

Midwest Poker Series Basic Rules Manual

1. NO GAMBLING ALLOWED. EVER. It is illegal to gamble or wager real money while sitting at a Midwest Poker Series table or while using MPS property (cards, chips, etc.). If you choose to ignore this rule, don't expect to be playing on the MPS for very long.
2. NO BUY-IN. EVER. There is no buy-in required to enter any Midwest Poker Series event.
3. NO CASH ALLOWED ON THE TABLES. NO EXCEPTIONS.
4. Players must be legal US residents and 21 years of age or older to play in any MPS event. At the discretion of our dealers, they may require a player to furnish photo identification containing a birth date. Any player refusing to show, or not possessing his/her identification who is believed to be under the age of 21 will not be allowed to enter any MPS event. This includes the Semi-Final and Championship.
5. Tournament chips have no cash value and will never retain a cash value at any time.
6. All MPS events will be governed by the Tournament Directors Association rules. TDA rules are used in casinos across the world and in major tournaments like the WSOP and WPT. See the "TDA Rules" Note for a complete listing of all TDA Rules.
7. You will find every MPS tournament will be run as similarly as possible to any tournament you'd play in a casino. Of course some exceptions must be made due to time and location restraints.
8. All MPS nightly tournaments will run two nine or 10-handed tables with two dealers ready to go. We will not place crazy restrictions on the number of players needed to run two tables. If enough people are registered before the scheduled start time of a tournament we will run two tables. Poker is considered "regulation" with nine or 10-handed tables in play, but may be played with as few as six players per table. Occasionally, in the interest of keeping alternates to a minimum, we will open a second table with as few as 15 players.
9. Players may register for any MPS nightly tournament before the end of the third blind level. Blind levels last 15 minutes, meaning you may register up to 45 minutes after the tournament begins. Keep in mind that late registrants will be treated as alternates. At a casino, an alternate enters a tournament with the same amount of chips everyone else began the event with, regardless of when they enter the tournament. The MPS slightly modifies this rule by giving players an extra \$2,000 in tournament chips per level following Level 3. Meaning, if you enter a tournament during Level 3, you will receive the same starting stack as players who began the event on time. If you enter during Level 4, you will receive an extra \$2,000 in tournament chips, during Level 5 an extra \$2,000, and so on.
10. All MPS events will be played in a deep stack format. Players will begin all nightly tournaments with \$8,000 in tournament chips.
11. Players who arrive to our tournament host locations AT LEAST 30 minutes prior to the start of a tournament will receive a one-time \$3,000 tournament chip add-on! The increase to your

starting stack means you start each nightly tournament with \$11,000 in tournament chips!! You will receive the add-on BEFORE you play your first hand.

12. We want everyone to understand how we are able to offer our tournaments and as well as any and all prizes. The locations that host MPS tournaments pay the MPS a promotional fee. If the players we draw to our tournament don't, in turn, purchase food and drinks while they're there, our tournament hosts won't see a profit. If they don't see a profit, they stop hosting tournaments. If they stop hosting tournaments, the MPS will no longer exist. Your patronage is ABSOLUTELY vital to the success of the MPS. YOU have the power. It is that simple. You keep patronizing our hosts and help us grow the Series, and we will reward you with all the prizes we can possibly offer. You choose not to patronize our hosts, and the MPS has little chance to grow or survive, hence the prizes will not grow or survive either.

13. All decisions made by MPS Management, its Dealers, or Supervisors are final.

SEATING

1. Seating will be determined by random assignment. When a player arrives they must request a registration card from a host establishment employee or sign their name on a registration list. Registration cards will be numbered and distributed sequentially. Players will then present their registration cards to the dealer and will draw a seating card from a container immediately upon registration. Dealers will then place the player's name on the playing list in accordance with their table position. Order of draw will be determined by registration card number or position on the list.

2. In the interest of starting each tournament on time, players will be called by the dealer in charge of seating immediately after the dealer has set their table. All players with registration cards or who have signed their name to the player list should draw for a seat at this time. Players who arrive after this process has been completed will simply draw for a seat in the order they are registered.

3. In the event a nightly tournament has already begun, players may still be seated or added to the alternate list any time before the third level of play has ended.

4. In the event of an alternate list, it is the player's responsibility to be in the playing area and hear their name being called. A player who intends to leave the playing area is responsible for knowing their position on the list. Any player whose name is called and does not notify the dealer in charge of the list they are ready to play within three (3) minutes will be moved to the bottom of the list. Once the list has been exhausted the player will be announced one final time. If they are not immediately present, their name will be removed and the waiting list will cease.

5. In the event of an alternate list, players will take the seat available upon having their name called. In the event two players are called simultaneously, the player whose name was called first will have seating preference.

6. Players may not hold seats for anyone for any reason. Players may draw for one and only one seating card. This is in fairness to those who arrive early.

7. Once a player enters a tournament location and receives a registration card or adds their name to the registration list, the player must remain at the tournament location until the tournament begins. Players, who arrive early to get a low numbered registration card/place on the list, leave the location, and then return just before the tournament begins will be moved to the bottom of any alternate list that exists. Multiple offenses will result in warnings and possibly being banned from the MPS. This rule is also extended to employees and staff of our host locations that get off work in the afternoon but intend to play in that night's tournament. If they choose to take a registration card upon getting off work, they must remain at the location until the tournament begins. If they choose to go home for any reason, they may not take or receive a registration card until they return. This rule will be strictly enforced in order to support the fairness of the game.

CODE OF CONDUCT

MPS Management will attempt to maintain a pleasant environment for all players, but it is not responsible for the conduct of any player. The Midwest Poker Series has established this Code of Conduct and may deny entry to, remove, or ban violators.

The following are not permitted:

- Collusion with another player or **any form of cheating**
- Verbally or physically threatening any player, MPS employee, or host establishment patron or employee
- Using excessive profanity or obscene language
- Creating a disturbance by arguing, shouting, or making excessive noise
- Throwing, tearing, bending, or crumpling cards
- Destroying or defacing property
- Using an illegal substance
- Fighting

POKER ETIQUETTE

The following actions are improper and are grounds for warning, suspension, or barring of the violator:

- Deliberately acting out of turn
- Deliberately splashing chips into the pot
- Agreeing to check a hand down when a third player is all-in
- Reading a hand for another player at the showdown before it has been placed face up on the table
- Telling anyone to turn a hand face up at the showdown
- Revealing the contents of a live hand in a multi-handed pot before the betting is complete. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot so that you do not leave any possibility of the information being transmitted to an active player. These actions may cause your hand to be declared dead.

- Needlessly stalling the action of the game
- Slow rolling –**ZERO TOLERANCE - Players will be warned only once and WILL BE GIVEN THE MAXIMUM PENALTY**
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight and at a moderate rate of speed
- Stacking chips in a manner that interferes with dealing or viewing cards
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot

Once again, this is an **OVERVIEW** of our Rules and Procedures. A full copy of the Midwest Poker Series Rules and Procedures Manual will be available on our website at www.midwestpokerseries.com. Any rule listed in this note or found in our Rules and Procedures Manual is subject to change. The Midwest Poker Series reserves the right to alter or eliminate any portion of the Midwest Poker Series at any time including, prizes, rules, tournament format, or any other area of the MPS.