

MISFITS POKER LEAGUE (MPL)
RULES AND TOURNAMENT INFORMATION

- 1) **No wagering or gambling is permitted on any game or event sponsored by the Misfits Poker League and Misfits Entertainment.** All Misfits Poker events are provided at **NO CHARGE** to the members of the league. There is no buy-in required for any event, ever! Violations of this rule will result in the permanent removal of the member(s) from the League, with no exceptions.
- 2) **Who Are We?**
 - a) **The Misfits Poker League:**
 - i) We partner with local bars to host free poker tournaments at their venues. Locations may vary, so be sure to check <https://misfitspokerleague.com/locations/> for up-to-date information on where to play.
 - ii) Our league has also chosen to align itself with the Free Poker Network (FPN). This alliance allows Misfits Poker League to have access to a great many benefits for all the members of the league.
 - iii) Misfits Poker will utilize the same “Seasonal” structure that the FPN uses.
 - (a) Winter Season: January 1st - March 31st
 - (b) Spring Season: April 1st - June 30th
 - (c) Summer Season: July 1st – September 30th
 - (d) Fall Season: October 1st – December 31st
 - b) **The Free Poker Network (FPN):**
 - i) The FPN typically runs promotions for 2 consecutive seasons. These promotions involve live League Championship play and a live Tournament of Champions(hosted by MPL), as well as Online Weekly, Monthly, and Season Championship tournaments (hosted at <https://poker.nlop.com/>) that are used as qualifiers for the current promotions Championship Main Event and additional prizes. This Championship Main Event is held annually in January.
 - ii) Online Weekly Qualifier Tournaments:
 - (1) The Top 3 players in each local, live Misfits Poker League game will receive an invitation to the FPN Weekly Promotional Online qualifier.
 - (2) The Winner of the Weekly Promotional Online qualifier receives a seat in the current FPN Promotional Championship Main Event.
 - (3) The Top 9 qualifiers of the Weekly Promotional Online Qualifier will receive an invitation to the FPN Monthly Promotional Online Qualifier Tournament.
 - iii) Online Monthly Qualifier Tournaments:
 - (1) The Top 20% of players from each Monthly Leaderboard get an invitation to the Monthly Promotional Online Qualifier.
 - (2) The Top 5 finishers of the Monthly Promotional Online Qualifier Tournament receive a seat in the current FPN Promotional Championship Main Event.
 - iv) Online Seasonal Championship Tournament:
 - (1) The Top 15% in each league per season will get an invite to the FPN Online Seasonal Championship.
 - v) These promotions are at the sole discretion of the FPN and are subject to change without notice. Misfits Poker has no control over what they decide to offer, including qualifications, tournament play, or prizes therein.
 - vi) Get more information at <https://freepokernetwork.com/promotions>.
- 3) **Tournament Structure:**
 - a) **General Information:**
 - i) Each player will receive a 3000 chip starting stack and a 3000 chip re-entry.
 - ii) Blind Levels are 15 minutes in length
 - iii) Breaks
 - (1) First Break will be 20 minutes.
 - (2) Second Break will be 15 minutes.

(3) The length of the break times will be at the discretion of the Tournament Host.

iv) Blind Structure

Level	Small Blind	Big Blind	BB Ante	Level Time	Level	Small Blind	Big Blind	BB Ante	Level Time
1	25	50		15	BREAK ^**				15
2	50	100		15	9	1000	2000		15
3	75	150		15	10	1500	3000		15
4	100	200		15	11#	2000	4000		15
BREAK*				20	12	3000	6000		15
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
* Race-Off Green Chips (25)					^ End of Late Registration ** Race-Off Black Chips (100) # Color-Up Red Chips (500) ## Color-Up Yellow Chips (1000)				

b) Bonuses:

