

Tasmanian Gaming Commission

Gaming Machine Tournaments

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1 GAMING MACHINE TOURNAMENTS

1.1 Entrance Fee

- 1) An entrance fee will be charged for each player in the tournament.
- 2) The fee will be returned if, for any reason, the tournament does not proceed or in the event that a player cancels their entry 24 hours prior to the commencement of the tournament. Conditions of entry will be published on Tournament Entry Forms.
- 3) The casino operator may retain up to 10% of the total of the entry fees. The balance will constitute the prize pool, which will be apportioned as prize money in such a manner as the casino operator may determine.
- 4) The value and allocation of the prize pool shall be determined and advertised prior to the commencement of the tournament.
- 5) The casino operator may limit the number of players to the tournament.
- 6) Entry fees must be paid by cash or gaming chips or points at the time of registration.
- 7) Players may nominate their preferred starting time for the first round at the time of registration, if applicable for that Tournament, however, preferred session times cannot be guaranteed.

1.2 Tournament Players

- 1) A player in the tournament will be the person nominated on the entry form except that, prior to the ballot, the player may nominate another person to play in the player's place.
- 2) At the commencement of the Tournament, each player will be allocated a machine by ballot. To determine each player's designated machine, the player's name will be called from the Tournament registration list in sequential order and matched with a machine number chosen at random from a container.
- 3) The casino operator may, at its discretion, alter the starting time of any round subject to reasonable notice being given to the participants.
- 4) The number of players playing per round will be at the discretion of the casino operator.
- 5) Unless specified in these Rules, a player may only enter the initial round of the tournament and will proceed to the final round in accordance with these rules.

1.3 Conditions of Play

- 1) A round will start when the casino operator switches the Tournament Machines to a playable state. Alternatively a “count down clock” will be prominently displayed and will indicate the starting time. In either case, the players will be given clear audible instructions.
- 2) At the designated finishing time, the players will be asked to cease playing and the casino operator will ensure that the players follow this instruction. Alternatively, an approved electronic timing mechanism will automatically switch the machines to a non-playable state. An audible instruction will also be given as defined in Rule 1.5.2).
- 3) Where a player does not take the allocated seat at the specified time without prior notification to the casino operator, that player’s position will be declared cancelled and the entry fee and right to remain in the tournament will be forfeited.
- 4) Except in exceptional circumstances, as agreed by the casino operator, any player who leaves the game in any round without the permission of the casino operator and before all the place-getters in that round have been determined, will be deemed to have retired from the game.
- 5) Where a player qualifies for a subsequent round of play and that player does not take their allocated seat, that player will not be replaced.
- 6) In the event that a tournament machine goes into free spin mode, and the designated tournament finishing time is reached before the free spins are completed, the credits accumulated at the end of the free spins will be included in the final result.
- 7) In the event that a tournament gaming machine ‘locks’ (defaults) to jackpot mode during any session or final (due to a large winning hand):
 - a) the management representative or nominee will verbally verify the total credits on the gaming machine screen with the player;
 - b) the player will transfer to a spare tournament gaming machine for the remainder of the session only;
 - c) all credit amounts on the gaming machine screen and the stroke meter will be recorded; and
 - d) the gaming machine will be reset and the nominal amount of credits (referred to in 1.4.1) will be re-entered on the machine.
- 8) The situation outlined in Rule 1) 7) will be explained prior to each round. (Refer 2.2. 2)

- 9) Credits won or lost from second and subsequent machines will be added to or subtracted from the recorded credits from the player's original designated machine(s), taking into account the nominal start out amount.
- 10) Lost time will not be compensated.

1.4 Wagers

- 1) All wagers will be made as credits.
 - a) A nominal number of credits will be entered on each tournament machine by the casino operator prior to the commencement of each round.
 - b) The nominal number of credits will be at the discretion of the casino operator but will be an equal number for each player in the round.
 - c) No further credits can be manually accumulated onto the tournament machines.
 - d) All credits remain the property of the casino operator unless a “live tournament” is being played, then the credits will remain the property of the players.
- 2) Under no circumstances will a player be permitted to bet for another player.
- 3) The number of credits wagered will be at the discretion of the player but will be restricted by inherent gaming machine limits. The payout schedule applicable to the game will be prominently displayed on the machine or in a manner agreed, after consultation with a Government Inspector.

1.5 Playing Sessions

- 1) The time limits of all rounds and finals will be at the discretion of the casino operator and will be advised to players prior to the commencement of the tournament.
- 2) An audible commentary will be given to notify players of time remaining at the half way mark and again one minute prior to the completion of the round.

