

Florio Lounge Poker League

League will run 12 months (24 Games)

Point system will be based on number of players per game (additional notes to below).

Stats will be kept using Tournament Supervisor and email updates will be made available monthly.

Tournaments will be held twice a month and the buy in will be \$125.

\$100 goes to individual tournament pot and the additional \$25 per player will go into the end of the year pot for Championship Game and Season Point Leaders (50/50).

See below for breakdown

Table Set Up

League stats will be kept at 9 player minimum (10/14/16/18/20).

Starting Stack: 30K with 20 Minute Blinds.

An announcement will be made the month prior via Thefloriolounge.com so we can get the majority to agree on nights available as per the Florio Lounge hours of operation.

Payout Structure is as follows:

9 Players: 1st: \$500 2nd: \$275 3rd: \$125

10 Players: 1st: \$550 2nd: \$300 3rd: \$150

14 Players: 1st: \$600 2nd: \$400 3rd: \$250 4th: \$150

16 Players: 1st: \$700 2nd: \$450 3rd: \$300 4th: \$150

18 Players: 1st: \$800 2nd: \$500 3rd: \$350 4th: \$150

20 Players: 1st: \$800 2nd: \$500 3rd: \$350 4th: \$200 5th: \$150

*If numbers are in between, and all parties agree to play despite the minimum required not being met, the prize pool will be announced prior to game.

Point System Structure is as follows:

9 Players:

1st: 9 Points

2nd: 6 Points

3rd: 3 Points

4th-9th: 1 Participation Point

10 Players:

1st: 10 Points

2nd: 8 Points

3rd: 6 Points

4th-10th: 1 Participation Point

14 Players:

1st: 18 Points

2nd: 13 Points

3rd: 8 Points

4th: 3 Points

5th: 2 Points

6th-14th: 1 Participation Point

16 Players:

1st: 20 Points

2nd: 15 Points

3rd: 10 Points

4th: 5 Points

5th: 2 Points

6th-16th: 1 Participation Point

18 Players:

1st: 25 Points

2nd: 20 Points

3rd: 15 Points

4th: 10 Points

5th: 5 Points

6th: 2 Points

7th-18: 1 Participation Point

20 Players:

1st: 50 Points

2nd: 40 Points

3rd: 25 Points

4th: 15 Points

5th: 10 Points

6th: 5 Points

7th-9th: 3 Points

10- 20th: 2 Participation Points

End of Season Point Leader Breakdown

1st: 60% of league collection

2nd: 25% of league collection

3rd: 15% of league collection

- *If 20 members qualify with 8 game minimum, the Top 4 Players will earn a share of prize pool*

Championship Game

Date/Time: TBD (Sunday midday preferred)

Buy In: \$150

Starting Stack: 40K with 20 Minute Blinds.

Payout Structure is as follows (20 Players):

1st: \$1,300 + 45% Prize Money from league collection + Championship Bracelet + Championship T-Shirt

2nd: \$800 + 30% Prize Money from league collection

3rd: \$500 + 15% Prize Money from league collection

4th: \$250 + 10% Prize Money from league collection

5th: \$150

Payout Structure is as follows (18 Players):

1st: \$1,000 + 45% Prize Money from league collection + Championship Bracelet + Championship T-Shirt

2nd: \$800 + 30% Prize Money from league collection

3rd: \$500 + 15% Prize Money from league collection

4th: \$250 + 10% Prize Money from league collection

5th: \$150

Payout Structure is as follows (16 Players):

1st: \$1,000 + 50% Prize Money from league collection + Championship Bracelet + Championship T-Shirt

2nd: \$800 + 30% Prize Money from league collection

3rd: \$450 + 15% Prize Money from league collection

4th: \$150 + 5% Prize Money from league collection

Payout Structure is as follows (10 Players):

1st: \$900 + 60% Prize Money from league collection + Championship Bracelet + Championship T-Shirt

2nd: \$425 + 30% Prize Money from league collection

3rd: \$175 + 10% Prize Money from league collection

Qualification for Championship Game

1. Top 10 point winners automatically qualify for game as long as they have played in a minimum of 8 games.

2. Two Additional Wild Card seats may be awarded based on the following:

- Player is in the Top 16/18 of the point totals. (Championship Game seats 10/16/18/20 Players)
- Player has attended mandatory minimum of 8 games.
- Wild Card Players start with stack of 30K

