MISFITS POKER LEAGUE (MPL) STRUCTURES AND TOURNAMENTS

1. The Seasons:

a) Misfits Poker has chosen to align itself with the Free Poker Network (FPN). This alliance allows Misfits Poker to have access to a great many benefits for all the members of the league. Misfits Poker will utilize the same "Seasonal" structure that the FPN uses.

Winter Season: January 1st - March 31st Spring Season: April 1st - June 30th Summer Season: July 1st – September 30th Fall Season: October 1st – December 31st

2. The Game:

- a) The game is No-Limit Texas Hold'em. Each night there will be one multi-table formatted (MTT) event at each venue. This means that all players will be seated and we will play down to one winner for the night.
- b) This "Standard" structure is designed for 20-30 players over a 4-4.5 hour time span, based on the venue start time.
- c) Should this Standard tournament be completed in 2 hours or less, or there is a table available to use; at the Tournament Host's discretion, a second much shorter tournament may be played following the "Turbo" Structure listed below.

3. Standard Structure

Minimum Number of Players: 6

Level Time:15 minutesBreak Time:10 Minutes

Starting Stack: 3000 Chips

Optional Dealer Appreciation Add-On (Suggested \$15-\$20 Tip): 5000 chips

Level Small Blind Big		Big Blind	BB Ante	Level Time	Level	Small Blind	Big Blind	BB Ante	Level Time
1	25	50		15	9	1000	2000		15
2	50	100		15	10	1500	3000		15
3	75	150		15	11	2000	4000	500	15
4	100	200		15	12	3000	6000	1000	15
BREA	K-End of Late Up Green	Registrati Chips (25)		20	BRE	AK-Color Up	Red Chips	s (500)	10
5	200	400		15	13	4000	8000	2000	15
6	300	600		15	14	5000	10000	4000	15
7	400	800		15	15	10000	20000	5000	15
8	500	1000		15	16	20000	40000	10000	15
	REAK- End of Color Up Blac	•		15					

4. Big Blind Antes:

- a) 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.
- b) 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 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 it will be at the discretion of the Tournament Host to determine if the Big Blind Antes will be necessary.

5. <u>Re-Entry:</u>

- a) Players may re-enter the tournament after their first elimination.
- b) Players will only be allowed one(1) re-entry opportunity and can do so immediately upon their first elimination(see below for exceptions). This re-entry will solely be at the discretion of the player.

- c) This re-entry will be at no cost to the player and will consist of the player receiving a single starting stack of 3000 chips(if No Dealer Appreciation), and 6000 chips(with Dealer Appreciation).
- d) It is the players' responsibility to notify the Tournament Host at the time of re-entry of the tournament. The Tournament Host will then assign a seat to the player.
- e) A player may redeem their re-entry chip at the conclusion of Level 8.
 - i) If the player participated in the Dealer Appreciation program, they will receive 2000 chips.
 - ii) If the player DID NOT participate in the Dealer Appreciation program, they will receive 1000 chips. Please see Rule 3(c) of the MPL Rules of the Game for complete details.

6. Prizes:

- a) Players will be awarded points that will be included in their FPN Monthly and Season Totals.
- b) The Top 3 finishers of the Bonus Game will receive a code to play in the Weekly Online Qualifier.
- c) No scratch cards will be awarded for the Bonus Game.
- d) Winners of the Nightly MTT Game will also receive an invitation to the Tournament of Champions.
- e) If applicable, the winner will also receive a bar prize to be determined by each venue.
- f) Additional prizes may be awarded to the Top 3 finishers at the discretion of Misfits Management.

7. Alternates for Standard Structure:

- a) There are no substitutes for games played during League play.
- b) If there are Alternate Players waiting to be seated, players will not be allowed to re-enter the tournament immediately and must wait to re-enter once all the Alternate Players have been seated.
- c) 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.
- d) 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.
- e) 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.

8. Breaks:

a) The Breaks structure and time are designed to encourage members to engage with and show the host venue your patronage. What you spend in a venue not only helps the venue but is vital in assisting the League in maintaining quality relationships with the current and future venues. These break times are at the discretion of the Tournament Host and may be adjusted accordingly.

9. Turbo Structure:

Minimum Number of Players:6Level Time:12 MinutesBreak Time:NoneStarting Stack:2000 ChipsLate Registration:Until the beginning of Level 5Optional Dealer Appreciation Add-On (Suggested \$5 Tip):1000 Chips

Level	<u>Small</u> <u>Blind</u>	<u>Big</u> Blind	<u>Level</u> <u>Time</u>	<u>Level</u>	<u>Small</u> Blind	<u>Big</u> Blind	<u>Level</u> <u>Time</u>						
1	25	50	12	5	400	800	12						
2	50	100	12	Color Up Black Chips(100)									
Colo	or Up Gre	en Chips	(25)	6	500	1000	12						
3	100	200	12	7	1000	2000	12						
4	4 200		12	8	2000	4000	12						

10. <u>Re-Entry for Turbo Structure:</u>

a) There are no re-entries available for the Turbo Structure.

