

DIVISION IIIA – GAMING MACHINE TOURNAMENTS

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1.0 Interpretation

In this division unless the contrary intention appears:

“Applicant” means an applicant for entry to a tournament;

“Gaming Machine Tournament” means a competition based on the playing of gaming machines as provided for in these rules, which provides all players with an equal chance of winning;

“Play-off” means a session, or more if required, held to determine a winner as between two or more players on gaming machines in the event that those players hold an equal value of tournament credits at the end of a session on the gaming machines, and a result is needed to determine who wins or is a place-getter in the tournament, or who progresses to a further session;

“Player” means a person accepted to participate in a tournament;

“Session” means a set period of play, the duration of which is determined by time at the completion of which a winner and/or place-getters, as applicable, is or are determined either for the tournament or for advancement to a further session;

“Tournament Director”, in relation to a tournament, means an employee of the casino operator. Such an employee shall be present while the tournament is in progress and be responsible for the conduct of the tournament.

2.0 Application

2.1 Subject to rule 2.2:

- (a) the general rules contained in Division I of these rules; and
- (b) the rules of Electronic Gaming Machines contained in Division III of these rules,

shall apply to gaming machine tournaments. Where there is an inconsistency between any rule contained in this division and any of the general rules or the

rules of electronic gaming machines, the rules of this division shall prevail when gaming machine tournaments are being played.

2.2 The following rules shall not apply to gaming machine tournaments:

- (a) rule 11.1 of Division I; and
- (b) rules 3.4, 3.4A, 3.6, 3.9, 3.10, 4.1, 4.2, 4.3, 4.4, 4.5, 4.5A, 4.6, and section 5 of Division III.

3.0 Equipment

3.1 Approved gaming machine software that does not incorporate a “tournament mode” as described in Division V, Division VI or Division VII of these rules may be used in the conduct of gaming machine tournaments subject to approved procedures.

3.2 Where a machine is used in the conduct of a gaming machine tournament, the credit input and collect buttons shall be disabled.

4.0 Conditions of Entry

4.1 The casino operator may charge a fee for entry to a tournament.

4.2 Before accepting applications for entry into a tournament the casino operator shall determine, in relation to the tournament:

- (a) the form of the entry form;
- (b) the amount of any entry fee;
- (c) the value of credits to be allocated by the casino operator to each player at the beginning of a session for the purposes of use in the session;
- (d) the gaming machines to be used in the tournament which shall:
 - i) be of the same denomination, and
 - ii) have the same maximum bet limits, and
 - iii) have a theoretical return to player (“RTP”) % within the range of +/- 1% of a given RTP%, and
 - iv) not be part of a linked jackpot arrangement;
- (e) the minimum and maximum number of players in the tournament (if any);
- (f) the random manner by which participants will be allocated to gaming machines;

- (g) the duration of the sessions (including play-offs);
- (h) the tournament prize list and the manner in which the prizes shall be distributed.

4.3 The casino operator may:

- (a) refuse any application for entry to a tournament;
- (b) determine that entries may be transferable;
- (c) disqualify any player who fails to:
 - i) comply with the rules of the tournament, or
 - ii) attend at designated playing times;
- (d) determine the allocation of players to sessions; and
- (e) cancel a tournament before it begins due to lack of participation.

4.4 All entry fees received by the casino operator in respect of a tournament shall, subject to these rules, form part of a prize pool for distribution to the winning players in the tournament in accordance with the conditions of entry. The casino operator may also contribute money, goods or services to the prize pool.

4.5 No entry fee or part thereof shall be refunded to a player unless:

- (a) the player withdraws from the tournament either:
 - i) not less than 2 days before the beginning of tournament play, or
 - ii) before the beginning of tournament play and the casino operator consents to the refund; or
- (b) the tournament does not proceed,

in which event the entry fee shall be refunded.

4.6 No entry fee or part thereof shall be refunded to any player who is disqualified.

4.7 The conditions of entry shall be specified to an applicant in writing before the casino operator accepts an entry to the tournament from that applicant.