1.6 Session Winners

- 1) The number of players from any session going through to the next session will be determined at the commencement of the tournament.
- 2) The winner/s of each session will be those player/s with the highest number of credits on the credit meter of the tournament machine on completion of the round.
 - a) In the event of there being two or more players with an equal amount of credits and all place-getters not having been decided, the round winners or outstanding place-getters will be decided with reference to the spins/strokes achieved by the player. Highest spins/strokes will determine winners and/or place getters.
 - b) In the event of two or more players having equal spins/strokes a ballot will be held to determine the winners or place-getters with the player's name(s) being drawn from a container.
- 3) Any player who loses all their credits before the end of a session will be automatically eliminated from the tournament.

1.7 Final Session Winners

- 1) The number of finals place-getters shall be at the discretion of the casino operator and will be published on the Tournament Entry Form.
- 2) The winner of the final session will be that person with the highest number of credits on the credit meter of the tournament machine.
- 3) The other place-getters will also be decided in order of accumulated credits in descending order from highest to lowest.
- 4) In the event of there being two or more players with equal numbers of credits, then extra time will be played to determine the winner. The amount of extra time will be at the discretion of the casino operator.
- 5) If a winner has not been decided after extra time then Rules 1.6.2)a) and 1.6.2)b) will apply to decide the winner.

1.8 Disqualification

- 1) Disqualification will be automatic for players who deliberately contravene any of the conditions or rules under which the Gaming Machine Tournament operates.
- 2) The rules will be displayed in the area of the tournament and available to the players at the time of entry.
- 3) Any disputes or grievances may be directed to the management representative responsible for the conduct of the tournament for resolution.
- 4) Any player who fails to meet an average spins/strokes of 5 spins/strokes per minute in any round will be eliminated.
- 5) Detection and confirmation of any form of cheating will result in immediate disqualification.

2 GAMING MACHINE TOURNAMENT RULES

2.1 Video Gaming Machine

- 1) The Tournament Gaming Machines will be gaming machines approved by the Tasmanian Gaming Commission. For the duration of the tournament, these machines will run identical games and 'return to player' percentages as those approved by the Commission.
- 2) Players will be advised of approved Tournament Gaming Machines prior to the player ballot taking place. The player ballot will be conducted in accordance with section 1.2.
- 3) The number of machines and game type will be decided prior to the commencement of the tournament and players will be notified.
- 4) Tournament Gaming Machines will have their 'collect' buttons disabled.
- 5) For the purpose of "Live" Gaming Machine Tournaments, "collect" buttons will remain enabled.
- 6) If a Tournament Gaming Machine becomes inoperable during a tournament, the casino operator will allow the player to re-enter the tournament in a subsequent round. If, for some reason, that is not possible, the player's entry fee will be returned.

2.2 Control of the Tournament

- 1) A management representative, acting on behalf of the casino operator, will be responsible for the conduct of the tournament in accordance with these rules.
- 2) If a matter or dispute cannot be resolved by the management representative referred to in 2.2.1), the player may have their grievance referred to a Government Inspector.
- 3) The circumstances described in Conditions Of Play 1).7) will be announced prior to the commencement of each session.

3 MACHINE GAME SHOWS

3.1 Entrance Fee

- 1) For the purpose of Machine Game Shows, no entrance fee will be charged for each player in the Machine Game Show.
- 2) Conditions of entry will be made available to players of the Machine Game Show.
- 3) The value of the allocation of the prize pool shall be determined and advertised prior to the commencement of the game show.
- 4) The casino operator may limit the number of players to the Machine Game Show.

3.2 Machine Game Show Players

- 1) A player in the Machine Game Show will be the person nominated on the entry form except that, prior to the ballot, the player may nominate another person to play in the player's place.
- 2) At the commencement of the Machine Game Show, each player will be allocated a machine by ballot. To determine each player's designated machine, the player's name will be called from the Machine Game Show registration list in sequential order and matched with a machine number chosen at random from a container.
- 3) The casino operator may, at its discretion, alter the starting time of any round subject to reasonable notice being given to the participants.
- 4) The number of players playing per round will be at the discretion of the casino operator.
- 5) Unless specified in these Rules, a player may only enter the initial round of the tournament and will proceed to subsequent rounds in accordance with these rules.
- 6) The casino operator may introduce "wild card or random player" draws for positions in subsequent rounds of the Machine Game Show from unsuccessful players from the previous round(s). Wild Card or Random Player is for the purpose of maintaining player interest and allows an unsuccessful player the opportunity for further participation.

