

MISFITS POKER LEAGUE (MPL) STRUCTURES AND TOURNAMENTS

The Seasons:

Misfits Poker has chosen to align itself with the Free Poker Network (FPN). This alliance allows Misfits Poker to have access to a great many benefits for all the members of the league. Misfits Poker will utilize the same "Seasonal" structure that the FPN uses.

Winter Season: January 1st - March 31st

Spring Season: April 1st - June 30th

Summer Season: July 1st – September 30th

Fall Season: October 1st – December 31st

The Game:

The game is No-Limit Texas Hold'em. Each night there will be one multi-table formatted (MTT) event at each venue. This means that all players will be seated and we will play down to one winner for the night. The following structure will be used. This "Standard" structure is designed for 20-30 players over a 4-4.5 hour time span, based on the venue start time. Should this Standard tournament be completed in 2 hours or less, or there is a table available to use; at the Tournament Hosts discretion, a second much shorter tournament may be played following the "Turbo" Structure listed below.

Standard Structure

Minimum Number of Players: 6

Level Time: 15 minutes

Break Time: 10 Minutes

Starting Stack: 3000 Chips

Optional Dealer Appreciation Add-On (Suggested \$15-\$20 Tip): 5000 chips

Level	Small Blind	Big Blind	BB Ante	Level Time	Level	Small Blind	Big Blind	BB Ante	Level Time
1	25	50		15	9	1000	2000		15
2	50	100		15	10	1500	3000		15
3	75	150		15	11	2000	4000	500	15
4	100	200		15	12	3000	6000	1000	15
BREAK-End of Late Registration, Color Up Green Chips (25)				20	BREAK-Color Up Red Chips (500)				10
5	200	400		15	13	4000	8000	2000	15
6	300	600		15	14	5000	10000	4000	15
7	400	800		15	15	10000	20000	5000	15
8	500	1000		15	16	20000	40000	10000	15
BREAK- End of Re-Entry Period Color Up Black Chips (100)				15					

Re-Entry:

Players may re-enter the tournament after their first elimination. Players will only be allowed one(1) re-entry opportunity and can do so immediately upon their first elimination(see below for exceptions). This re-entry will solely be at the discretion of the player. This re-entry will be at no cost to the player and will consist of the player receiving a single starting stack of 3000 chips(if No Dealer Appreciation), 6000 chips(with Dealer Appreciation). It is the players' responsibility to notify the Tournament Host at the time of re-entry of the tournament. The Tournament Host will then assign a seat to the player.

A player may redeem their re-entry chip at the conclusion of Level 8. If the player participated in the Dealer Appreciation program, they will receive 2000 chips. If the player DID NOT participate in the Dealer Appreciation program, they will receive 1000 chips. Please see Rule 3(c) of the MPL Rules of the Game for complete details.

Prizes:

1. Players will be awarded points that will be included in their FPN Monthly and Season Totals.
2. The Top 3 finishers of the Bonus Game will receive a code to play in the Weekly Online Qualifier.
3. Winners of the Nightly MTT Game will also receive an invitation to the Tournament of Champions.
4. If applicable, the winner will also receive a bar prize to be determined by each venue.
5. Additional prizes may be awarded to the Top 3 finishers at the discretion of Misfits Management.

Standard Structure cont.

Alternates for Standard Structure:

There are no substitutes for games played during League play. If there are Alternate Players waiting to be seated, players will not be allowed to re-enter the tournament immediately and must wait to re-enter once all the Alternate Players have been seated. A player who has been eliminated, but has not had the opportunity to re-enter, will be given that opportunity even after the end of Level 8(Late Registration and Re-entry Cut-off) once all Alternates have been seated. Re-entries will then be allowed to re-enter in the same order that they were eliminated in. This process will be at the sole discretion of the Tournament Host.

If Alternate players have not been seated by the end of Level 8, the scheduled break will occur. After the break, untimed play will continue at Level 8 Blinds (500/1000) until all Alternates have entered the game. Once all Alternates have been seated all tables will play one additional hand at Level 8 and then STOP PLAY. Once that hand has been completed by all tables, the Tournament Host will reset the timer to 15 minutes and Level 9 with Blinds (1000/2000) will commence.

Breaks

The Breaks structure and time is designed to encourage members to engage show the venue your patronage. What you spend in a venue not only helps the venue but is vital in assisting the League in maintaining quality relationships with the current and future venues. These break times are at the discretion of the Tournament Host and may be adjusted accordingly.

Turbo Structure:

Minimum Number of Players: 6

Level Time: 12 Minutes

Break Time: None

Starting Stack: 2000 Chips

Late Registration: Until the beginning of Level 5

Optional Dealer Appreciation Add-On (Suggested \$5 Tip): 1000 Chips

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>	<u>Level Time</u>	<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>	<u>Level Time</u>
1	25	50	12	5	400	800	12
2	50	100	12	Color Up Black Chips(100)			
Color Up Green Chips(25)				6	500	1000	12
3	100	200	12	7	1000	2000	12
4	200	400	12	8	2000	4000	12

Re-Entry for Turbo Structure:

There are no re-entries available for the Turbo Structure.

Prizes for Turbo Structure:

1. Players will be awarded points that will be included in their FPN Monthly and Season Totals.
2. The Top 3 finishers of the Bonus Game will receive a code to play in the Weekly Online Qualifier.
3. Winners of the Bonus Game will also receive an invitation to the Tournament of Champions. This also includes a 1000 chip stack.
4. No additional prizes or awards will be given for the Bonus Game.

