a round of play;
- (j) display any thing, including advertising material or a thing forming part of their apparel, that the Promoter regards as inappropriate;
- (k) without limiting paragraph (j) or the Deed, display any logo pursuant to a sponsorship arrangement that has not been notified to the Promoter; or
- (l) Avoid paying a blind when moving from a broken table.

Investigations and Penalties

- 4 The Promoter may undertake any lawful act to investigate whether these Tournament Conditions, the Rules or any law has been contravened by any player or bystander in relation to any Tournament. For the avoidance of doubt, the Promoter may count a player's chips or read any unexposed cards.
- 5 It is a condition of a player's ongoing entitlement (if any) to participate in a Tournament that the player performs all their obligations contained in these Tournament Conditions. Subject to the express provisions of these Tournament Conditions and the Rules, the Promoter may remedy the absence (if any) of a player's ongoing entitlement to participate in a Tournament by imposing a range of penalties on the player, including penalties that have effect retrospectively.
- 6 The penalties that the Promoter may impose pursuant to include immediate disqualification from the Tournament, which includes the forfeiture of all chips, Fees and prizes (or entitlements to them).
- 7 The Promoter may impose penalties from the following range of penalties. The penalised player's blinds, antes and / or forced bets will be forfeited for:

- (a) one round;
- (b) 2 rounds;
- (c) 3 rounds; or
- (d) 4 rounds.
- (e) 10 minutes

In each case, the forfeiture remains in effect until the button returns to the same position it was in when the penalty was imposed after the applicable number of rounds has passed. The conduct of the Tournament will be governed by these Tournament Conditions (as amended), the current edition of the Rules and, where applicable, the laws of New South Wales. In the event of an irreconcilable inconsistency between these Tournament Conditions and the Rules, the Rules will prevail to the extent of the inconsistency.

- 8 Except insofar as these Tournament Conditions expressly provide otherwise, any decision that the Promoter may or must make in relation to the Tournament, including pursuant to any provision of these Tournament Conditions, will be made by the Promoter at its sole and absolute discretion in every respect (including timing) and without imposing any obligation on the Promoter to have or provide reasons for the Promoter's conduct in this regard.
- 9 To the extent that circumstances arise for which these Tournament Conditions or the Rules make no provision or in relation to which the relevant provisions of the Tournament Conditions or Rules are unclear, the Promoter may make a decision regarding those circumstances.
- 10 All decisions made by the Promoter are final and binding. No correspondence will be entered into.
- 11 To the maximum extent permitted by law, and without affecting any rights that cannot be excluded by law, the Promoter is not liable for any loss, damage or injury suffered or sustained (including direct or consequential loss or loss arising from negligence) arising directly or indirectly out of or in connection with the conduct of the Tournaments, including the making, substance and merits of any decision of the Promoter.
- 12 Subject to the Deed, by entering a Tournament, each player authorises the Promoter, subsidiary companies or a third party to unconditionally use of the player's name, address, image and likeness (including as embodied or communicated in any photograph, cinematograph film, broadcast or any other medium) for the purpose of promoting and advertising the Promoter, the Promoter's subsidiaries, the Promoter's venues or any third party, without further consideration, notice, review or consent.
- 13 In these Tournament Conditions:
 - (a) all monetary values expressed in this document are expressed in Australian currency;
 - (b) words used in the singular do not exclude the plural, and vice versa; and
 - (c) Italicised notes do not have operative effect.
 - (d) **"The Promoter"** of the Tournament is The Star Pty Ltd ABN 25 060 510 410 of 80 Pyrmont Street, Pyrmont NSW 2009

Tournament start time:	12:30	14:15	18:15	22:00
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Level	Small Blind	Big Blind	Time*	Time*	Time*	Time*
1	25	50	12:50	14:35	18:35	22:20
2	50	100	13:10	14:55	18:55	22:40
3	100	200	13:30	15:15	19:15	23:00
4	150	300	13:50	15:35	19:35	23:20
5	200	400	14:10	15:55	19:55	23:40
6	300	600	14:30	16:15	20:15	00:00
10 Minute Break			14:40	16:25	20:25	00:10
7	400	800	15:00	16:45	20:45	00:30
8	600	1200	15:20	17:05	21:05	00:50
9	800	1600	15:40	17:25	21:25	01:10
10	1,000	2000	16:00	17:45	21:45	01:30
11	1,500	3000	16:20	18:05	22:05	01:50
12	2,000	4000	16:40	18:25	22:25	02:10
10 Minute Break			16:50	18:35	22:35	02:20
13	3,000	6,000	17:10	18:55	22:55	02:40
14	4,000	8,000	17:30	19:15	23:15	03:00
15	6,000	12,000	17:50	19:35	23:35	03:20
16	8,000	16,000	18:10	19:55	23:55	03:40
17	10,000	20,000	18:30	20:15	00:15	04:00
18	15,000	30,000	18:50	20:35	00:35	04:20
10 Minute Break			19:00	20:45	00:45	04:30
19	20,000	40,000	19:20	21:05	01:05	04:50
20	30,000	60,000	19:40	21:25	01:25	05:10
21	40,000	80,000	20:00	21:45	01:45	05:30
22	60,000	120,000	20:20	22:05	02:05	05:50
23	80,000	160,000	20:40	22:25	02:25	06:10

Blinds shall then double until the conclusion of the Tournament.

***Level finish times are an approximation, and may change without notice at the discretion of the Tournament Supervisor.**