

**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. 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. You can register at: **<https://freepokernetwork.com/>** **AND** **<https://www.misfitspokerleague.com/welcome>**
3. **Dealer Appreciation:**
  - a. 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 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-\$20 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 retains or manages zero of the 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 a re-entry of 6K BEFORE the end of Level 8. (See Rule 4, Late Registration for more information)
  - c. 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.
  - d. The Dealer Appreciation must occur BEFORE the beginning of the game for that player.
4. **Re-Entry:**
  - a. A player can re-enter the tournament once their starting stack, as well as any bonuses, and add-ons have been lost during play.
  - b. 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.
  - c. All players will forfeit the right to re-enter the tournament after Level 8. (See exception in 3e and 3f)
  - d. If a player has retained their re-entry chip at the end 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) after Level 8 but before the beginning of Level 9.
  - 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 before the end of Level 8, will still be allowed to re-enter once play resumes in Level 9.
5. **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 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 stated in Rule 3(c)(ii)
  - 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.
6. Misfits Poker League "Floor" will be the designated Tournament Host for the tournament.
  7. The Dealer will be responsible for running the game and all decisions made by the Floor are final.
  8. English is the only language allowed at the table during gameplay.
  9. 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 the play at the table, the player will be asked to put the device away. Penalties may be enforced if phone behavior continues.
  10. 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/>
  11. 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.
  12. 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.
  13. 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.
  14. 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.
  15. A member that arrives 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.
  16. When a member refers a new player to the league, that new player registers with the league at [www.misfitspokerleague.com](http://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-transferable.
  17. All members that wear any gear purchased at [www.shop.misfitspokerleague.com](http://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.
  18. 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.
  19. 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)
  20. 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.**

21. 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 who are simply ordering a drink/food from the bar. The dealer's discretion and decisions will be final regarding these situations.
22. A player may not muck another player's hand or touch other players' chips, at any time, including during breaks, table, or seat adjustments. Dealers will assist players in moving chip stacks.
23. 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 or Floor's discretion.
24. 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 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.
25. **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!**
26. 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.