

MISFITS POKER LEAGUE (MPL) STRUCTURES AND TOURNAMENTS

1. The Seasons:

- a) 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

2. The Game:

- a) 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.
- b) This "Standard" structure is designed for 20-30 players over a 4-4.5 hour time span, based on the venue start time.

3. FPN Promotions:

- a) The FPN typically runs promotions for 2 consecutive seasons. These promotions involve live League Championship play and a live Tournament of Champions, as well as Online Weekly, Monthly, and Season Championship tournaments that are used as qualifiers for the current promotions Championship Main Event and additional prizes. 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.

4. Online Weekly and Monthly Qualifier Bonus and Seasonal Championship:

- a) The Top 3 players in each nightly game will receive an invite to the Weekly Promotional Online qualifier.
 - i) 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.
 - ii) The Top 9 qualifiers of the Weekly Promotional Online Tournament also receive an invitation to the Monthly Promotional Online Tournament.
- b) The Top 20% of players from each **Monthly Leaderboard** get an invite to the Monthly Promotional Online qualifier.
 - i) The Top 5 finishers of the Monthly Promotional Online Tournament receive a seat in the current FPN Promotional Championship Main Event.
 - ii) The Top 3 finishers, in addition to the seat stated above, receive a cash prize determined by the FPN.
- c) The Top 15% in each league per season will get an invite to the FPN Online Season Championship.
 - i) This is for a chance to win a \$5,000 World Poker Tour Passport package
- d) 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.
- e) These online qualifying tournaments are offered by the FPN and are subject to change without notice.
- f) More information on the FPN Promotions can be found here: <https://freepokernetwork.com/promotions>

5. League Play:

- a) Each venue will be considered its own "league". These Leagues are operated by Misfits Poker, LLC.
- b) Each league will have one(1) multi-table tournament. The starting time for this tournament will be based on the venue. See all starting times and locations at <https://misfitspokerleague.com/locations/>. Each nightly tournament is designed to last approximately 3 ½ -4 hours.
- c) Each League will have a Season Champion determined by the total number of points earned throughout a season.
- d) This Champion will receive a seat plus an additional starting stack in the current FPN Promotional Championship, qualify for a seat in the Misfits Tournament of Champions (MTOC), and receive a FPN "League Championship" Medallion.
- e) The Top 10% (rounded up) of the Season standings in each League will also directly qualify for a seat in the current FPN Promotional Main Event Championship.
- f) For more information on ways to qualify for the FPN Promotional Main Event Championship visit: <https://freepokernetwork.com/promotions>

6. Prizes:

- a) Players will be awarded points at each MTT that they participate in. These points will be included in their FPN Monthly and Seasonal Totals.
- b) The Top 3 finishers of the Bonus Game will receive a code to play in the FPN Weekly Online Qualifier.
- c) An FPN Scratch Card will be awarded to the winner of the MTT Game.
- d) Winners of the MTT Game will also receive an invitation to the Promotional Misfits Tournament of Champions.
- e) If applicable, the winner will also receive a bar prize to be determined by each venue.
- f) Additional prizes may be awarded to the Top 3 finishers at the discretion of Misfits Management.

7. 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 | | 15 |
| 4 | 100 | 200 | | 15 | 12 | 3000 | 6000 | | 15 |
| BREAK-Color Up Green Chips (25) | | | | 20 | BREAK-Color Up Red Chips (500) | | | | 10 |
| 5 | 200 | 400 | | 15 | 13 | 4000 | 8000 | | 15 |
| 6 | 300 | 600 | | 15 | 14 | 5000 | 10000 | 10000 | 15 |
| 7 | 400 | 800 | | 15 | 15 | 10000 | 20000 | 20000 | 15 |
| 8 | 500 | 1000 | | 15 | 16 | 20000 | 40000 | 40000 | 15 |
| BREAK-End of Late Registration, Color Up Black Chips (100) | | | | 15 | | | | | |

8. Alternates for Standard Structure:

- a) There are no substitutes for games played during League play.
- b) If Alternate Players are waiting to be seated, players will not be allowed to re-enter the tournament immediately and must wait to re-enter until all the Alternate Players have been seated.
- c) 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.
- d) 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.
- e) 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 of 1000/2000 will commence.

