# DIA logoDivision 7 – Tournament Play

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## 1.0 Interpretation

1.1 In this Division, unless the contrary intention appears:

**“Applicant”** means a person who makes an application to enter and participate in a Tournament;

**“Electronic Terminal”** means an electronic touch screen terminal used for the placement and settlement of wagers in the game of electronic roulette or electronic money wheel;

**“Entry Fee”** means the amount payable by an Applicant to participate in a game (as determined by the Casino Operator from time to time), which may be retained in whole or part by the Casino Operator for administrative purposes and/or other related prize pools;

**“Pass Card”** means a Pre-Approved Wager Form used by a Player pursuant to rule 4.14;

**“Play-off”** means the further Session or Sessions (as applicable) held to determine a winner between two or more Players at a table in the event that those Players hold an equal value of Tournament Chips at the end of a Session at the table, which shall be required where 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 by the Casino Operator to participate in a Tournament;

**“Pre-approved Wager Form”** means Pass Cards and/or Secret Wager Cards, the use of which is provided for in rules 4.14 and 4.15 respectively;

**“Secret Wager Card”** means a Pre-approved wager Form used by a Player pursuant to rule 4.15;

**“Session”** means a set period of play, the duration of which is (subject to rules 5.1 to 5.4 inclusive) determined either by time or by a number of shoes, rounds or spins, 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”** means a competition based on the playing of a game as provided for in these rules, which provides all Players with an equal chance of winning;

**“Tournament Chips”** means, in relation to a Tournament, Chips or (in the case of Tournament play conducted via Electronic Terminals) their electronic equivalent designated by the Casino Operator for use in that Tournament; and

**“Tournament Director”** means, in relation to a Tournament, an employee of the Casino Operator, who shall be present while the Tournament is in progress and be responsible for the conduct of the Tournament.

1.2 Unless a contrary intention appears, a reference in this Division to a:

1. rule is a reference to a rule in this Division; and
2. bet is a reference to the contingency or outcome on which a player may place a wager; and
3. a wager is to the money appropriated to a particular bet in a particular case.

## 2.0 Conditions of Entry

2.1 The Casino Operator may charge Applicants an Entry Fee as a condition of entry to a Tournament.

2.2 Before accepting applications for entry into a Tournament, the Casino Operator shall determine, in relation to that Tournament:

1. the form of the entry form;
2. the amount of any Entry Fee;
3. the value of Tournament Chips to be issued to the Players at the beginning of a Session for the purposes of use in that Session;
4. whether Tournament Chips are to be issued to the Players gratuitously or at their face value;
5. whether Pass Cards and/or Secret Wager Cards are to be issued to the Players and any conditions around their use;
6. the minimum and maximum wager limits permitted at each table;
7. the minimum and maximum number of Players in that Tournament (if any);
8. the duration of each Session (including any Play-offs);
9. how Players progress to the next Session or to the final of that Tournament from any given Session;
10. the Tournament prize list and the manner in which the prizes shall be distributed; and
11. (if applicable) the version of play relating to cutting cards in Tournament Blackjack.

2.3 The casino operator may in relation to a Tournament:

1. refuse any application for entry to that Tournament;
2. determine that entries may be transferable;
3. disqualify any Player who fails to:
	1. comply with the rules of that Tournament; or
	2. attend at a designated playing time;
4. determine:
	1. the allocation of Players to Sessions; and
	2. the seating of Players;
5. cancel that Tournament before it begins due to lack of participation; and/or
6. retain the whole or part of the total Entry Fees received for administrative purposes and/or other related prize pools. For the avoidance of doubt, the Casino Operator may contribute money, goods and/or services to the prize pool(s).

2.4 No Entry Fee or part thereof shall be refunded to an Applicant unless:

1. that Applicant withdraws from the relevant Tournament either:
	1. not less than 2 days before the beginning of Tournament play; or
	2. before the beginning of Tournament play and the Casino Operator consents to the refund; or
2. the relevant Tournament does not proceed, in which event the Entry Fee shall be refunded to that Applicant.

2.5 No Entry Fee or part thereof shall be refunded to any Player who is disqualified from a Tournament.

2.6 The Casino Operator shall notify an Applicant in writing of the matters determined by it pursuant to rule 2.2 in relation to the relevant Tournament before accepting an entry from that Applicant.

2.7 The Tournament Director may alter the starting time of any Session, subject to reasonable notice first being given to the relevant Players.

## 3.0 Wagers

3.1 All wagers shall be made with Tournament Chips, Non-Value Chips or Pre-approved Wager Forms.

3.2 No Player who has made a wager by placing Tournament Chips on the layout shall handle, withdraw or alter that wager except as permitted or required by these rules.