- i) Early Bird Bonus: A member that arrives and checks in with the Tournament Host, no later than thirty (30) minutes before the noted start time of the game will receive a bonus, valued at one thousand (1000) chips. These bonus chips are not transferable.
- ii) Misfits Gear Bonus: 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 one thousand (1000). This bonus chip is not transferable.
- iii) Referral Bonus: When a current member refers a new player to the league the 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 per game. These bonus chips are non-transferable.
 - (1) All new players must register at www.misfitspokerleague.com and <https://freepokernetwork.com/> in order to receive their bonus.
 - (2) In order for a current member to receive the referral bonus they must introduce their new guest to the Tournament Host upon checking in the new player for the tournament or, in the case of late registration, prior to the first hand that the new player plays.
- iv) Birthday Bonus: When your birthday comes around, just show your ID to the Tournament Host and you’ll receive a two thousand (2000) bonus chips. Members are eligible to receive this bonus up to 7 days beyond their actual birth date. Your birthday counts as “Day 1”. For example, your birthday is on June 1, you have until June 6 to redeem your Birthday Bonus. You may not redeem your bonus beyond the 7 day window.
- v) Play & Earn Bonus: These bonuses vary from venue to venue and are good for the specified time and chip value stated on the card. Show up, participate in the Dealer Appreciation, and receive your bonus.
 - (1) May not be combined with any other Play & Earn Bonus
 - (2) May not be redeemed on the same day it is earned
- vi) Mystery Bonus:
 - (1) 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, if occupied, or the closest occupied seat to the left, will become the Mystery Bounty.
 - (2) 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 receive a 3000 chip bonus to use on a regular season game of the players choice.

- (3) Multiple Mystery Bonuses may be awarded to the same player in one game.
- (4) Mystery Bonuses may not be combined and used with other Mystery Bonuses.
- (5) Mystery Bonuses may be used in combination with any other Misfits Bonus.
- (6) Misfits Management is not eligible for the Mystery Bounty
- (7) In case of a multi-player elimination, the remaining players will pick a card during the dealer wash, the player selecting the high card, will win the Mystery Bonus.
- (8) All Mystery bounties will be at the discretion of the Tournament Host and may not be offered at all venues.

vii) High Hand Bonus:

- (1) The High Hand Bonus will be a contest held during the first 4 levels (one hour) of each league game. The winner will be announced at the first break.
 - (a) Winner must have qualified hand that was verified at the time the hand was played.
- (2) Winner must be present to claim the prize. If winner is not present, the next player with the next highest hand will be awarded the prize. So on, and so forth, until a winner is selected. If no winner is present, the bonus is null and void.
- (3) A qualifying hand for the High Hand Bonus is any Full-House or better
 - (a) Both hole cards must play.
 - (b) A qualifying hand must be tabled and verified at the time it was played in order to be eligible.
 - (i) Once a hand is mucked it MAY NOT be retrieved for verification purposes. No exceptions!
 - (c) Hand does not need to go to the river and/or showdown in order to qualify.
 - (i) For example: Player A flops a full house and all other players fold on the flop, the turn, or the river, Play A wins the pot. However, Player A must table their hand and have it verified in order to qualify for the High Hand Bonus.
- (4) Winner of the High Hand Bonus will receive a 2000 Chip Bonus card, good for any future regular season game. This bonus card is valid for 30 days from the issue date.
- (5) High Hand Bonuses will NOT carryover from one week to the next.

viii) All bonuses are only valid during regular season games only. Unless otherwise stated.

c) **Dealer Appreciation:**

- i) Misfits Poker League is a free league for its members; there are no requirements when it comes to tipping the dealers, and tipping is completely optional and at the discretion of each league member. Please remember that all league dealers are volunteers, and they graciously give up their spare time and knowledge to help us play and grow the game. With this in mind, it is of utmost importance that we, as members, show our appreciation to these dealers. It is customary to tip \$15 per tournament 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 retain or manage zero of the funds collected by the dealers for all regular season games.
 - (a) 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 a re-entry of 6K BEFORE the end of Level 8. See **Rule 3)d)(2)(c)**, for more information.
 - (b) Those players who choose not to participate in the Dealer Appreciation will receive a starting stack (3K) and a re-entry of 3K BEFORE the end of Level 8.
 - (c) The Dealer Appreciation must occur BEFORE the player begins play. Once the player has played a hand, the Dealer Appreciation is no longer available. See **Rule 3)d)(2)(b)** regarding Alternates.