9. Seat selection will occur approximately 10 minutes before the start of each game. Each registered member will randomly select a seat card that assigns a Table Number and a Seat Number. If you need special seating due to physical or visual impairment, please let the Tournament Host know when you check-in. While preferred seating is not guaranteed, every effort will be made to accommodate everyone. Trading your seat card with another consenting player is permitted.

10. Breaks:

- a) The Breaks structure and time are designed to encourage members to engage with and show the host 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.

11. Big Blind Antes:

- a) To encourage play and ensure a timely finish to the game, Big Blind Antes will be used at the 4 hour mark (real-time) of a tournament. (10pm for a 6pm start, 3pm for an 11am start). These antes will begin at the start of the level that begins closest to the 4 hour mark of the tournament and is at the complete discretion of the Tournament Host or League Management.
- b) Big Blind Antes may be used in a tournament at a level designated by the Tournament Host or League Management based on the total number of players registered. The general guideline for implementing the Big Blind Antes after the first break is when the Tournament exceeds 32 players for a 3-table tournament and 23 players for a 2-table tournament. These thresholds are merely guidelines, and they will be at the discretion of the Tournament Host to determine if the Big Blind Antes will be necessary.
- c) When Big Blind Antes are in play and the player does not have enough chips to cover the Big Blind Ante and the Big Blind, the player must complete the Big Blind FIRST, then, if able, pay all or portion of the Big Blind Ante.

12. Mystery and Management Bounties:

- a) Before the start of gameplay, the Tournament Host may randomly select a seat card based on the maximum number of players at Table 1. That seat or the seat closest to it, nearest Seat 1, will become the Mystery Bounty.
- b) The Tournament Host 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 out will immediately receive a 2000 chip bonus.
- c) All Mystery bounties will be at the discretion of the Tournament Host and may not be offered at all venues.

13. Members of Management

- a) Once members of Management have been eliminated from the tournament, it is at their discretion whether or not to re-enter the tournament.
- b) Members of Management shall not be eligible to receive Bar Prizes.
- c) Management reserves the right to assist the Tournament Host at any time.
- d) Management will be eligible to earn points toward the League Championship, Tournament of Champions, and FPN Weekly, Monthly, and Seasonal entries into the online qualifiers or championships.

14. Misfits Tournament of Champions (MTOC):

- a) These tournaments will be played in the month immediately following the end of the current FPN Promotion.
- b) The following is a list of ways that a player can qualify for a seat in this tournament:
 - i) Win a League Championship by finishing first in total points at a venue (league) throughout the given season.
 - ii) Win any single game throughout the season(s).
 - iii) Qualify as a TOC Wild Card.
 - (1) Each TOC will have up to 27 players. Typically, each season consists of 12-13 weeks of play in each league.
 - (2) Throughout the season a League is likely to have a repeat winner. This means that at times, due to duplicate winners, there may be some seats available at the end of each season that are not occupied by the League Champion or one of the nightly winners of that specific League. If there are seats available at the end of the season in each League, a list of players from that League, who did not win any nightly games over the season and did not win a Seasonal League Championship will be generated using the FPN Total Points ranking for that League and season. 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.
 - (3) Wild card slots will not be filled using results from venues that are no longer active in the League. Nightly winners, League champions, Top 10%(Main Event Seat winners), and Top 15%(Seasonal Online Championship) finishers of venues that are no longer active at the end of promotion will still qualify for all applicable awards.
- c) Players who have qualified for a seat in a League Tournament of Champions **AND HAVE ALSO** received the maximum allocation of seats/stacks to the current FPN Promotional Main Event (via online and regular League play) will not be eligible to participate in any of the League TOC events and their seats will be vacated. These seats will then be open as Wild Card seats and filled according to the guidelines stated above. (14biii2)
- d) 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.
- e) 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.
- f) If a player qualifies as a TOC Wild Card, they will receive one (1) starting stack.
- g) 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's discretion).
 - i) When MTOC's are combined, the players that have multiple wins and/or League Championships from each League will be able to receive a maximum of 4 starting stacks for that particular MTOC.

