



Marconi Poker Palace Official Rule Book

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TOURNAMNET RULES

SECTION I- TOURNAMENT REGISTRATION AND ENTRY

1. As used herein, "MPP" means Marconi Poker Palace. MPP reserves the right to refuse anyone entry into a tournament, in its sole and absolute discretion
2. Entry into a MPP event is limited to persons 18 years of age and older. Only one entry is allowed per person, per event as set forth in event descriptions.
3. Participants may register for any MPP event in person at the MPP registration area located at Club Marconi, Marconi Parade, and Bossley Park for any pre scheduled events.
4. MPP may limit the number of entrants into any MPP event and may award entries into any event through any means deemed appropriate. MPP intends to award entries through satellite tournament, third-party marketing arrangements and or other promotional activities in its sole and absolute discretion, and will add the required entry fee(s) to the prizepool.
5. Participants must show their current Club Marconi or MPP membership card at registration.
6. Employees of Dealers Choice Solutions Pty Ltd and or contractors of the MPP are not eligible to play in any MPP events, unless approved in advance by MPP.
7. No teams, substitutes or assisted play will be permitted. MPP reserves the right to accommodate players based on special needs.
8. Cancellations or voids must be completed prior to start of a particular event. Please contact the MPP manager.
9. By registering for an event at the MPP, player agree's to these rules
10. Entries will be retained for record-keeping purposes in accordance with local legal requirements

SECTION II- TOURNAMENT SCHEDULING

11. MPP tournament times are approximate. MPP reserves the right to change tournament times in its sole and absolute discretion.
12. MPP may cancel, modify or reschedule any individual event for any reason with prior notification.
13. MPP is not responsible for injuries or losses arising or resulting from participation in a MPP event and is not liable for any acts or omissions by employees, whether negligent or willful, and is not liable in the event of any equipment or software malfunction. This includes, but not limited to, any loss of any tournament chips players leave at playing tables during tournament play, except during authorized breaks.
14. If for any reason the tournament is not capable of running as planned, MPP reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament.

SECTION III- PRIZING AND SEATING

15. Prizes and entries are non-transferable, unless otherwise stated. Prize structures depend on the number of entrants and type of event.
16. Entrants will be assigned to a table and seat through a random computer selection
17. If the participant is not present at the start of the tournament, all forced antes and blinds bets will be removed from an absent players stack accordingly. If player shows up and still has chips remaining, (s)he may play his or her chips.
18. No-value tournament chips are used for the tournament and are the exclusive property of MPP and may not be removed from the tournament area or the assigned event. Players found to be transferring chips from one event to another or from one person to another will be subject to penalty in accordance with Rule No. 20

SECTION IV- PLAYER CONDUCT AND TOURNAMNET INTEGRITY

19. MPP may impose penalties of any kind or nature upon any person who gives, makes, issues, authorises or endores any statement or action having, or designed to have, an effect prejudicial or detrimental effect to the best interest of the tournament as determined by MPP, acting in its sole and absolutes discretion. This may include, but shall not be limited to, expulsion from the event and property, forfeiture of a player's entry fee(s) and or loss of the right to participate in this and or other tournament conduct by MPP. Additionally, MPP may in its sole and absolute discretion impose penalties of any kind during tournament play.
20. MPP may disqualify any person from any prioze based on fraud, dishonesty, violation of promotional rules or other misconduct. MPP also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner.
21. Any attempt by any person to deliberately damage, corrupt or undermine the operation of MPP tournament, MPP may in its sole and absolute discretion impose penalties of any kind.
22. All decisions regarding the interpretation of a MPP rules, player eligibility, scheduling and ataging of the tournamnet, and penalties for misconduct lie soley with MPP, whose decision is final.
23. MPP employees will use reasonable commercial efforts to consider the best interests of the tournament and fairness as the top priority in the decision making process. Unusual circumstances can, on occasion, dictate the technical interpretation of the rules be balanced against the interest of fairness. MPP decisiona are final and can not be appealed and shall not give rise to any claim for monetary damages, as each participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependant on many factors, including but not limited to the cards dealt, the cards retained and the actions of other participants
24. Any player(s) who directs any profane and/or abusive language at another player or member of staff will be penalised in accordance with Rule No.20 and/or 36. MPP may also impose at any time a zero-tolerance policy for profane language.
25. Excessive celebrations through extended theatrics, inappropriate behaviour, or physical actions, gestures may be subject to a penalty.
26. Any player(s) anjudged or determined by MPP to be colluding with other players will imediately be disqualified from the event, and will not be allowed to play in future MPP events.

