



DPA STATE OF ORIGIN

TOURNAMENT RULEBOOK v. 5.0

APPENDIX I - RULE CHANGES

- A. **BASE STACK** – The Base Stack for each team has been increased to 50,000, in order to accommodate for the Final Table structure (see Point C below).
- B. **BONUS CHIPS** – The Bonus Chips awarded from the results in Round 1 have been increased, in order to accommodate for the Final Table structure (see Point C below).
- C. **FINAL TABLE STRUCTURE** – The Final Table structure has been changed, with the minimum blinds now 500/1000 (i.e. the lowest denomination in play will be 500).
- D. **SHOT CLOCK** – After a successful trial in DPA State of Origin IV, the 20-second ‘shot clock’ will be enforced for the duration of the tournament.
- F. **NUMBER OF PLAYERS** – After a successful trial in DPA State of Origin IV, the number of players per team will be kept at eight (8).
- G. **“TWO WOMEN” RULE** – Although there is no longer a requirement to have a minimum of two (2) female players per Team (this rule was removed for DPA State of Origin IV after reducing the overall number of players per Team), this is not an open invitation for discrimination – rather, this allows for all Players to be selected on merit. Teams found to have intentionally excluded women that were proven eligible may be subject to disqualification.
- E. **TIME OUT** – A new rule, allowing two Time Out periods for each team, shall be introduced and trialled in DPA State of Origin V (see Rule X.x)
- F. **WORDING** – Where required, there have been certain Rules that have been re-worded for the sake of clarification and/or to ensure correct and accepted terminology is used (e.g. the term “Hard-of-Hearing” replaces the term “Hearing Impaired” in Rule 1.4).
- G. **DPA ALL-STARS SELECTION** – The wording of the eligibility criteria has been refined in order to provide greater clarification, particularly in relation to non-Australian players, who have never actually been excluded under the original rules.

1. GENERAL

1.1 The Deaf Poker Australia (DPA) State of Origin Poker Tournament (hitherto referred as the “DPA State of Origin”) shall be run in accordance with DPA Tournament Rules and in conjunction with any relevant rules and regulations set down by the host venue (“The House”). Where applicable, The House Rules shall take precedence over these Rules.

1.2 These Rules are subject to change at any time, at the discretion of the DPA Tournament Director or The House, without notice.

1.3 For the purposes of this competition, any Team that represents an organisation, region or country not officially recognised as a State of Australia will be considered an “Honorary State” and therefore eligible to participate in the DPA State of Origin.

1.4 All Players participating in the DPA State of Origin must be aged 18 years or over and recognised as Deaf or Hard-of-Hearing. Proof of eligibility, such as a birth certificate or passport (for proof of age), as well as an audiogram, medical certificate or a signed Statutory Declaration (for proof of hearing loss), must be produced upon request. Failure to produce proof of eligibility may result in disqualification of the offending Player(s).

1.5 For the purposes of clarification, any reference throughout made in the masculine (he/him) are equivalent to such references in the feminine (she/her). Examples of rule applications are not limited to the States that are listed. Any names mentioned in such examples are fictional and any reference to a real person is purely co-incidental.

2. TEAM SELECTION & ELIGIBILITY

2.1 A minimum total of six Teams will be required for the tournament to proceed, with a maximum of 10 Teams being accepted.

2.2. The following seven (7) teams will be offered the first opportunity to participate;

- DPA All-Stars (see Rules 1.3 & 3);
- New South Wales;
- New Zealand (see Rule 1.3);
- Northern Rivers (see Rule 1.3);
- Queensland;
- South Australia;
- Victoria, and;
- Western Australia.

2.3. Teams shall be selected by each State's Deaf Poker Organisation (see Rule 2.4), or where the State does not have a Deaf Poker Organisation, a nominated Representative, with the exception of the DPA All-Stars Team (see Rule 3).

2.4. The officially recognised Deaf Poker Organisations are as follows:

- Deaf Poker Australia;
- DHPT Sydney (New South Wales);
- Auckland Aces (New Zealand);
- Deaf Poker Queensland;
- Adelaide Deaf Poker (South Australia);
- Melbourne Kings Deaf Poker (Victoria), and;
- Western Deaf Poker League (Western Australia).