d) **Registration and Tournament Check-In:**

i) **Registration:**

- (1) To be eligible to win prizes (Bar prizes, Nightly Promotions, or any other prizes) members will be required to complete a free, one-time registration online at <https://www.misfitspokerleague.com/welcome>. Players must also register and complete a free profile with the Free Poker Network (FPN) at <https://freepokernetwork.com/>.

ii) **Tournament Check-In:**

- (1) All players must check-in with the Tournament Host upon arriving at the venue.
 - (a) When a player checks in, they will receive a random seat card. Receiving a seat card is on a First Come, First Serve basis. DO NOT LOSE YOUR SEAT CARD, each player will need to turn in their seat card when they sit for the tournament. If the player doesn't have their card, they will be moved to the back of the line, which could result in that player becoming an alternate.
 - (i) If a player has a medical condition or ADA request needing a particular seat, please let the Tournament Host know at that time and we will do our very best to accommodate their need. Improper or abusive use of these requests are unfair to those who genuinely need help, in other words, please don't misrepresent yourself just to get the seat you want.

(2) **Late Registration:**

- (a) All MTT Games will have a late registration period that will end at the beginning of Level 9. 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, regardless of when they register, will be eligible to participate in the Dealer Appreciation. The Dealer Appreciation must be completed **BEFORE** the player begins the game.
- (c) If the late entry player chooses to participate in the Dealer Appreciation, and the entry is any time AFTER the first break(from Level 5 on) the player will receive a starting stack of 2000 chips and a 3000 chip re-entry. These players are still eligible for the full Dealer Appreciation Bonus (5k added to starting stack and 6k re-entry).
- (d) Late entries will be seated after any remaining Alternates and before any remaining re-entries.
- (e) If a Tournament has reached the Final Table (Final 9 players) before the end of Late Registration (Level 8), Registration will be closed to new players at that time.

(3) **Alternates:**

- (a) An arriving player becomes an alternate if they are the 28th player to arrive for a 3 table tournament or the 19th player to arrive for a 2 table tournament.
- (b) When an alternate is called, the player must immediately report to the table. If the player does not report immediately, their chip stack will be put in play, and they will be subject to the current blinds on the table.
- (c) All Alternates will be given the same opportunity to utilize the Dealer Appreciation and any appropriate bonuses at the time they are physically seated, even if they have already been blinded for missing a hand. See **Rule 3)b)(3)(b)** above.
- (d) There are no substitutes for games played during League play.
- (e) 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.
- (f) 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.
- (g) 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.

- (h) 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. At the Tournament Hosts discretion, Big Blind Antes may also be in play during this time. See **Rule 3)f)ii).**

e) **Re-Entry:**

- i) A player must immediately re-enter the tournament once their starting stack, as well as any bonuses and add-ons, have been lost during play. Pending any Alternates. **See Rule 3)d)(ii)(3)**
- ii) 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.
- iii) All players will forfeit the right to re-enter the tournament after Level 8. (See exception in **3)e)viii)** and **3)e)ix)**
- iv) When a player who is still active in the game, has chips remaining, and has successfully retained their re-entry chip at the end of Level 8, may redeem it as follows:
 - (1) 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.
 - (2) If the player DID NOT participate in the Dealer Appreciation Add-On or arrived late after the first break (**See 3)d)ii)(2)(c)**) and receives a 3K re-entry chip, they may redeem it for 1,000 chips.
 - (3) Any unused re-entry chips may only be redeemed as stated in **3)e)iv)(1)** and **3)e)iv)(2)** after Level 8 but before the beginning of Level 9. It is the players' responsibility to ensure that they receive the proper chips BEFORE play begins in Level 9. Once play begins in Level 9, all re-entry chips are void and must be surrendered.
- v) 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. (**See 3)d)ii)(3)(h)**)
- vi) If, at such a time, there are players who have a re-entry but were unable to re-enter before the end of Level 8, they will still be allowed to re-enter once play resumes in Level 9.
- vii) A player may decide, upon losing their initial starting stack, to surrender their re-entry. Once this is done, it **MAY NOT** be retrieved or returned to the player. Dealers and Tournament Hosts will ask for clarification regarding any player who states that they would like to surrender their re-entry. Once clarification has been given by the player, the re-entry chip is dead, and the player will be eliminated from the tournament.