3.3 Conditions of Play

- 1) A round will start when indicated by the casino operator. Alternatively a “count down clock” will be prominently displayed and will indicate the starting time. In either case the players will be given clear audible instructions.
- 2) At the designated finishing time, the players will be asked to cease playing and the casino operator will ensure that the players follow this instruction.
- 3) Where a player does not take the allocated seat at the specified time without prior notification to the casino operator, that player’s position will be declared cancelled and another player may take that allocated machine.
- 4) Except in exceptional circumstances, agreed by the casino operator, any player who leaves the game in any round without the permission of the casino operator and before all the place-getters in that round have been determined, will be deemed to have retired from the Machine Game Show.
- 5) Where a player qualifies for a subsequent round of play and that player does not take their allocated seat, that player will be replaced by a “wild card or random player” in accordance with section 3.2.6).
- 6) In the event that a Machine Game Show machine goes into free spin mode, and the designated Machine Game Show finishing time is reached before the free spins are completed, the credits accumulated at the end of the free spins will be included in the final result.

3.4 Wagers

- 1) All wagers will be made as credits.
 - a) A nominal number of credits will be entered on each Machine Game Show machine by the casino operator prior to the commencement of each round.
 - b) The nominal number of credits will be at the discretion of the casino operator but will be an equal number for each player in the round.
 - c) No further credits can be manually accumulated onto the Machine Game Show machines.
 - d) All credits remain the property of the players.
- 2) Under no circumstances will a player be permitted to bet for another player.
- 3) The number of credits wagered will be at the discretion of the player but will be restricted by inherent gaming machine limits. The payout schedule applicable to the game will be prominently displayed on the machine or in a manner agreed, after consultation with a Government Inspector.

3.5 Playing Session

- 1) The time limits of all rounds and finals will be at the discretion of the casino operator and will be advised to players prior to the commencement of the Machine Game Show.
- 2) An audible commentary will be given to notify players of time remaining in the Machine Game Show.

3.6 Session Winners

- 1) The number of players from any session going through to the next session will be determined at the commencement of the Machine Game Show.
- 2) The winner/s of each session will be those player/s with the highest number of credits on the credit meter of the Machine Game Show machine on completion of the round.
- 3) In the event of there being two or more players with an equal amount of credits and all place-getters not having been decided, all live **players** will be decided by a further 3 spins until a winner is decided. If after 3 extra spins a winner has not been decided a further 3 extra spins will be played and repeated until such time as a winner is decided.
- 4) Any player who loses all their credits before the end of a session will automatically be eliminated from the Machine Game Show.

3.7 Final Session Winners

- 1) The winner of the final session will be that player with the highest number of credits on the credit meter of the Machine Game Show machine.
- 2) The other place-getters will also be decided in order of accumulated credits in descending order from highest to lowest.
- 3) In the event of there being two or more players with equal numbers of credits then 3 extra spins will be played to determine the winner. If after 3 extra spins a winner has not been decided a further 3 extra spins will be played and repeated until such time as a winner is decided.

3.8 Disqualification

- 1) Disqualification will be automatic for players who deliberately contravene any of the conditions or rules under which the Machine Game Show operates.
- 2) The rules will be available to the players at the time of entry.
- 3) Any disputes or grievances may be directed to the casino representative responsible for the conduct of the Machine Game Show for resolution.

4 MACHINE GAME SHOW RULES

4.1 Video Gaming Machine

- 1) The Machine Game Show gaming machines will be gaming machines approved by the Tasmanian Gaming Commission. For the duration of the Machine Game Show, these machines will run identical games and 'return to player' percentages as those approved by the Commission.
- 2) Machine Game Show gaming machines will be selected prior to the player allocation taking place. Player allocation will take place after the registration period.
- 3) The number of machines and game type will be decided prior to the commencement of the Machine Game Show and players will be notified.
- 4) If a Machine Game Show gaming machine becomes inoperable during a tournament, the casino operator will allow the player to re-enter the game show in a subsequent round. If, for some reason, that is not possible, the player's will be offered a "wild card or random player" position in a subsequent round.

4.2 Control of the Machine Game Show

- 1) A casino representative, acting on behalf of the casino operator, will be responsible for the conduct of the Machine Game Show in accordance with these rules.
- 2) In a matter of dispute, the casino representative's decision will be final.