



GENERAL POKER TOURNAMENT RULES, TERMS & CONDITIONS

Conditions of Entry

1. A copy of these Terms and Conditions will be made available on request, and copies will be available in the Poker room.
2. Participation in any Poker Tournament at Dunedin Casino constitutes an acceptance of these Rules, Terms and Conditions, as well as the Dunedin Casino House Rules for Poker and the Tournament Outline.
3. All entrants may view these terms and conditions prior to registering for a particular tournament and all entrants must abide by them or risk disqualification.
4. Participation also confirms acceptance to participate in any reasonable publicity or advertising of Dunedin Casino. Dunedin Casino may use the name and likeness of any entrant in its promotions, advertising and announcements without compensation, consideration or notice or the need for that entrant's prior review or consent.
5. Dunedin Casino reserves the right at any time to alter any of these Terms or Conditions without notice (subject to any applicable regulatory approval); and to modify or cancel any tournament (subject to regulatory approval), provided that such alteration or modification shall not materially alter or change any prize already awarded to an entrant. Notice of any such alteration or modification is sufficient if posted at Dunedin Casino's premises.
6. All entrants must be at least 20 years of age or older to participate. You may be required to provide photo ID with proof of age at any time to verify your age.
7. Only persons entitled to enter and remain in the casino and gamble are eligible to play. Customers who are in any way excluded or trespassed from entering Dunedin Casino (including those excluded or trespassed after their entries have been accepted) are not eligible to play.
8. The Management of Dunedin Casino reserves the right to refuse any application for entry into in any Poker Tournament at Dunedin Casino and the participation of any nominated substitute.
9. Entrants are expected to arrive on time and remain at the table during the tournament. Entrants who have not taken a seat by the start of the first break may be disqualified and risk forfeiting their entry fee and buy-in.
10. The buy-in and entry fee will not be refunded to an entrant who is disqualified, and that entrant's tournament chips will be taken out of play.
11. Applications for entry into any Poker Tournament at Dunedin Casino will be recorded by Dunedin Casino and may be made by presenting in person to the Poker Tables on the Main Gaming Floor, unless otherwise advised.
12. Where entrants have consented to their contact details being held by Dunedin Casino for sending promotional and other material about Dunedin Casino's products and services, Dunedin Casino acknowledges that they have the right to access that information and request any corrections.



Refunds, Transfers and Substitutions

13. The buy-in and entry fee will be refunded in the event that the tournament does not proceed or where, prior to the commencement it is determined that an entrant is ineligible to enter.
14. If an entrant withdraws from a tournament prior to the scheduled start time, refunds (either partial or full) will be at the sole discretion of Management.
15. The Tournament Director has the discretion to transfer an entrant's buy-in and entry fee to the same or similar tournament to be held at a later date, if an entrant's circumstances are considered to warrant this action.
16. At the discretion of the Tournament Director, an entrant may nominate a substitute. A substitute will act on behalf of the entrant, commencing or continuing play in the entrants stead and using any applicable bank of tournament chips allocated to or accumulated by the entrant.

Tournament Details

17. Entrants in a particular Tournament will each be allocated the same amount of tournament chips and will be advised of the actual amount of chips prior to the commencement of the Tournament. A starting bank of chips will be placed on the table in front of each designated playing area.
18. The scheduled commencement time for each Tournament is approximate and the Tournament Director reserves the right to delay the start.
19. Number of Entrants
 - 19.1. Unless otherwise indicated, all Tournaments and Satellites will be conducted with a minimum of 2, and a maximum of 30 entrants (excluding Alternates).
 - 19.2. The Tournament Director reserves the right to alter this number for reasons including, but not limited to, staffing and table availability.
 - 19.3. Additional tables will be added at the Tournament Directors sole discretion.
 - 19.4. The Tournament Director reserves the right to cancel a tournament with 5 or less entrants.
 - 19.5. The number of entrants may also include "Alternates". Alternates are entrants permitted to enter a Tournament/Satellite with a full starting bank of chips, within a predetermined period after the Tournament/Satellite starts, as other entrants are eliminated or where an additional table is added following the Tournament commencement.
20. The winner(s) for a Tournament/Satellite will be the last entrant(s) remaining in that particular Tournament/Satellite after all other entrants have been eliminated.



21. The Tournament Director can amend/change the Tournament conditions at their own discretion and at anytime. This includes winding back the clock and altering blind/ante rounds. The Tournament Director will take reasonable steps to notify all participants of any material amendments. Reasonable steps include publishing online, in the poker room, or by verbal announcement.