f) **Big Blind Antes:**

- i) 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.
- ii) 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 any time 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 and when the Big Blind Antes will be necessary.
- iii) 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 a portion of the Big Blind Ante.
- iv) When a player, who is not in the Small or Big Blind, is ALL-IN for less than the Big Blind, they are only entitled to the total amount of their All-In bet from the Small and Big Blind. If a player has made a

complete call in the first round of betting and is All-In during the second round of betting, they are entitled to 100% of the Blinds.

- (1) Ex: Blinds are 500/1000, Player A is UTG with only 800 and goes All-In. Regardless of whom else calls, Player A is only entitled to the entire Small Blind of 500 and 800 of the 1000 Big Blind. The remaining 200 Big Blind is moved to the side pot for any of the other players in the hand. If there are no other callers, the Small Blind amount of 500 and the Big Blind Amount of 800 are moved to the main pot and the Player who posted the Big Blind would receive a 200 refund from their “over bet”.

g) **Color-Ups and Race-Offs:**

- i) These occur 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. **In both cases these chips will be bought up by the chip leader at each table during levels 4 and 8 respectively, and any excess will be raced off at the end of the level.**
- ii) All Red (500) and Yellow (1000) will be colored up with no race off in Levels 11 and 14, respectively. This process will be at the Tournament Host's discretion.

h) Earning Points and Prizes:

- i) Players will be awarded points at each MTT that they participate in. These points will be included in their FPN Monthly and Seasonal Totals.
 - ii) The Top 3 finishers of the Bonus Game will receive a code to play in the FPN Weekly Online Qualifier.
 - iii) An FPN Scratch Card will be awarded to the winner of the MTT Game.
 - iv) Winners of the MTT Game will also receive an invitation to the Promotional Misfits Tournament of Champions.
 - v) If applicable, the winner will also receive a bar prize to be determined by each venue.
 - vi) Additional prizes may be awarded at the discretion of Misfits Management and each venue.
 - vii) Point distribution will be according to the Misfits MTT Scoring Structure as seen in the chart below.
- Points are also available on the League Tournament Page on the FPN website. For point distribution beyond 30 players, please send a request to lance@misfitspoker.com

Places Paid/Players	6	7	8	9	10	11	12	13	14	15	16	17	18
1	74	74	74	104	104	104	218	218	246	246	264	264	264
2	45	45	45	91	91	91	170	170	214	214	230	230	230
3	24	24	30	50	50	50	126	126	186	186	199	199	199
4	24	24	30	33	33	33	93	93	160	160	172	172	172
5	15	24	30	33	33	33	75	75	135	135	145	145	145
6	15	15	20	33	33	33	60	60	113	113	121	121	121
7		15	20	22	33	33	39	39	91	91	97	97	97
8			15	22	22	22	39	39	75	75	81	81	81
9				17	22	22	39	39	70	70	75	75	75
10					17	22	26	26	46	46	49	49	49
11						17	26	26	46	46	49	49	49
12							20	26	46	46	49	49	49
13								20	46	46	49	49	49
14									30	46	49	49	49
15										30	49	49	49
16											32	49	49
17												32	49
18													49

