



Sydney Champs Main Event Satellite Tournament Conditions

These Tournament Conditions relate to the events, conducted from 17 March 2020 - 10 August 2020 (**"Tournament"**).

For the purposes of the Tournament:

- The format of game to be conducted throughout the Tournament is **No Limit Hold'em** in accordance with the Rules of the Game.
- A maximum of ten players will be seated on each table (**"Maximum Players"**).
- Each player will be issued with 6,000 in non-value Tournament chips (**"Starting Stack"**)
- Each blind level will be in increments of 20 minutes (**"Blind Duration"**)
- The cost of participating in the Tournament is \$330 (**"Buy-in"**), comprising of \$300 (**"Entry/Entries"**) and an entry fee of \$30 (**"Fee"**) payable to the Casino Operator.
- The entry period for this Tournament will close at the end of the First Break (**"Close of Rego"**).
- Unlimited Re-Entries until the close of rego
- All Re-Entries will be considered an alternate
- 1 seat will be awarded into the Sydney Champs Main Event 2020 for every 10 entries into the satellite
- Seats won in a satellite must be played by the winning player in the Sydney Champs Main Event 2019. Any additional seats won in a satellite are transferrable when a player makes day 2 or has 3 or more tickets and at the player's responsibility.
- The event will be held at The Star, Sydney (**"Venue"**)

Blind Structure

Level	Day	Duration	Small Blind	Big Blind
1	1	20	25	50
2	1	20	50	100
3	1	20	100	200
4	1	20	150	300
5	1	20	200	400
6	1	20	300	600
Break	1	10		
7	1	20	400	800
8	1	20	500	1000
9	1	20	600	1200
10	1	20	800	1600
11	1	20	1,000	2000
12	1	20	1,500	3000
Break	1	10		
13	1	20	2,000	4000
14	1	20	3,000	6,000
15	1	20	4,000	8,000
16	1	20	6,000	12,000
17	1	20	8,000	16,000
18	1	20	10,000	20,000
Break	1	10		
19	1	20	15,000	30,000
20	1	20	20,000	40,000
21	1	20	30,000	60,000
22	1	20	40,000	80,000
23	1	20	60,000	120,000
24	1	20	80,000	160,000

1. ENTRY AND BUY-IN

Players may enter the Tournament up until the Close of Rego by paying the Buy-in.

A player that has been eliminated from the Tournament who wishes to re-enter the Tournament will be required to pay the Buy-in again. Players may Re-Enter unlimited times until the Close of Rego.

2. TOURNAMENT STRUCTURE

Each table in the Tournament will have the Maximum Players where possible 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.

3. TOURNAMENT CHIPS

Each player shall be issued with a Starting Stack 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.

4. 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.

Player (a) who starts at the wrong table/seat with the correct chip stack will remain at that table/seat. Then player (b) whose seat that has been taken will now be seated at 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.

5. **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 increment in accordance to the Blind Duration. 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.

6. **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 check.

7. **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.

8. **PRIZES**

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

9. **IMAGE, LIKENESS AND RELEASE**

By entering the Tournament, each player acknowledges and agrees to each of the following conditions of entry:

- a. the Promoter and its representatives, contractors or agents may interview or take still and/or moving images and/or audio recordings of players, and may use, edit and broadcast such images and likeness, and the player's name, for purposes associated with this Tournament and any promotional purposes of the Promoter, its related entities, and any of their partners (**Recordings**);
- b. the Recordings may be edited and/or deleted in any form or manner, including but not limited to using the Recordings with other material;
- c. the Recordings may be exploited in any and all media and methods of communication to the public;
- d. your name, photographic or other likeness, voice or other information concerning you that is contained in any Recording may be used for the purposes of any news, web casts, promotional purposes, telecasts, advertising, inclusion on websites or any other purpose;
- e. you consent to any and all acts or omissions with regard to any Recordings which would otherwise be an infringement of your moral rights and without the need for compensation or payment of any royalties to you;
- f. you agree there is no obligation for any Recording to be used, however, any use of a Recording is an authorised use;

- g. the Promoter owns all rights (including copyright) in the Recordings;
- h. you will comply at all times with The Promoter's directions, including removing or covering up any clothing that, in the opinion of the Promoter, in any way relates to an interactive gambling service, including any online casino or online poker operator;
- i. to the maximum extent permitted by law, you irrevocably release the Promoter and its related bodies corporate and their respective representatives from any liability to you for any infringement of any of your rights arising from use of any Recording, including (but not limited to) claims under the *Competition and Consumer Act 2010* (Cth) and equivalent state and territory legislation;
- j. your consent, acknowledgement and agreement is given for the benefit of the Promoter, its related entities, and any of their partners, and for the benefit of their respective licensees, assignees and future owners of copyright in the Recordings.