Table and Seat Allocation

22. On a particular table, position 1 is located to the immediate left of the Dealer, with position numbers ascending in a clockwise order.
23. A draw for the Dealer button will be held at the beginning of each Tournament and at the commencement of the final table.
24. The names of all entrants for a particular Tournament will be drawn by ballot or randomly generated by computer to determine each entrant's table number and playing position.
25. Seating assignments may be altered to ensure that entrants who are connected by family or association play at different tables or are separated on the final table.
26. Unless otherwise advised, the number of entrants allocated to any one table will be determined by the Tournament Director as follows:
 - 26.1. The maximum number of players per table is 10.
 - 26.2. 6 handed events will be collapsed once play can commence 6 handed on fewer tables;
 - 26.3. 9 handed events will be collapsed once play can commence 9 handed on fewer tables;
 - 26.4. 10 handed events will be collapsed once play can commence 10 handed on fewer tables.
27. The final table will have the following number of players:
 - 27.1. In a 6 handed event: 7 players;
 - 27.2. In a 9 handed event: 9 players;
 - 27.3. In a 10 handed event: 10 players.

Blinds and Wagers

28. Any entrant who is absent from play will have all antes, blinds and forced bets deducted from the set amount of his/her Tournament chips for each round of betting until he/she returns. The entrant's position at the table will still be dealt in during the absence and retain all rights as if he/she was present at the table.
29. In all situations, a partial blind will be treated as a full blind.



30. In heads-up play, the small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.
31. All wagers will be made with tournament chips. Tournament chips in the possession of an entrant at the conclusion of a particular Tournament will remain the property of Dunedin Casino.
32. An entrant's bank of chips must remain on the table in full view of all participants, with the highest denomination chip the most prominent, until each Session is completed and the winner(s) is determined.
33. A bank of chips will not be supplemented or removed from the table by an entrant during the conduct of tournament play, unless in the form of a rebuy or add-on.

Elimination

34. Entrants in a particular Tournament/Satellite will be eliminated from that Tournament/Satellite when they have lost their bank of tournament chips and no further rebuys or add-ons are allowed.
35. As entrants are eliminated from the Tournament/Satellite, the number of tables may be reduced at the discretion of the Tournament Director.
 - 35.1. A difference of two entrants between Tournament/Satellite tables is acceptable. During the final stages of a particular Tournament/Satellite a difference of two entrants will be balanced as soon as is practicable.
 - 35.2. On any table which is three or more entrants short, creating a difference of three, play will be suspended until that table has been balanced.
 - 35.3. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get is a hand between the small blind and the button.
36. In the event of more than one entrant being eliminated from a Tournament/Satellite during the same round of play on the same table, places will be allocated relative to the size of the eliminated entrants' respective Tournament chip banks prior to the commencement of that particular round of play.
37. Once an entrant is eliminated, he/she will not be permitted to re-enter that particular Tournament/Satellite, unless the Tournament Outline specifically permits it.
38. If a player bets all-in and a hidden chip is found behind after a player has called, the Tournament Director will determine if the chip behind is part of accepted action or not. If not part of the action, the player will not be paid off for the chips if he wins. If he loses, he is not saved by the chips and the Tournament Director may award the chips to the winning caller.



Balancing

39. To maintain balanced tables throughout the duration of the Tournament/Satellite, entrants may be re-seated at the discretion of the Tournament Director.
40. The standard balancing procedure is to move the player who will be the big blind next, into the worst position, including taking a single big blind when available, even if that means a seat will have the big blind twice.
41. Where an entrant is re-seated he/she must move promptly to the tables as requested and transfer his/her bank of chips so that the chips remain in clear view of the Dealer (or above) and the Tournament entrants. Failure to do so may result in the chips being forfeited.

Race Off

42. At all times, the Tournament Director will control the number and denomination of chips in play and may colour up at their discretion.
43. When it is time to remove the lowest chip in play, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat.
44. A player cannot be raced out of a tournament. A player who loses his remaining chips in a chip race will be given one chip of the smallest denomination still in play.
45. Players are encouraged to witness the chip race.

Rebuys and Addons

46. Where a Tournament allows rebuys or addons, entrants in that Tournament may purchase an additional bank of chips for the amount stipulated during the times specified in the Tournament Outline, provided the entrant has less than or equal to the starting stack.
47. If an entrant has exhausted his/her bank of chips and wishes to rebuy, he/she must rebuy (or signal their intention to rebuy) prior to the commencement of the next round of play, or it will be deemed that he/she has been eliminated from the Tournament, subject to the availability of re-entries.