Places Paid/Players	19	20	21	22	23	24	25	26	27	28	29	30
1	281	281	281	281	281	316	316	316	351	351	351	351
2	245	245	245	245	245	275	275	275	306	306	306	306
3	212	212	212	212	212	239	239	239	265	265	265	265
4	183	183	183	183	183	206	206	206	229	229	229	229
5	154	154	154	154	154	174	174	174	193	193	193	193
6	129	129	129	129	129	145	145	145	161	161	161	161
7	103	103	103	103	103	116	116	116	129	129	129	129
8	86	86	86	86	86	97	97	97	108	108	108	108
9	80	80	80	80	80	90	90	90	100	100	100	100
10	52	52	52	52	52	59	59	59	65	65	65	65
11	52	52	52	52	52	59	59	59	65	65	65	65
12	52	52	52	52	52	59	59	59	65	65	65	65
13	52	52	52	52	52	59	59	59	65	65	65	65
14	52	52	52	52	52	59	59	59	65	65	65	65
15	52	52	52	52	52	59	59	59	65	65	65	65
16	52	52	52	52	52	59	59	59	65	65	65	65
17	52	52	52	52	52	59	59	59	65	65	65	65
18	52	52	52	52	52	59	59	59	65	65	65	65
19	34	34	34	34	34	39	39	39	43	43	43	43
20		34	34	34	34	39	39	39	43	43	43	43
21			34	34	34	39	39	39	43	43	43	43
22				34	34	39	39	39	43	43	43	43
23					34	39	39	39	43	43	43	43
24						39	39	39	43	43	43	43
25							39	39	43	43	43	43
26								39	43	43	43	43
27									43	43	43	43
28										28	28	28
29											28	28
30												28

4) General Rules

- a) 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.”

To further familiarize yourself with the TDA Rules please visit: <https://www.pokertda.com/poker-tda-rules/>.

b) Misfits Poker League “House Rules”

- i) **Cell Phone Use:** Cell phones, tablets, or any other electronic devices are allowed at the table. However, the use of a cell phone, tablet, or any other electronic device is **not permitted** while a player has live cards and is actively involved in a hand. If you are in a hand and on your phone, your hand will be considered dead.
- ii) **English Only:** English is the only language allowed at the table during gameplay.
- iii) **Tournament Hosts and Dealers:**
- (1) Misfits Poker League “Floor” will be the designated Tournament Host for the tournament.
- (a) When the Tournament Host is in a table dispute, a second or third dealer will be utilized as the “Floor” to resolve any disputes or rulings.
- (2) **The Dealer will be responsible for running the game at each table, and all decisions made by the Floor will be final.**
- iv) **Player Disputes:**
- (1) 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.
- (2) Any official complaints can be brought to the attention of League Management. Please do so, so they may address your concern. **Please keep in mind that League Management, Ownership, and others acting on behalf of the League are always acting in the best interest of the League and its members.** Acceptance of any decision given by League Management and/or Ownership is implied. Excessive or abusive use of this procedure, including repeated inquiries over a subject matter that has previously been resolved, will be considered harassment under Rule 6b of the Code of Conduct, and members will be subject to the penalties therein.
- v) **Player in Assigned Seat:**
- (1) A player must be at their seat by the time the action of the player to their immediate right closes. If not, the hand will be dead, and the dealer will place the players cards in the muck.
- (2) A player who 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 who are simply ordering a drink/food from the bar. The dealer’s discretion and decisions will be final regarding these situations.
- (3) At the start of the game, all stacks will be in play and the player not in their seat at that time will have the first full orbit to be seated as stated in **4)b)v)(1)** above, before their stack will begin to be blinded.
- vi) **Don’t Touch!**
- (1) A player may not muck another player’s hand or touch other players’ chips at any time, including during breaks, table and/or seat adjustments. Dealers/Tournament Hosts will assist players in moving chip stacks.
- (2) At times, it may be necessary to assist the dealer in a manner that involves the touching of others’ chips or cards. **This will be allowed only at the dealers instruction and discretion.** Please follow the dealer’s and Tournament Hosts instructions at all times to avoid any impropriety.

vii) **Mind Your Distance!**

- (1) To keep the game going, once a player has been eliminated from the game, we ask that they leave the table. Only active players with chip stacks are allowed to sit at the table. Players may sit or stand around a table provided they are off 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 or the Floor's discretion, if you are asked to step back or away, please do so.