2.4. Players may be selected for a Team by any method, including, but not limited to:

- (a) Direct invitation by way of an individual or a Committee tasked to select their State's Team;
- (b) Conducting a ballot amongst eligible Players within their State's jurisdiction;
- (c) Hosting qualification tournaments ("satellites") either live or online, or;
- (d) Awarding automatic nomination to a Player who wins their respective State Deaf Poker Championship in the same year the DPA State of Origin is being held, provided that State Championship is scheduled on a date prior to this tournament.

For example: Jessica Smith, a Player who lives in Western Australia, wins the WA Invitational, therefore, by decree of the Western Deaf Poker League, she will gain automatic nomination into the Western Australia DPA State of Origin team.

2.5. The number of Players required to form a Team will be eight (8). Teams may also enlist a maximum of two Emergencies, for a total of 10 Players.

2.6. Each Team must have one of their Players nominated as a Captain, however, a Team may also elect to nominate a Vice-Captain, who may be called upon to conduct the Captain's duties if the Captain is not available.

2.7. If a State is unable to obtain the number of Players required to form a Team, the DPA Tournament Director may, at his discretion, approve a merger with another State to form a Team, or approve other individual Players to join a State's Team, provided sufficient notice is given.

For example: If South Australia and Western Australia cannot each form individual Teams, they may combine to form a SA/WA Team.

2.8. If the total number of Teams is less than 10, but the minimum requirement of six Teams has been met, the DPA Tournament Director may, at his discretion, extend an offer of participation to other countries or regions, provided that all Teams that have been initially offered have made every effort to establish a Team, but have been unable to do so.

3. DPA ALL-STARS TEAM SELECTION & ELIGIBILITY

3.1. Player selection for the DPA All-Stars Team will be made by the DPA Board of Directors.

3.2. To be eligible for selection for the DPA All-Stars, a Player must meet the relevant eligibility criteria outlined in Rules 1 & 2, as well as one or more of following conditions listed below:

(a) A Player must be a previous DPA Championship Main Event winner, or have made the final table of, or cashed in, the DPA Championship Main Event (formerly known as the Australian Deaf Poker Championship), or;

(b) A Player must be a previous Deaf State Poker Championship winner (NSW, QLD, SA, VIC, WA or NZ), or;

(c) A Player must be a previous DPA Online Series winner, or;

(d) A Player is listed on the DPA All-Time Money List.

3.3. A List of Eligible Players (i.e. the DPA All-Time Money List) will be distributed by the DPA Tournament Director to all State Deaf Poker organisations for their reference.

3.4. A Player (or Players) may also be selected for the DPA All-Stars Team for reasons other than those listed above, such as their ongoing dedication to Deaf poker, at the discretion of the DPA Board of Directors.

3.5. Player(s) who are selected for the DPA All-Stars will have the sole right to accept or decline the offer. If the Player accepts the offer, the relevant State Deaf Poker organisation cannot, in any way, force that Player to represent their State Team. Selection for the DPA All-Stars will be considered the highest honour for any Player.

3.6. Further to Rule 3.5, a Player may choose to reverse their decision and instead play for their State Team (or not participate), as long as written notice is given to the DPA Tournament Director at least seven (7) days prior to the start of the tournament. Failure to do so may result in the Player being ruled ineligible for DPA All-Stars selection in the future.

4. BUY-IN, TEAM SHEET SUBMISSION & PRIZE POOL DIVIDENDS

4.1 The buy-in for the DPA State of Origin will be AUD \$700 (\$500 + \$100 + \$100) per team. \$500 from each buy-in shall be contributed to the prize pool, \$100 shall be donated to DPA and the remaining \$100 will be taken as “rake” by The House.

4.2 All Players must contribute an equal share to the buy-in and subsequently must receive an equal share of any prize money won by the Team. The prize pool dividends will be distributed as per the table in Rule 4.3 below, based on the number of Teams that enter the tournament.

4.3 PRIZE POOL DIVIDENDS TABLE

Number of Teams	First Place	Second Place	Third Place
6	\$2000	\$1000	-
7	\$2300	\$1200	-
8	\$2200	\$1100	\$700
9	\$2400	\$1250	\$850
10	\$2500	\$1500	\$1000

4.4 All buy-ins shall be settled with the House on the day, prior to the scheduled start time of the tournament. There is no requirement for advance purchase.