Time to Act

48. Tournaments may permit entrants to 'put the clock' on another entrant. Subject to the request being reasonable, the Tournament Director will call "time". If action has not been taken by the time there is 10 seconds remaining, there will be a 10-second countdown.
49. If an entrant has not acted on his/her hand by the time the countdown has elapsed, the hand will be dead. All wagers made by that entrant will remain in the pot(s).



50. If the Tournament Director determines that an entrant is deliberately being slow to act on more than one occasion in the same Tournament/Satellite, that entrant may be given a maximum of 10 seconds to act for all subsequent hands.

Betting Limits

51. The betting limits, together with the timing of increases in blinds and/or antes, will be determined by Dunedin Casino Management will be made available to read prior to the tournament.
52. When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A new hand begins when the dealer commences the first riffle.

General Procedures

53. Prior to the commencement of the Tournament/Satellite, entrants may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.
54. Unless being re-seated by the Tournament Director, an entrant must be at his seat in order to have a live hand. Unprotected cards will be mucked following the initial deal.
55. There will be no foreign chips allowed on the table except for a maximum of one card protector per entrant.
56. All cards will be turned face up without delay once a player is all-in and all betting action by all other players in the hand is complete.
57. A hand may be ruled retrievable by the Tournament Director.



Prize Pool

58. Dunedin Casino may add value to a prize pool in the form of cash, goods or services.
59. The Tournament prize pool will consist of all buy-ins together with any rebuys and add-ons.
60. Satellites will generally pay out as many seats as is possible to purchase with the prize pool, with any residual funds to be given to the first runner up.
61. The prize pool break up will be advertised prior to the commencement of the Tournament or following any period in which players may purchase additional chips.
62. As a guide, the following placegetters will be paid, dependent on total entries:

Number of Entrants	Number of Places Paid	% Distribution
2 to 5	First place only paid	1 st = 100%
6 to 9	Top 2 places paid	1 st = 60%, 2 nd = 40%
10 to 18	Top 3 places paid	1 st = 50%, 2 nd = 30%, 3 rd = 20%
19 to 27	Top 4 places paid	1 st = 45%, 2 nd = 28%, 3 rd = 17%, 4 th = 10%
28 to 36	Top 5 places paid	1 st = 43%, 2 nd = 26%, 3 rd = 15%, 4 th = 9%, 5 th = 7%
37+	Top 6 places paid	1 st = 42%, 2 nd = 25%, 3 rd = 14%, 4 th = 8%, 5 th = 6%, 6 th = 5%

63. Dunedin Casino will not facilitate a deal.

Conduct of Play

64. Players are obligated to protect other players in the tournament at all times. Therefore players, whether in the hand or not, may not:
 - 64.1. Disclose the contents of live or folded hands,
 - 64.2. Advise or criticize play at any time,
 - 64.3. Read a hand that hasn't been tabled.
65. A penalty may be invoked if an entrant exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents occur. Penalties will be invoked for soft play, abuse, disruptive behaviour, or cheating.
66. Penalty options include verbal warnings, "missed hands", "missed rounds", and disqualification. Staff can assess one or more missed-hand penalties; 1-, 2-, 3-, or 4-round penalties, or disqualification. Repeat infractions are subject to escalating penalties.
67. The Tournament Director may penalize any entrant who fails to comply with these Terms and Conditions, or whose behaviour is assessed as being detrimental to the integrity or the proper conduct of the Tournament/Satellite.



68. During a penalty of more than one hand the offender must remain away from the table. Cards are dealt to his seat, his blinds and antes are posted, and the hand is killed after each initial deal.
69. The Tournament Director reserves the right to read any unexposed hands to determine whether or not collusion has occurred.

Decision Making

70. The Tournament will be conducted by the Tournament Director and/or their deputies in accordance with these Rules, Terms and Conditions, the Dunedin Casino Poker House Rules, the Tournament Outline and the Gazetted Rules for Poker and Tournament Poker, as applicable.
71. In the event of a dispute relating to any tournament, the decision of the Tournament Director is final.
72. Neither Dunedin Casino nor any other person or party associated with any tournament will be liable to any entrant for:
 - 72.1. any loss, damage or personal injury suffered in connection with their participation;
 - 72.2. any acts or omissions by its employees (whether negligent or willful) in the conduct of any tournament;
 - 72.3. any equipment, system or software malfunction or failure;
 - 72.4. any electronic transmission errors or delays which may affect an entrant's ability to participate.
 - 72.5. any losses whatsoever that may arise from any decision of the Tournament Director.
73. A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Dunedin Casino is entitled to have the complaint investigated by the DIA, pursuant to legislative requirements and the Rules of Poker.