10. PLAYER CONDUCT DURING A ROUND OF PLAY

10.1. 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

10.2. Players seated at a table at which a round of play has not concluded must not:

- 10.2.1.** 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;
- 10.2.2.** 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");
- 10.2.3.** place foreign chips on the table, other than a maximum of one foreign chip that is being used as a card protector;
- 10.2.4.** 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;
- 10.2.5.** disclose or reveal a live or folded hand, or a hand that has not yet been tabled;
- 10.2.6.** miscalc a hand;
- 10.2.7.** weaken or forfeit their own prospects in a round of play in order to benefit themselves or any other player (i.e. "chip dumping");
- 10.2.8.** refrain from competing against any other player for the purpose of benefiting any player (i.e. "soft play");
- 10.2.9.** advise, criticise or otherwise comment on play;
- 10.2.10.** leave their seat while their action is pending;
- 10.2.11.** fail to perform a compulsory ante, blind or minimum bet;
- 10.2.12.** attempt to increase table stakes other than as expressly permitted in these Championship Conditions and the Rules; or
- 10.2.13.** Deliberately hide or conceal chips.

11. PLAYER CONDUCT AT ALL TIMES DURING A TOURNAMENT

- 11.1.1.** At all times during a Tournament, players must not carry or otherwise remove any chips from a table unless:
- 11.1.2.** the player is following the Promoter's express instructions to take a seating position at a different table; or
- 11.1.3.** The Tournament director (i.e. not merely any representative of the Promoter) expressly authorises the player to do so.

11.1.4. 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.

11.2. At all times during a Tournament, players must not:

- 11.2.1.** offer unsolicited advice to players participating in a round;
- 11.2.2.** ask the dealer to reveal the cards that would have come if a player had decided to play their hand (i.e. "rabbit hunt");
- 11.2.3.** behave unlawfully;
- 11.2.4.** 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;
- 11.2.5.** engage in collusive activity relating to the Tournament;
- 11.2.6.** speak any language other than English during a round of play;
- 11.2.7.** display anything, including advertising material or a thing forming part of their apparel, that the Promoter regards as inappropriate;
- 11.2.8.** without limiting paragraph 11.2.7, display any logo pursuant to a sponsorship arrangement that has not been notified to the Promoter; or
- 11.2.9.** Avoid paying a blind when moving from a broken table.

12. INVESTIGATIONS AND PENALTIES

12.1. 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.

12.2. 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.

12.3. 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).

The promotor may refuse any entry.

12.4. 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:

- 12.4.1.** one round;
- 12.4.2.** 2 rounds;
- 12.4.3.** 3 rounds; or
- 12.4.4.** 4 rounds.
- 12.4.5.** 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.

- 12.5.** 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.
- 12.6.** 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.
- 12.7.** All decisions made by the Promoter are final and binding. No correspondence will be entered into.
- 12.8.** 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.
- 12.9.** By entering a Tournament, each player authorises the Promoter, subsidiary companies or a third party to unconditional 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:

- 13.1.** all monetary values expressed in this document are expressed in Australian currency;
- 13.2.** words used in the singular do not exclude the plural, and vice versa; and
- 13.3.** Italicised notes do not have operative effect.
- 13.4.** "**The Promoter**" of the Tournament is The Star Pty Limited ABN 25 060 510 410 of 80 Pyrmont Street, Pyrmont NSW 2009

It is the participant's responsibility to make his/her intentions clear. Standard and acceptable forms of calling include:

- a. Verbally declaring "call".
- b. Pushing out chips equal to a call.
- c. Silently pushing out an oversized chip.
- d. Silently pushing out multiple chips equal to a call

E.G Silently betting a chip amount that is tiny relative to the bet faced will be ruled a full call. (i.e. NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)