viii) **Abandoned and Surrendered Stacks**

- (1) If a player abandons their chip stack at any point before the end of Level 8, the chip stack will be in play and blinded out until the end of the next break at Level 4 or Level 8, or a table break, 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. Once an abandoned stack has been removed from the field of play, the player will be eliminated from the tournament in the position in which their chips were removed.
 - (a) If a table break occurs with an abandoned stack present, the stack will be removed from play, and the player will be eliminated from the tournament. The player will be awarded points commensurate with the point level before the break of the tables. For example, breaking from 3 to 2 tables, the abandoned stack is removed, and the player receives the 19th-place points. The player who was present and, on the bubble, will receive 18th-place points, and the tournament will resume with 17 players over 2 tables.
- (2) If a player verbally surrenders their chips at any point during the game, the player will be eliminated from the tournament in the position that they surrendered in, and their chip stack will be immediately removed from the field of play. A verbally surrendered stack is binding and may not be put back into play. With this in mind, Dealers and Tournament Hosts will ask for clarification regarding any player who states that they would like to surrender their stack. Once clarification has been given by the player, the stack is dead, and the player will be eliminated from the tournament.

ix) **General Play:**

(1) **Tournament play will use a dead button: (TDA Rule 32)**

- (a) We will draw for the button at the beginning of the tournament using 9 seats. Whichever seat wins the draw gets the button regardless of whom is seated there. (The seat may be empty).
- (b) If the seat creates a Dead Button, the first available player (Player A) will be the SB. There may be several dead seats between the button and Player A.
- (c) After the first hand where Player A was the SB, the BTN will be moved to Player A, regardless of how many empty seats were initially between the BTN and Player A.
- (d) Should a player be seated in an empty between the SB and the BTN during that first hand, they must wait until the BTN passes them (i.e.: they must be in the cut-off position) in order to be dealt in.
 - (i) If there are 2 or more dead seats that are filled during the first hand (Player C, D, so on...), after the completion of the first hand the BTN will be moved to Player A and Player C and D will be dealt into the next hand.

(2) **Exposing Cards and Proper Folding: (TDA Rule 68)**

- (a) Any exposure, **deemed intentional**, of one or both of a player's cards, by the player, with action still on the table, will result in that hand being dead. This includes asking a player to "pick-a-card" at any time during the hand.
- (b) If a hand is unintentionally exposed, that hand will remain tabled and live for the remainder of the hand or until the player folds.
- (c) Once the hand is complete, players may decide to muck face down, show one or both of their cards. This is completely at the player's discretion and shall not be influenced by any other player.
- (d) Penalties will be given accordingly when these rules are broken.