11. Prizes for Turbo Structure:

- a) Players will be awarded points that will be included in their FPN Monthly and Season Totals.
- b) The Top 3 finishers of the Bonus Game will receive a code to play in the Weekly Online Qualifier.
- c) Winners of the Bonus Game will also receive an invitation to the Tournament of Champions. This also includes an additional 1000 chips to any stack they may have already earned.
- d) No additional prizes or awards will be given for the Bonus Game.

12. Alternates For Turbo Structure:

- a) There are no substitutes for games played during League play.
- b) Alternates may become necessary due to lack of seats available. These alternates will be seated by the Tournament Host once a seat becomes available.
- c) If there are still alternates at the end of Level 4, Level 4 will remain in untimed play until all alternates have been seated. When Level 4 officially ends and untimed play begins, no further alternates may be added to the list.
- d) Once the last alternate is seated the table will deal one final hand at Level 4, then continue play at Level 5, Blinds (400/800) with a fresh 15-minute timer.

13. Mystery and Management Bounties:

- a) Before the start of game play, the Tournament Host may randomly select a seat card based on the maximum number of players at Table 1. That seat or the seat closest to it, will become the Mystery Bounty.
- b) 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 immediately receive a 2000 chip bonus.
- c) Should a member of Management be present and playing in the Tournament, it shall be known that each member of management will have a 2000 chip bounty on themselves, to be collected in the same manner as the Mystery Bounty.
- d) All bounties, Mystery or Management will be at the discretion of the Management and/or Tournament Host and may not be offered at all venues.

14. Members of Management

- a) Once members of Management have been eliminated from the tournament, it is at their own discretion whether or not to re-enter the tournament.
- b) Members of Management shall not be eligible to receive Bar Prizes.
- c) Management reserves the right to assist the Tournament Host at any time.
- d) Management will be eligible to earn points toward the League Championship and FPN Weekly and Monthly entries into the online qualifiers.
- e) They will also be eligible to participate fully in the High Roller Tournament qualifications.

15. League Play:

- a) Each venue will be considered its own "league". These Leagues are operated by Misfits Poker, LLC.
- b) Each League will have a Season Champion determined by the total number of points earned over the course of a season.
- c) This Champion will typically receive a seat in the current FPN Promotional Championship, qualify for a seat in the Misfits Tournament of Champions (MTOC), and receive a FPN "League Championship" Medallion.
- d) The Top 10% (rounded up) of the Season standings in each League will also directly qualify for a seat in the current FPN Promotional Championship Main Event.

16. FPN Promotions:

a) The FPN typically runs promotions for 2 consecutive seasons. These promotions involve live League Championship play and a live Tournament of Champions, as well as Online Weekly and Monthly tournaments that are used as qualifiers for the current promotions Championship Main Event. These promotions are at the sole discretion of the FPN. Misfits Poker has no control over what they decide to offer, including qualifications, tournament play, or prizes therein.

17. Weekly and Monthly Qualifier Bonus:

- a) The Top 3 players in each nightly game will receive an invite to the Weekly Promotional Online qualifier.
 - i) The Winner of the Weekly Promotional Online qualifier receives a seat in the current FPN Promotional Championship and a cash prize determined by the FPN.
 - ii) The Top 9 qualifiers of the Weekly Promotional Online Tournament also receive an invitation to the Monthly Promotional Online Tournament.
- b) The Top 20% of players from each **Monthly Leaderboard** get an invite to the Monthly Promotional Online qualifier.
 - i) The Top 5 finishers of the Monthly Promotional Online Tournament receive a seat in the current FPN Promotional Championship Main Event.
 - ii) The Top 3 finishers, in addition to the seat stated above, receive a cash prize determined by the FPN.

- c) These promotions are at the sole discretion of the FPN. Misfits Poker has no control over what they decide to offer, including qualifications, tournament play, or prizes therein.
- d) These online qualifying tournaments are offered by the FPN and are subject to change without notice.

