

**MISFITS POKER LEAGUE (MPL)
RULES OF THE GAME**

1. All Misfit Poker League events are provided at NO CHARGE to the members of the league. There is no buy-in required for any event, ever!
2. **Dealer Appreciation:**
 - a. Because Misfits Poker League is a free league for its members, there are no requirements when it comes to tipping the dealers. HOWEVER, all League dealers are volunteers, and they graciously give up their spare time and knowledge to help us play and grow the game. THEREFORE, it is of utmost importance that we, as members, show our appreciation to these dealers. It is customary to tip \$15-\$20 per tournament played and \$5 for every Bonus Game played. Again, this is a terrific way to show your appreciation to the dealers and makes for a wonderful poker experience for everyone. 100% of these funds are collected and managed by the Dealers themselves. Misfits Poker League LLC and/or Misfits Entertainment LLC retains or manages zero funds collected by the dealers.
 - b. For those players who choose to participate in the Dealer Appreciation, the player will receive an additional 5K chip to their initial starting stack (3K) and also have the option to re-enter prior to the end of Level 8 and receive a 6K re-entry stack to do so.
 - c. For those players who choose not to participate in the Dealer Appreciation will receive a starting stack (3K) and also have the option to re-enter prior to the end of Level 8 and receive a 3K re-entry stack to do so.
 - d. There will be no Add-On opportunity for the Bonus Games. Again, tipping is a voluntary action and is greatly appreciated.
3. **Re-Entry:**
 - a. A player has the ability to re-enter the tournament once their starting stack, as well as any bonuses, and add-ons have been lost during the course of play.
 - b. All players will forfeit the right to re-enter the tournament at the conclusion of Level 8.
 - c. If a player has retained their re-entry chip at the conclusion of Level 8, it may be redeemed as follows:
 - i. If the player participates in the Dealer Appreciation Add-On and receives a 6K re-entry chip, they may redeem it for 2,000 chips.
 - ii. If the player DID NOT participate in the Dealer Appreciation Add-On and receives a 3K re-entry chip, they may redeem it for 1,000 chips.
 - iii. Any unused re-entry chips may only be redeemed as it is stated in 3(c)(i) and 3(c)(ii) at the CONCLUSION of Level 8.
 - d. Players may not surrender any or all of their chips to re-enter the tournament. For a re-entry to occur all of the players' chips must be lost during play BEFORE the end of Level 8.
 - e. If there are Alternates to the game, those players must be allowed into the game BEFORE any re-entries may occur. Please note that the games at all tables will stay at Level 8 (500/1000) until all alternates have been seated.
 - f. If, at such a time, there are players who have a re-entry but were unable to re-enter prior to the end of Level 8, will still be given the opportunity to re-enter once play resumes in Level 9.
4. **Late Registration:**
 - a. All MTT Games will have a late registration period that will end at the beginning of Level 9. This means that players may still enter the tournament during the break between Levels 8 and 9. Registration will be closed once the tournament clock has started at the beginning of Level 9.
 - b. All players will be eligible to participate in the Dealer Appreciation.
 - c. If the late entry player chooses to participate in the Dealer Appreciation, and the entry is anytime AFTER the first break(from Level 5 on) they will receive a 5k Chip to their starting stack and 3k re-entry chip. The re-entry chip must be used by the end of Level 8 and will be eligible for a 1k chip redemption if the re-entry chip is not used at the end of Level 8.
 - d. Late entries will be seated after any remaining Alternates and before any remaining Re-entries.