27. Player or staff abuse will not be tolerated. A player may incur a penalty up to and including disqualification for any abuse towards another player or staff, and will be asked to leave the property. Repeated offences such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties.
28. Where a situation arises that is not covered by these rules, MPP shall have the sole authority to render a judgement, including the imposition of a penalty, in accordance with the best interest of the tournament and the maintenance of its integrity and public confidence.

SECTION V- POKER RULES

29. Floor People: Floor People are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The floor person's decision is final.
30. Chip up rule: Chip ups are defined as removal of a denomination of chip no longer in use. When it is time to color-up chips, they will be rounded up.
31. Side pots: Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.
32. Odd Chips: The odd chip(s) will go to the high hand. In flop games, when there are two (2) or more high hands or two (2) or more low hands, the odd chip(s) will go to the left of the button. In stud-type games, the odd chip will go to the high card by suit. However, when hands have identical value, e.g., a wheel in Omaha 8 or Better, the pot will be split as evenly as possible.
33. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than three minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 37.
34. Muck: The area on the table where all of the dead cards are placed. Any cards that are thrown, placed or moved into the muck area are not live and otherwise known as mucked.
35. Dead Button: Tournament play will use the dead button rule. Dead Button is defined as a button that can not be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button.
36. A player exposing his or her cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested. A penalty may also be imposed if a player throws a card off the table, violates the one-player-to-a-hand rule or engages in similar behavior. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. All penalties will be imposed at MPP sole and absolute discretion, in accordance with Rule No. 36.

37. In its sole and absolute discretion, MPP may impose penalties that include verbal warnings and missed-hand penalties. A missed-hand penalty will be assessed as follows: The offender will miss one hand for each player at the table, including the offender, when the penalty is given, multiplied by the number of rounds specified in the penalty. Tournament staff can assess one-, two-, three- or four-round penalties or disqualification. Players who receive a missed-hand penalty must remain outside the designated tournament areas for the length of their penalty. The player must notify the tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
38. A player who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified player. Any player who forfeits play for health or other personal reasons after the start of a tournament will have his or her chips blinded off accordingly.
39. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand. Players must be at their seats to call time. "At your seat" is defined as being within reach or touch of your chair.
40. All cards will be turned face up once a player is all in and all action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
41. If a player puts in a raise of 50 percent or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. In no-limit and pot-limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted. Putting a single oversized chip into the pot will be considered a call if the player doesn't announce a raise. Putting in two \$500 chips on a 300-600 blind level without an announcement will also be considered a call even though it is two chips. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
42. In no-limit or pot-limit, a raise must be made by a.) placing the full amount in the pot in one or more continuous motion(s) without going back toward the player's stack or b.) verbally declaring the full amount prior to the initial placement of chips into the pot or c.) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion back to the player's stack. Less than a full raise in an all-in situation does not reopen the betting to a player who has already acted.
43. Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not a.) disclose contents of live or folded hands, b.) advise or criticize play before the action is completed, or c.) read a hand that hasn't been tabled. While in a hand, players may not a) discuss hands or strategy with any spectator, or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rule 36.
44. Tournament and satellite seats will be randomly assigned. Tournament staff reserves the right to accommodate players based on special needs.
45. The English-only rule will be enforced at all WSOP tables during tournament play.
46. There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth.

47. Deck changes will be on the dealer push or limit changes or as prescribed by MPP. Players may not ask for deck changes unless a card is damaged.
48. When time has elapsed in a round and a new round is announced by a member of the tournament staff, the new limits apply to the next hand. A hand begins with the first riffle.
49. If a player announces the intent to re-buy before the first card is dealt, that player is playing behind and is obligated to make the re-buy. A player may not miss a hand. If a player runs out of chips during the re-buy portion of a re-buy event, he must re-buy or declare to re-buy before the start of the next deal.
50. Players must keep their highest denomination chips visible at all times.
51. Verbal declarations as to the content of a player's hand are not binding; however at MPP discretion, any player deliberately miscalling his hand may be penalized.
52. In cases where hands are concluded prior to the last card being dealt, the next card to be dealt will not be exposed under any circumstances. This prohibited practice is commonly referred to as "rabbit hunting."
53. A player who intentionally dodges his or her blind(s) when moving from a broken table must post both blinds and will incur a penalty, in accordance with Rule No. 36.
54. All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
55. The breaking order for an event will be posted at the beginning of that event. The table to which a player is moved will be specified by a predetermined procedure. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. MPP reserves the right to alter the breaking order due to unusual circumstances.
56. Play will halt at any table that is at least three players short. In fields greater than 20 tables, players will be moved from the next numerical table at full capacity to the short table. Once a tournament is below 20 tables, players will be moved from the next table in the breaking order that is at full capacity to the short table. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outline in Rule No. 54. In flop games and all other games that use a dealer button, players will be moved from the big blind to the worst position (which is never the small blind) at the new table. In stud games, players will be moved by position (the last seat to open up at the short table is the seat to be filled).
57. There is no cap on the number of raises in no-limit games. In flop games, the initial raise must be at least double the big blind, with all subsequent raises being at least the size of the previous raise. In limit events there will be a maximum of one bet and four raises, even if there are only two players remaining in the hand. Once the tournament becomes heads-up, the rule does not apply. There may be unlimited raises at the heads-up level.
58. In stud-type games, if any of the players' two down cards are exposed due to a dealer error, it is a misdeal. In flop games, exposure of one of the first two cards dealt is a misdeal. Players may be dealt two consecutive cards on the button. The following situations may also be cause for a misdeal, if during the initial deal a) two or more extra cards have been dealt b) the first card was dealt to the wrong position c) cards have been dealt to an empty seat or a player not entitled to a hand or d) a player has been dealt out who is entitled to a hand.
59. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her money back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back.
60. A dealer cannot kill a winning hand that was turned face up and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