18. 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) over the course of the given season.
 - ii) Win any single game over the course of the season(s). Both Standard MTT (Full Starting Stack Awarded) and Bonus Games (1000 Chip Stack awarded) qualify.
 - iii) Qualify as a TOC Wild Card.
 - (1) Each TOC will have 27 players. Typically, each season consists of 12-13 weeks of play in each league.
 - (2) Throughout a season a League is likely to have a repeat winner. This means that at times, due to duplicate winners, there may be a small number of 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, and the Top 10% finishers of venues that are no longer active at the end of promotion will still qualify for all applicable awards.
- c) Players who have qualified for a seat in a League Tournament of Champions <u>AND HAVE ALSO</u> 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. (18biii2)

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 three (3) starting stacks available to each qualified player.

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) starting stacks available to each qualified player.

If a player qualifies as a TOC Wild Card, they will receive one (1) starting stack.

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 Team's discretion).

When MTOC's are combined, the players that have multiple wins and/or League Championships will be able to receive a maximum of 4 starting stacks for that particular MTOC.

Winners earn an FPN TOC Medallion, a Seat in current FPN Promotional Championship. There will be no substitutes or alternates available for this tournament.

Earning Points:

Point distribution will be according to the FPN Standard Scoring System(Update 8/11/23) seen in the charts below. In addition, each player that does not reach the lowest payout level, based on the total number of players, will receive 20 points for participating. This chart represents the Top 30% of Total Players receiving points.