- e. All Bonus Games will have a late registration period that will end at the beginning of Level 6 of the Bonus Game Structure
5. English is the only language allowed at the table during gameplay.
6. A player may not use their cell phone or tablet while they are actively involved in a hand. Cell phones and tablets are allowed at the table, but should they slow play, the player will be asked to put the device away.
7. The Dealer will be responsible for running the game and all decisions made by the Dealer, Tournament Host(Floor), or League Management are final.
8. The Tournament Dealer Association (TDA) rules will apply in most cases. Please keep in mind TDA is a guideline for poker rooms to use and always respect rule #1 which states the following: "The best interest of the game and fairness are top priorities in decision-making. Unusual circumstances occasionally dictate that common-sense decisions in the interest of fairness take priority over technical rules. Floor decisions are final." Please note that the Misfits Poker League "Floor" can be any one or combination of Tournament Host, Dealer, or League Management. To further familiarize yourself with the TDA Rules please visit
9. If a player has any issue or challenge at the table regarding the rules of play, dealer behavior, or player behavior they may choose to call for the "Floor" and have their concerns addressed. The Tournament Host and/or League Management will then address the issues and all decisions are considered final.
10. You must register (check-in) with the Tournament Host upon arrival at the venue. It is the sole responsibility of the player to ensure that they are on the registration list.
11. 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 a 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.
12. A member that arrives no later than thirty (30) minutes prior to the noted start time of the game will receive a bonus chip valued at one thousand (1000). This bonus chip is not transferable.
13. When a member refers a new player to the league, that new player registers with the league at www.misfitspokerleague.com, that new player will receive a "Welcome" one thousand (1000) bonus chip. The member who made the referral will receive a one-time "Thank You" one thousand (1000) bonus chip, with a maximum of two thousand (2000) chips possible. These bonus chips are non-transferrable.
14. All members that wear any gear purchased at www.shop.misfitspokerleague.com to a regularly scheduled League event will receive a bonus chip valued at five hundred (500). This bonus chip is not transferable.
15. All chips must be kept in plain view for all the players and dealer to see. The larger denomination chips must be out front or visible on the top of another chip stack.
16. Players' cards must always be visible, and remain on the table, in front of the rail. Cards removed from within the confines of the table are considered dead and must be mucked.
17. All-In Situations: All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck his or her hand without tabling. All hands in both the main and side pot(s) must be tabled and are live. (TDA Rule 16)
18. Color-Up occurs immediately after Level 4 (100/200), all Green Chips (25), will be removed from the table and immediately after Level 8 (500/1000), all Black Chips (100), will be removed from the table. **Chips will be bought up by the chip leader at each table during levels 4 and 8 and any excess will be raced off at the end of the level.**
19. A player must be at their seat by the time the last card has been dealt to all the players. If not, the dealer will kill the hand. A player that is within arm's length of their seat, aware and paying attention to the game is considered at their seat. Please keep in mind we are a bar league and be considerate of those that are simply ordering a drink/food from the bar. Dealer's discretion and decisions will be final regarding these situations.
20. A player may not at any time muck another player's hand or touch other players chips.
21. In an effort to keep the game going, once a player has been eliminated from the game, we ask that they leave the table. Active players with chip stacks are only allowed to sit at the table. Players may sit or stand around a table provided they are at least three (3) feet from the edge of the table and do not interfere with the active players or dealer on the table. Please note that this distance will be at the dealer's discretion.

22. Each MPL location 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. Should the tournament end early and there is enough time remaining (approx. 90 minutes), it will be at the Tournament Hosts discretion to offer a second “Bonus” Tournament.
23. Each game will have a minimum of 6 players and players may be added at any time to the game through the first 4 levels.
24. If a Tournament has reached the Final Table (Final 9 players) prior to the end of Late Registration (Level 4), Late Registration will be closed to new players at that time. Any players arriving at such a time will be eligible to play in any additional “Bonus” Tournaments that may be offered.
25. If a player abandons their chip stack at any point prior to the end of Level 8, the chip stack will be in play and blinded out until the next break at Level 4 or Level 8 whichever comes first, at that time the chip stacks will be removed from play. If a player abandons their chip stack after Level 8, their chips will be immediately removed from the field of play.
26. The Standard Blind Structure (See the MPL Structure & Tournaments Documentation) will be utilized for the first tournament of the night. Any subsequent tournament will use the Bonus Game Blind Structure.
27. When Big Blind Antes are in play and the player does not have enough chips to cover the Big Blind Antes and the Big Blind the player must complete the Big Blind FIRST, then, if able, pay the Big Blind Ante.
28. **Enjoy and Have Fun! While these rules take some time to learn please remember that this is a social league and a great opportunity to further your knowledge and experience at the table while making friends and enjoying a night out with great food and beverage. We welcome you to the Misfits Poker Family and look forward to seeing you on the felt!**
29. Misfits Poker League Management reserves the right to make any changes necessary to these rules and guidelines at any time as they see fit. While every effort will be made to notify members of any changes in advance, changes may be made effective immediately without notice or recourse. So please make it a point to personally review these rules often, for your own benefit. Thank you.