4.5 Once the buy-in from a State has been submitted and a receipt issued, the Captain must submit a Team Sheet listing the names of the Players (and Emergencies, where applicable) to the DPA Tournament Director. The Team Sheet must be submitted prior to the start of the tournament and once submitted, no further changes can be made, except at the discretion of the DPA Tournament Director due to special circumstances.

4.6 All buy-ins for the DPA State of Origin are non-transferrable and non-refundable.

5. TOURNAMENT STRUCTURE & FORMAT

5.1 The DPA State of Origin shall be played as a No Limit Hold'em poker tournament in two rounds, as outlined in Rules 6 & 7.

5.2. Players will be given 20 seconds to act upon their hand for the duration of the tournament. The dealer will use a 'shot clock' device to keep time (which shall be made visible to all Players where possible). A verbal and signed warning will be given to the Player at 10 seconds, followed by a verbal and signed countdown from five to zero. Should a Player fail to act on their hand by the time the clock runs down to zero, their hand will be declared dead.

6. ROUND 1 (SHOOT-OUT)

6.1 Seat allocation for Teams shall be determined based on placings in the previous year's tournament with the exception of the "Host State" (i.e. the Team representing the State where the tournament is being held), which shall automatically be awarded Seat 1).

For example: If New South Wales is hosting the tournament, they will automatically be allocated to Seat 1 on all tables.

Exception for DPA State of Origin V: As this series was originally meant to be hosted in New South Wales, New South Wales will be allocated to Seat 1, and then all other teams allocated based on the finishing order from DPA State of Origin IV.

South Australia and Western Australia will then be allocated the next two seats based on their finishing order from State of Origin III, as they did not compete last year. Hence, the seating allocation for DPA State of Origin V shall be as follows:

Seat 1: New South Wales

Seat 2: Northern Rivers

Seat 3: Victoria

Seat 4: Queensland

Seat 5: DPA All-Stars

Seat 6: Auckland (NZ)

Seat 7: South Australia

Seat 8: Western Australia

6.2. Once seat allocations are determined, each Player from that Team will then have their Table allocation drawn at random.

For example: Mary Jones is representing Western Australia and their seat allocation is Seat 3. Mary then draws for her table, which is Table 7. Therefore, Mary will be allocated to Table 7, Seat 3.

6.3. The shootout tables may either be played all at once, or divided into two or more "heats", subject to availability and/or allocation of tables by The House. In this case, once a shootout table has been completed in the previous heat, the Dealer will then reset the chip stacks and sort the cards in preparation for the subsequent heat.

6.3. The starting stack for all Players in Round 1 will be 5000 in chips and the blind levels 10 minutes in duration. The button will start on Seat 1 on all tables (thus the "Host State" will receive the honour of starting with the button).

6.4. Round 1 will be played in a "shoot-out" format with no scheduled breaks (i.e. each table is considered as an individual single-table tournament). The results of each table shall be recorded by the Tournament Director, who will then award the corresponding amount of Bonus Chips to the starting stack for that Player's Team on the Final Table (see Rule 6.7):

6.5. SHOOTOUT BLINDS SCHEDULE

Level	Small Blind	Big Blind
1	25	50
2	50	100
3	100	200
4	200	400
5	300	600
6	500	1000
7	700	1400
8	1000	2000
9	2000	4000

6.6. Should play continue beyond Level 9, the blinds will double until a winner is determined.

6.7. BONUS CHIPS TABLE

Place	Bonus Chips	Place	Bonus Chips
1st	50,000	6th	3000
2nd	25,000	7th	2000
3rd	10,000	8th	1000
4th	7500	9th	500
5th	5000	10th	ZERO

6.8. Round 2 will not commence until all shootout tables in Round 1 have been completed. Upon completion of all shootout tables, all Teams will have a 15-minute break to allow time for the results to be tallied and the Final Table starting stacks to be calculated before resuming play.

7. ROUND 2 (FINAL TABLE)

7.1 The base starting stack for each Team will be 50,000, plus the combined total of Bonus Chips won by each Player for their Team (see Rule 7.2). The blind levels will be 15 minutes in duration. The seat allocations will remain the same as per Round 1.