- (3) **All-In Situations:** Once a player is all-in and all other action by all other players is complete, **WAIT FOR THE DEALER'S INSTRUCTIONS regarding tabling your cards.** Once a direction has been given, all hands must be tabled without delay. No player who is either all-in or has called all betting action may muck his or her hand without tabling their cards. All hands in both the main and side pot(s) must be tabled and are live. **(TDA Rule 16)**
- (4) **Cards and Chips in Plain View:** All chips and cards must be kept in plain view for all the players and dealer to see at all times. The larger denomination chips must be out front or visible on the top of another chip stack. **(TDA Rule 25)**
 - (a) 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 will be mucked.
- (5) **Intentional Action:** Clear and concise action is required when betting, calling, raising, or folding. If the action is unclear to the dealer, the player's hand may be considered dead or penalties may be given. **A verbal declaration of your action is STRONGLY RECOMMENDED and binding!** Dealers have full discretion regarding the player's physical or verbal actions during play.
- (6) New players entering the tournament, including alternates, and players from broken tables can get any seat including the small or big blind or the button and be dealt in **except** between the SB and button. **(TDA Rule 10A)**
- (7) Players being re-balanced from another table are placed in the worst position closest to the Small Blind, without being placed in the Small Blind. **(TDA Rule 11A)**
- (8) **Heads-Up:** Heads-up, the small blind is the button, is dealt the last card, and acts first pre-flop and last on all other betting rounds. Starting heads-up play, the button may need to be adjusted to ensure no player has the big blind twice in a row. **(TDA Rule 34B)**
- (9) **Substantial Action** is either A) any 2 actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds) or B) any combination of 3 actions in turn (check, bet, raise, call, fold). Posted blinds do not count towards SA. **(TDA Rule 36)**
- x) **Penalties:**
 - (1) Players are responsible for their actions and behavior. Please take all penalties seriously and make the necessary corrections to your actions and/or behavior at the table to avoid further escalation.
 - (2) In general, players will receive at least one verbal warning before an orbit penalty is given, and two orbits will be given, within the same game, before a disqualification occurs.
 - (3) The severity of the player's behavior or rule infraction will dictate which penalties will be initially levied.
 - (4) Penalties will be documented, and each player will be held responsible for their actions across all Misfits Poker Leagues' venues.
 - (5) Players have the right to call for the Floor if they believe a warning is unjustified. In the best interest of the game, and if your grievance doesn't immediately have an impact on the game, please see the Tournament Host at the next break to discuss the issue.
 - (a) A player also has the right to appeal to League Management via email regarding any penalties they have incurred. See Tournament Host for contact details.
 - (6) Arguing with a dealer or Tournament Host is not acceptable and will result in an automatic one orbit penalty.
 - (7) Once an orbit has been issued, there will be no further verbal warnings given for the initial violation, and a second orbit will be issued upon further infraction of the rules.
 - (8) Once a verbal warning or penalty has been issued, any intentional or belligerent actions related to the original violation, or otherwise, will be deemed unacceptable, and a one orbit penalty will automatically be given.
 - (9) The Tournament Hosts' decision is FINAL...NO EXCEPTIONS! Arguing with a Tournament Host may result in a forfeiture of your stack and disqualification from that day's tournament.
 - (10) All penalties and appeals will be reviewed by League Management and, when necessary, League Ownership. Their decision on all rulings is FINAL!

(11) Management and/or Ownership reserves the right to discuss further discipline with a player that has had multiple and/or severe rule violations. This discipline may include suspension or removal from the league.

(12) These procedures will be applied to all rules and regulations of the Misfits Poker League.

5) **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. The number of seats available for a TOC may be adjusted as needed by League Management.
 - (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 in the league at the end of the promotion will still qualify for all applicable awards.
 - (4) Players may only qualify for one Wild Card seat per TOC. Once qualified, they will be removed from any future qualification list and players will move up to fill the vacated spot.
- 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. **Rule 5b)iii)(2)**
- d) If a player qualifies as a TOC Wild Card, they will receive one (1) starting stack.
- e) 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 four (4) stacks in total.
- f) 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) stacks in total.
- g) When a player qualifies for Wild Card in one season but has reached the maximum number of stacks (3) based on wins or League Championships in another season, the player will be awarded one (1) Wild Card stack, not exceeding four (4) stacks in total.
- h) 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.
- i) Winners of a Tournament of Champions earn an FPN TOC Medallion, a Seat in the current FPN Promotional Championship Main Event.
 - i) When a MTOC involves two or more combined leagues the number of Main Event seats available to win will be equal to the number of leagues that were combined for the MTOC.

- ii) The overall winner of a combined MTOC will receive a Promotional Championship Main Event seat
 - iii) The last remaining player from each league in a combined MTOC will receive a Promotional Championship Main Event seat.
 - j) **There will be no substitutes or alternates available for the MTOC's.**
- 6) **Special Events:**
- i) From time to time Misfits Poker League will hold non-regular season events, all league rules apply, although some may be altered based on the event being held. Such rule changes or structure adjustments will be announced prior to the event via social media and the blog at <https://www.misfitspokerleague.com/blog>
 - ii) Charity Events:
 - (1) Once per quarter Misfits Poker League will hold charity drives for local organizations in the Las Vegas metropolitan area. These drives are held during regular league play and participation is optional. These events will be announced in advance via social media and the blog at <https://www.misfitspokerleague.com/blog>
- 7) 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 benefit. Thank you.
- 8) **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!**