4.8 The Tournament Director may alter the starting time of any session, subject to reasonable notice first being given to the participants.

5.0 Wagers

- 5.1 From the time a session commences until the time the session concludes a player may wager any number of credits up to the maximum on each spin.
- 5.2 Any player who loses all of his/her credits before the end of a session shall be eliminated from the session, and no other player shall be permitted to wager on the player's gaming machine.

6.0 Rules for Tournament Play

- 6.1 The Tournament Director shall be present while the tournament is in progress.
- 6.2 At the beginning of each session players shall be allocated a gaming machine on which to play. A player may wager on and control only the gaming machine allocated to him/her.
- 6.3 At the request of the Tournament Director his/her delegated representative a player shall provide his/her name for recording purposes.
- 6.4 At the beginning of a session each participating player shall have credits allocated to the gaming machine to which they have been assigned, in accordance with the conditions of entry to the tournament. No player may be issued with any further credits during a session.
- 6.5 No player may insert money into a gaming machine to acquire additional credits nor attempt to cash out credits from a gaming machine being used in a gaming machine tournament.
- 6.6 Any player who attempts to insert money or cash out credits from a gaming machine in breach of rule 6.5 during tournament play shall be disqualified.

7.0 End of Session

- 7.1 A session shall end immediately where all of the players on the gaming machines, except for one, hold no credits.
- 7.2 Subject to rule 7.1, at the end of a session as determined by the elapsed time, the Tournament Director shall clearly signal to all players that the session has ended and no player may wager any further credits following this point. Where, at the time a session ends, a feature game is in progress the game shall be completed.
- 7.3 At the end of a session the Tournament Director and his/her delegated representatives shall record the credits held by each player on their respective gaming machines. Those players who qualify for the next stage of the tournament shall be informed immediately.

- 7.4 Subject to rule 7.5, the winner of a session shall be the player on the gaming machine who holds the greatest value of credits at the end of the session. If two or more players on gaming machines are tied at the end of the session, and a result is required to determine who wins or who progresses to the next session of the tournament, those players shall engage in a play-off.
- 7.5 Notwithstanding rule 7.4, the number of players to progress to the next session of a tournament from any given session, or to the final, shall be at the discretion of the casino operator, provided:
- (a) the applicants were notified in writing, before they entered the tournament, of the terms and conditions upon which such discretionary advancement was to be permitted; and
 - (b) the casino operator complies with those terms and conditions.
- 7.6 Only those players who are winners in accordance with either rule 7.4 or rule 7.5 shall proceed to the next session of the tournament.
- 7.7 Subject to rules 7.8, 7.9 and 7.10, the winner of the tournament shall be the player who holds the greatest value of credits at the end of the final session of play, and any other place-getters provided for in the conditions of entry shall be determined in accordance with the value of credits held respectively by the other players at the table at the end of that session.
- 7.8 If there are two or more players each holding the greatest value of credits at the end of the final session, those players shall engage in a play-off to determine the winner of the tournament. If the conditions of entry to the tournament provide for a runner-up, and the play-off to determine the winner does not establish the runner-up (being the player in the play-off who at its end holds the greatest value of credits after the winner), there shall be a further play-off to establish the runner-up.
- 7.9 All placings after that of runner-up which are provided for in the conditions of entry to the tournament shall then be determined in accordance with the value of the credits held by the respective players at the end of:
- (a) firstly, the play-off (if any) to establish the runner-up;
 - (b) secondly, the play-off (if any) to determine the winner of the tournament, should this prove necessary; and
 - (c) finally, the final session of ordinary play, should this prove necessary.
- 7.10 Where two or more players are eligible pursuant to the rules for a particular prize, by virtue of them holding the same number of credits, they shall be entitled to share equally in that prize combined with:

- (a) where two players are so eligible, the subsequent prize (if any);
- (b) where three players are so eligible, the two subsequent prizes (if any),

and so on. This rule shall not apply to the winner of the tournament or the runner-up.

- 7.11 All gaming machine credits remaining on gaming machines at the end of a session shall remain the property of the casino operator.