7.2. SAMPLE BONUS CHIPS TALLY (ONE TEAM)

Table / Player	Place	Bonus Chips
1 – S. Ungar	3 rd	10,000
2 – J. Hachem	5 th	5000
3 – C. Moneymaker	3 rd	10,000
4 – J. Chan	1 st	50,000
5 – D. Brunson	2 nd	25,000
6 – P. Hellmuth	4 th	7500
7 – H. Seed	6 th	3000
8 – C. Mortensen	6 th	3000
	+50,000 BASE STACK	50,000
	TEAM TOTAL	163,500

7.3. FINAL TABLE BLINDS SCHEDULE

Level	Small Blind	Big Blind
1	500	1000
2	500	1500
3	1000	2000
4	1000	2500
5	1500	3000
6	2000	4000
7	2500	5000
8	3000	6000
9	4000	8000
10	5000	10,000
11	6000	12,000
12	8000	16,000
13	10,000	20,000
14	12,000	24,000
15	15,000	30,000
16	20,000	40,000
17	25,000	50,000
18	30,000	60,000
19	40,000	80,000
20	50,000	100,000
21	60,000	120,000
22	80,000	160,000
23	100,000	200,000
24	120,000	240,000
25	150,000	300,000
26	200,000	400,000
27	250,000	500,000

7.4. The starting blind level for the Final Table will be calculated to give at least a 40 BB average against the shortest stack at the Final Table. The amount will be rounded to the nearest big blind amount as per the blinds schedule listed above (either up or down), but will be rounded to an amount

as close to 40 BBs as possible without going under.

Example: Assuming that as per the sample tally listed above in Rule 7.2, if that team had accumulated the least amount of chips, the starting blinds would be set at 2000/4000 (i.e. $163,500 / 40 = 4087.5$, which would round down to 4000).

7.5. Once the Final Table stacks have been calculated, the Captains will submit the name of the Player who will play the first blind level to the Tournament Director.

7.6. As play progresses, the Captains of each Team will then be required to submit the name of the Player who will play the next blind level, by no later than the 13th minute of the current blind level (i.e. when the tournament clock shows that there are two minutes left in the current level). Should a Team not submit the name of the player in time, the Tournament Director will choose a Player from that Team at random.

7.7. Upon the end of each blind level, each Team will then have 60 seconds to change between their previous Player and the one nominated to play the next level. If all Teams have changed their Players correctly within the time limit, the Tournament Director will skip to the start of the next blind level and play will resume immediately.

7.8. A Player may not play another blind level until all eight Players in their team have had an opportunity to play one level each. The Tournament Director will track the playing order of all Teams; any Team found to have breached this rule will be subject to a penalty.

7.9. The Captains of each Team will be given two "Time Out" tokens before the start of the Final Table. During the course of play, a Captain may elect to redeem a "Time Out" token, which will allow the Captain and their Player to discuss strategy away from the table in private for a maximum of 60 seconds. During the Time Out period, the tournament clock will be paused and all other Players are to remain at their seats. A Time Out button cannot be redeemed between the showdown of the previous and when the final card is dealt to the button during the initial deal. Once a Team has exhausted their allocation of Time Out tokens, they will not be eligible for any further Time Out periods.

7.10. Should play continue beyond the blinds schedule, the blind increments shall continue to follow the pre-determined pattern until a winner is determined.

8. PENALTIES & DISQUALIFICATION

8.1 Players may, during the course of play, incur penalties for breaches of the rules and etiquette violations, which will be governed under existing poker tournament, House and/or TDA rules. Minor violations like these are subject to relevant missed hand and/or time penalties, however major infractions (e.g. cheating, collusion, abuse of other players and staff, etc) may result in a player being disqualified.

8.2 In the event that a player is disqualified during the shoot-out phase, the placings for their respective shoot-out table will be adjusted accordingly, then, at the conclusion of the shoot-out phase, a 20% reduction (rounded up) of the offending team's final stack will be applied. If the disqualification occurs during the final table, the 20% reduction shall be applied to the team's stack after the offending player is removed.

8.3 From this point, the offending player's team may continue to play with seven players, but if a second player is disqualified on the same team at any stage, the entire team will be declared disqualified and their respective stack(s) removed from play.