																								-						-														
Players 2- 2			5 (/ 8-8	3 9-1																																						49- 50- 49 50
Paid 1	1	1	2	2 2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	8 8	3 9	9 9	9	10	10	10	11 :	11 1	1 11	12	12	12	13	13	13	14	14	14	14	15 15
1 54	4 6	6 77	87 9	97 10	6 11	5 12	4 13	2 14	1 149	9 157	165	5 172	180	187	195 2	202 2	209 2	216 2	23	230 2	237 2	244 2	50 2	57 26	53 2	70 27	8 28	3 289	296	302	308 3	14 32	0 328	3 332	338	344	350	358	362	367	373	379 3	386 3	390 398
2			67 7	74 8	1 8	7 9	3 10	0 10	5 111	1 117	122	2 128	133	138	144 1	149 :	154 1	159 1	64	169 1	173 1	178 1	.83 1	88 19	92 1	97 20	1 208	3 210	215	219	224 2	28 23	2 238	3 241	245	249	253	257	262	266	270	274 2	278 2	282 288
3						8	0 8	5 9	94	4 99	104	108	112	117	121 1	125	129 1	133 1	.37	141 1	145 1	149 1	53 1	57 16	51 1	64 16	8 17	2 175	179	183	188 1	.90 19	3 197	200	204	207	211	214	217	221	224	227 3	231 2	234 237
4									84	4 88	92	2 96	100	104	107 1	11	115 1	18 1	.22	125 1	128 1	132 1	35 1	38 14	12 1	45 14	8 15	1 155	158	161	164 1	.67 17	0 173	3 176	179	182	185	188	191	194	197	200 2	202 7	205 208
5												88	92	95	98 1	101	105 1	108 1	11	114 1	117 1	120 1	23 1	26 12	29 1	32 13	5 138	3 140	143	146	149 1	51 15	4 157	7 160	162	165	168	170	173	175	178	181 1	183 1	186 188
6																94	97 1	100 1	.03	106 1	109 1	111 1	.14 1	17 11	19 13	22 12	5 12	7 130	132	135	137 1	.40 14	2 145	5 147	150	152	155	157	159	162	164	167 1	169 1	171 174
7																			97	99 1	102 1	105 1	.07 1	10 11	12 1	14 11	7 119	9 122	124	126	129 1	.31 13	3 130	5 138	140	142	145	147	149	151	154	156 1	158 1	160 162
8																						99 1	.01 1	04 10	06 10	08 11	1 113	3 116	117	120	122 1	.24 12	6 128	3 130	132	135	137	139	141	143	145	147 1	149 1	151 153
9																									1	03 10	5 108	3 110	112	114	116 1	.18 12	0 122	2 124	126	128	130	132	134	136	138	140 1	142 1	143 145
10																												105	107	109	111 1	.13 11	6 117	7 119	121	122	124	126	128	130	132	134 1	135 1	137 139
11																															107 1	.09 11	0 112	2 114	116	118	119	121	123	125	127	128 1	130 1	132 133
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51 52																																												
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402 407	413	3 418	8 424	429	435	440	446	451	457	462 4	67 4	173 47	8 483	488	494	499	504	509	514	519	525	530	535	540 5	545 5	550 51	55 56	0 565	5 570	575	580 E	585 59	0 59	5 600	604	609	614	619	624	629 6	533 6	538 6	43 6	48 65
290 294	298	302	306	310	313	317	321	325	329 3	332 3	36 3	340 34	4 347	351	355	359	362	366	370	373	377	380	384	388 3	891 3	395 39	98 40	2 405	5 409	412	416 4	419 42	3 42	5 430	433	437	440	444	447	450 4	454 4	157 4	60 4	64 46
240 244	247	7 250	253	256	260	263	266	269	272	275 2	78 2	281 28	4 287	290	293	296	299	302	305	308	311	314	317	320 3	323	326 33	29 33	2 335	5 338	340	343 3	346 34	9 35	2 355	357	360	363	366	369	371 3	374 3	377 3	80 31	82 38
211 214	216	5 219	222	225	227	230	233	236	238	241 2	44 2	248 24	9 252	254	257	259	262	265	267	270	272	275	277	280 2	282	285 28	87 29	0 292	2 295	297	300 3	302 30	5 30	7 310	312	315	317	319	322	324	327 3	329 3	31 3	34 33/
191 193	196	5 198	3 201	203	206	208	210	213	215	218 2	20 2	222 22	5 227	229	232	234	236	239	241	243	246	248	250	252 2	255	257 2	59 26	1 264	266	268	270 2	273 27	5 27	7 279	281	284	286	288	290	292 2	294 2	296 2	99 30	01 30
176 178	180	183	185	187	189	192	194	196	198	200 2	03 2	205 20	7 209	211	213	215	218	220	222	224	226	228	230	232 2	234 2	236 23	38 24	0 242	2 245	247	249 2	251 25	3 25	5 257	259	261	263	265	266	268 2	270 2	272 2	74 2	76 27
164 166	168	8 171	173	175	177	179	181	183	185	187 1	89 1	191 19	3 195	5 197	199	201	203	205	207	209	211	213	215	216 2	218 2	220 23	22 22	4 226	228	230	232 2	233 23	5 23	7 239	241	243	245	246	248	250 2	252 2	254 2	55 2	57 25
155 157	159	9 161	163	165	167	169	171	172	174 :	176 1	78 1	180 18	2 184	186	187	189	191	193	195	197	198	200	202	204 2	206 2	207 20	09 21	1 213	3 214	216	218 2	220 22	1 22	3 225	227	228	230	232	233	235	237 2	239 2	:40 2	42 24
147 149	151	1 153	155	156	158	160	162	164	166	167 1	69 1	171 17	3 174	176	178	180	181	183	185	186	188	190	192	193 1	195	197 19	98 20	0 202	2 203	205	207 2	208 21	.0 21	2 213	215	216	218	220	221	223 2	224 2	226 2	.28 2	29 23
141 142	144	4 146	5 148	149	151	153	155	156	158	160 1	61 1	163 16	5 166	168	170	171	173	175	176	178	180	181	183	184 1	186 1	188 18	89 19	1 192	194	195	197 1	199 20	20	2 203	205	206	208	209	211	212 2	214 2	215 2	17 2	18 220
135 137	138	8 140	142	143	145	147	148	150	152 1	153 1	55 1	156 15	8 160	161	163	164	166	167	169	171	172	174	175	177 1	178	180 10	81 18	184	186	187	189 1	190 19	2 19	3 195	196	198	199	201	202	203 2	205 2	206 2/	.08 2/	09 21
130 132	133	3 135	137	138	140	141	143	144	146	148 1	49 1	151 15	2 154	155	157	158	160	161	163	164	166	167	169	170 1	172	173 1	74 17	6 177	179	180	182 1	183 18	18	5 187	189	190	192	193	194	196 1	197 1	198 2/	.00 20	01 203
126 127	129	9 130	132	134	135	137	138	140	141	143 1	44 1	146 14	7 148	8 150	151	153	154	156	157	159	160	161	163	164 1	166	167 1	68 17	0 171	173	174	175 1	177 17	8 17	9 181	182	183	185	186	187	189 1	190 1	191 1	.93 19	94 195
122 124	125	5 126	5 128	129	131	132	134	135	137 :	138 1	40 1	141 14	2 144	145	147	148	149	151	152	153	155	156	158	159 1	160	162 1	63 16	4 166	5 167	168	170 1	171 17	2 17	175	176	177	179	180	181	183 1	184 1	185 1	.86 18	88 189
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117	118	3 120	121	122	124	125	126	128	129	130 1	32 1	133 13	4 136	5 137	138	140	141	142	144	145	146	147	149	150 1	151	152 1	54 15	5 156	5 157	159	160 1	161 16	2 16	4 165	166	167	169	170	171	172 1	173 1	175 1	76 1	77 178
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Bonus Game Payouts

Players	1-1	2-2	3-3	4-4	5-5	6-6	7-7	8-8	9-9	10-10	11-11	12-12	13-13	14-14	15-15	16-16	17-17	18-18	19-19	20-20
Paid	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
1	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	21
2	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
3	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	15	1
4	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	