Alternates For Turbo Structure:

There are no substitutes for games played during League play. Alternates may become necessary due to lack of seats available. These alternates will be seated by the Tournament Host once a seat becomes available. If there are still alternates at the end of Level 4, Level 4 will remain in untimed play until all alternates have been seated. When Level 4 officially ends and untimed play begins, no further alternates may be added to the list. Once the last alternate is seated the table will deal one final hand at Level 4, then continue play at Level 5, Blinds (400/800) with a fresh 15 minute timer.

Mystery and Management Bounties:

Prior to the start of any game, the Tournament Host will randomly select a seat card based on the maximum number of players at Table 1. That seat or the seat closest to it, will become the Mystery Bounty. The "TH" will notify all other dealers who are working the game and when that player is knocked out, the player who knocked the "Mystery Bounty" player will immediately receive a 1000 chip.

Should a member of Management be present and playing in the Tournament, it shall be known that each member of management will have a 1000 chip bounty on themselves, to be collected in the same manner as the Mystery Bounty. This will be at the discretion of the Management and/or Tournament Host.

Members of Management

Once members of Management have been eliminated from the tournament, it is at their own discretion whether or not to re-enter the tournament. Members of Management shall not be eligible to receive Bar Prizes. Management reserves the right to assist the Tournament Host at any time. Management will be eligible to earn points toward the League Championship and FPN Weekly and Monthly entries into the online qualifiers. They will also be eligible to participate fully in the High Roller Tournament qualifications.

League Play:

Each venue will be considered its own "league". These Leagues are operated by Misfits Poker, LLC. Each League will have a Season Champion determined by the total number of points earned over the course of a season. This Champion will typically receive a seat in the current FPN Promotional Championship, qualify for a seat in the Misfits Tournament of Champions (MTOC), receive a FPN "League Championship" Medallion, and a Misfits Poker "League Championship" Medallion, and a Misfits Poker Cash Prize, amount TBD.

The Top 10% (rounded up) of the Season standings in each League will also directly qualify for a seat in the current FPN Promotional Championship.

FPN Promotions:

The FPN typically runs promotions over the course of 2 consecutive seasons. These promotions involve live League Championship play and a live Tournament of Champions, as well as Online Weekly and Monthly tournaments that are used as qualifiers for the current promotions National Championships. These promotions are at the sole discretion of the FPN. Misfits Poker has no control over what they decide to offer, including qualifications, tournament play, or prizes therein.

Weekly and Monthly Qualifier Bonus:

The Top 3 players in each nightly game will receive an invite to the Weekly Promotional Online qualifier, and the Top 20% players from each **Monthly Leaderboard** get an invite to the Monthly Promotional Online qualifier.

The Winner of the Weekly Promotional Online qualifier receives a seat in the current FPN Promotional Championship, and a cash prize determined by the FPN. The Top 9 qualifiers of the Weekly Promotional Online Tournament also receive an invitation to the Monthly Promotional Online Tournament.

The Top 5 finishers of the Monthly Promotional Online Tournament receives a cash prize, if any, determined by the FPN and a seat in the current FPN Promotional Championship.

These online qualifying tournaments are offered by the FPN and are subject to change without notice.

Misfits Tournament of Champions (MTOC):

These tournaments will be played in the month immediately following the end of the current FPN Promotion. The following is a list of ways that a player can qualify for a seat in this tournament:

1. Win a League Championship by finishing first in total points at a venue (league) over the course of the given season.
2. Win any single game over the course of the season(s). Both Standard MTT (Full Starting Stack Awarded) and Bonus

Games (1000 Chip Stack awarded) qualify.

3. Qualify as a TOC Wild Card. Again, each TOC will have 27 players. Typically, each season consists of 12-13 weeks of play in each league. This means that at times, there may be a small number of seats available at the end of the promotion that are not occupied by the League Champion or one of the nightly winners. If there are seats available at the end of the promotion, a list of the top point earners who did not win any nightly games over the two season promotion and did not win a Seasonal League Championship will be generated using the FPN final scoring for each League. The Wild Card seats will then be filled using that list from the top down placing the top point earner in the first seat, second in the second seat and so on until all Wild Card seats have been filled.

Misfits Tournament of Champions cont.

If a player qualifies as a League Champion and has one or more wins in a single league, that player will receive an initial starting stack as League Champion and an additional starting stack for each additional win they have, with a maximum of three (3) starting stacks available to each qualified player.

If a player is NOT League Champion, they will receive a starting stack for each win they have in the league. with a maximum of three (3) starting stacks available to each qualified player.

If a player qualifies as a TOC Wild Card, they will receive one (1) starting stack.

The Misfits Tournament of Champions (MTOC) will be held at each Venue (some Venues/Regions will combine their TOC events, this will be at the Management Team's discretion).

When MTOC's are combined, the players that have multiple wins and/or League Championships will be able to receive a maximum of 4 starting stacks for that particular MTOC.

Winners earn an FPN TOC Medallion, a Seat in current FPN Promotional Championship PLUS \$200 Travel Voucher (Paid in cash by FPN).

There will be no substitutes or alternates available for this tournament.

Misfits High Roller Tournament(MHR):

At the conclusion of each season MPL will host a "High Roller" Tournament that will consist of the Top 3 players from each venue that purchased the most food and beverage at that location (Gaming and Tips are not included in the totals). This will be tracked by each player getting a receipt at the time of purchase, legibly writing their name on that receipt, and turning that receipt into a dealer. Receipts must be used within the season that they were accrued and may not be carried over to the following season.

A player may only qualify for one seat at this tournament. There are no substitutes for this tournament.

Earning Points:

Point distribution will be according to the FPN Standard Scoring System(Update 8/11/23) seen in the charts below. In addition, each player that does not reach the lowest payout level, based on the total number of players, will receive 20 points for participating. This chart represents the Top 30% of Total Players receiving points.