3. The amount of Championship Game seats is contingent upon overall numbers of total participation totaling a minimum of 8 games. Because all tournament games played at the Florio Lounge will cost \$125 and \$25 will still be collected, said player will receive a point total. The following is a breakdown of eligibility based on minimum games played:

10 Players: Top 10 Qualify

11-15 Players: Top 10 Qualify

16-25 Players: Top 16 Qualify + potential for two wild card seats

25 Players: Top 18 Qualify + potential for two wild card seats

26+ Players: Top 20 Qualify

Rules and Regulation

1. The tournament director has final say in all unusual circumstances/situations that may arise. There may be times that a decision must be made in interest of "fairness" over "technical rules." These will take priority and are not open for discussion.

2. Any engaged activity and/or attempted activity that compromises the integrity of league play and/or The Florio Lounge will be subject to penalty. These penalties include but not limited to: 10 minute suspension of play, forfeiture of chips, forfeiture of prize money and/or dismissal from the league.

3. Verbal abuse, throwing chips/cards will not be tolerated. The first offense will result in a 10 minute suspension of play. If this act occurs during a "knock out," the penalty will be imposed to start the players next tournament.

4. Late players will ONLY be able to join a tournament already in progress if the player arrives BEFORE the start of the 8th Round.

- New players are dealt in immediately unless they are seated in the Small Blind position. If seated in the Small Blind, player must wait until the deal passes them to enter the game. If a player is seated in the Big Blind position, the player must post the Big Blind and be dealt in the hand.
- A player must be seated by the time the last card is dealt otherwise their hand will be a dead hand.

5. Dealers: If the first or second card off the deck is exposed on the deal, the dealer will place it back into the deck, reshuffle and re-cut the cards. If any other card is exposed during the deal due to dealer error, it will be replaced as follows: If a down card is flashed or exposed, it cannot be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card becomes the burn card.

6. Dealers: If the dealer turns the fourth street card before the betting round is complete, the card is taken out of play and the betting is completed. The dealer then burns and turns what would have been the fifth street card in the place of the fourth card. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth street card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

7. Dealers: The current dealer is the only player allowed to touch the discard/muck pile. No player is allowed to turn over any cards in the muck pile, or view un-played cards.

8. Dealers: The dealer is the ONLY person who should be making change, creating side-pots, etc. Too many hands in the pot creates confusion and opens the door for cheating. While you may verbally help a dealer if needed, your hands still need to stay out of the pot.

9. Seating: Seating and table assignments are random using tournament application. Seating is NOT to be altered without approval.

10. Seating: During re-seating, chips must be transported in a rack to the next table. Putting chips in your pocket is strictly forbidden. If chips are not in view, they shall be forfeited and taken out of play.

11. During gameplay, verbal statements are binding. It is recommended players use poker terminology.
12. A hand is mucked when card is pushed forward towards the middle of the table.
13. Running out the remainder of the hand is forbidden.
14. If a player calls for the clock, the player will have 30 seconds to act. If he/she fails to act, the hand will be folded.
15. During heads up play, the pot can be chopped, however, the points cannot. If you decide to chop the pot, chips must be counted and a winner must be declared.
16. Two cards do not have to be shown to win unless necessary to determine winner of hand.
17. Bathroom, kitchen or any other room entered outside of the poker room is authorized but clean up any mess made.
18. If a player motions, hints, or makes a bet to influence a folding action indicating they have the "nuts," the hand will be folded and his/her hand is dead.
19. A player is prohibited from showing a card(s) while hand is in play in an attempt to gain information. If a card(s) is shown, the hand is considered mucked
20. If a player has the "nuts," he/she **MUST** raise on the river should the opportunity arise. This is to avoid potential collusion.
21. Members inquiring to start in a following season are not eligible for last 5 games of current season to avoid wasted point acquisitions while committed members are potentially fighting for a spot in championship.
22. In case of tie break scenarios, the first tie break will be number of games played. The second tie break scenario will be total of Top 3 finishes.