61. MPP reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
62. Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
63. Players are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that it can be counted by a player.
64. When heads up in blind games, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice.
65. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. In stud games, the player with the high board must show first. In razz, the lowest board shows first.
66. Players must remain at the table if they still have action pending on a hand.
67. Dealers (if applicable) will be responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify one. String bets/raises called by a player must be verified by a floor person. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a player's stack without a prior verbal declaration of intent or include deception intended to induce action out of turn before a player's action is complete.
68. A player must show cards when playing the board to get part of the pot.
69. Any player registering for multiple events and who makes Day Two or the final table of a particular event, may transfer his or her buy-in for the subsequent event to another event, or may also receive a refund, upon request, provided that the transfer or refund is approved and initiated prior to the beginning of the event from which a transfer or refund is being requested.
70. Players are responsible for checking their tournament entry receipts before they leave the registration window. All changes must be made before the start of any event.
71. Registration is open until the end of the first break of any event.
72. Late registrants for any event will be subject to the following rules in addition to all other rules. In games with blinds, a player who enters during the first round of play will receive no penalty so long as the blinds have not passed their position. Players who enter after the first round of blinds must wait until their first opportunity to post to begin play. In games with only antes, the player must ante at their first opportunity.
73. Mobile Phone Rule: All mobile phones and other voice-enabled and "ringing" electronic devices must be silenced during tournament play. A player who wants to use a mobile phone must be at least one table length away from their assigned table or be subject to penalty. The hand of any player talking on a mobile phone, texting, e-mailing or otherwise communicating electronically while in a hand with action pending will be declared dead. Any player using a cellular phone while in a hand with no action pending (player has gone all-in) will receive a missed hand penalty to be assessed on the next hand. Any player using a cell phone while at their seat even if not in a hand will receive a missed hand penalty. No mobile phones or other electronic communication device can be placed on a poker table.

74. Approved Electronic Device Rule: Players are allowed to use as approved electronic devices iPods, MP3 and other music players or noise-reduction headsets during tournament play until they have reached the money in any tournament, so long as the approved electronic devices can not access the internet, send or receive SMS texts and are not equipped with any type of communication device. Therefore, iPhones, iTouch, Treos, Blackberrys, and other similar devices will not be allowed. Once players are in the money in any tournament, all approved electronic devices must be removed. An announcement will be made to players once they have reached the money to remove all such electronic devices. Failure to do so will result in a penalty up to and including disqualification.
75. All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under action "may or may not be binding".
76. Players must act in turn at all times. Action out of turn may or may not be binding. If a player acts out of turn and the action does not change by the time it is that player's turn to act, that player's action is binding. Action changes only if a player makes an initial bet or raises before the action gets back to the person that acted out of turn. Action does not change when the player in front of a player acting out of turn checks, calls or folds. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Players will receive a warning for the first occurrence of acting out of turn, and will receive a penalty, in accordance with Rule No. 36, every time after.
77. Rules governing Live Action Play are detailed in the Live Action Poker Manual that will be located at the Poker Podium within the Live Action side of the tournament area.

SECTION VI - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES

78. Breaks are at the sole discretion of MPP.
79. Tournament Supervisors are to consider the best interest of the game and fairness as the priority in the decision making process. Unusual circumstances may, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The Tournament Supervisor's, or highest authority in the room, decision is final.
80. Upon nearing the "Money" (the first level of the prize pool payout), a "Hand-for-Hand" method of determining player placement within the prize pool and the actual amount of prize pool disbursement within that event will be utilized. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until enough players have been eliminated to reach the money. During the Hand-for-Hand process, more than one player may be eliminated during the same hand. If two players are eliminated during the same hand at *different tables*, both players will "tie" for that place finish. If two players are eliminated during the same hand at the same table, the player who began that hand with the highest chip count will receive the higher placed finish