3.3 The minimum and maximum wager limits pertaining to a game shall be displayed on a sign at each table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. Other than subject to rule 4.13, no minimum wager limit shall be raised, nor shall any maximum wager limit be reduced, during a Session.

3.4 The Casino Operator may require that wagers be placed in increments of a specific amount, which amount shall not exceed the minimum wager limit specified for the relevant table. The amount of any such increment shall be displayed at the table on the sign on which the minimum and maximum wager limits are displayed.

3.5 Subject to rule 4.14 and except where a Tournament is conducted via Electronic Terminals, a Player shall wager at least the minimum bet but no more than the maximum bet on each hand during a Session. A Player who fails to wager on each hand as stated on the sign displayed at the relevant table shall be disqualified, unless he/she has played a Pass Card in accordance with rule 4.14.

3.6 Where a wager is inadvertently made by a Player and accepted by the Casino Operator in contravention of the applicable wager limits, it shall nonetheless:

1. if less than the permissible minimum, be increased by that Player to the minimum bet;
2. if in excess of the permissible maximum, be void and returned to that Player to the extent of such excess.

3.7 Subject to rule 3.8, any Player who loses all of his/her Tournament Chips before the end of a Session shall be eliminated from that Session and no other Player shall be permitted to wager on that Player’s box or seated position during the remainder of that Session.

3.8 If all of the Players in the same round of a Session either:

1. lose all of their Tournament Chips; or
2. are reduced to holding less than the required minimum wager in Tournament Chips,

then a Play-off shall take place and the Casino Operator may issue each of those Players with a further amount of Tournament Chips for such purpose, which amounts shall be equal in value and shall not exceed in value the amount required to be held by each of the Players at the beginning of the Session.

3.9 Subject to reasonable notice, the Tournament Director may limit the time allowed to the Players for making their respective wagers. If a Player does not make a wager within the time so allowed, his/her wager may be limited to the table minimum.

## 4.0 Rules for Tournament Play

4.1 The Tournament Director or his/her representative shall be present while a Tournament is in progress.

4.2 At the beginning of each Session, Players shall be allocated:

1. a table, seat and box number at which to play; or
2. in the case of Tournament play conducted via Electronic Terminals, an Electronic Terminal and seat at which to play.

A Player may wager on and control only the box, Electronic Terminal or seat (as applicable) allocated to him/her.

4.3 At the request of the Game Supervisor, a Player shall provide his/her name for recording purposes.

4.4 At the beginning of a Session, each participating Player shall hold Tournament Chips issued by the Casino Operator in accordance with the relevant conditions of entry. Subject to rule 3.8, no Player may be issued with any further Tournament Chips during a Session.

4.5 No Player may lend, borrow or introduce additional Tournament Chips to a table or Electronic Terminal (as applicable) during play.

4.6 No Player may leave the table or Electronic Terminal (as applicable) while a Session is in progress, except in an emergency or with the consent of the Tournament Director or his/her representative.

4.7 At the beginning of a Session (except where the Tournament is conducted via Electronic Terminals), the Dealer shall place a betting marker in front of the Player at the farthest point to the Dealer’s left or, in the case of a left hand roulette table, right to indicate the Player who is to make the first wager in the first round of that Session. After that Player has made his/her wager, the other Players at the table shall then each in turn, moving in a clockwise direction from the first Player, place their wagers.

4.8 Where a betting marker is used in a Tournament, the Dealer shall, at the end of each round of a Session, move the betting marker in a clockwise direction to the next Player at the table. That Player shall then make the first wager in the next round, following which the remaining Players at the table shall wager in sequence moving in a clockwise direction.

4.9 Except where the Tournament is conducted via Electronic Terminals and subject to rule 4.15, Players shall, at all times during a Session, keep their Tournament Chips in front of them and in clear view of the other Players and the Game Supervisor until that Session has ended and the winner and/or place-getters, as the case may be, have been determined. The Tournament Chips shall be kept in such a manner by each Player so that their total value can be seen by the other Players at the table at any time.

4.10 Subject to rule 4.15, any Player who removes, pockets or otherwise conceals Tournament Chips from the relevant table during Tournament play shall be disqualified.

4.11 No Player may request advice regarding his/her decisions of play from any other Player or spectator and no such other Player or spectator may offer such advice.

4.12 The Tournament Director may permit the use of writing implements by the Players at a table subject to such conditions as he/she thinks fit.

4.13 For all Tournament games (with the exception of roulette, electronic roulette, and electronic money wheel) up to four cutting cards may be used. Up to two of those cutting cards may be used as table limit change indicators. When the indicator card appears, the minimum and maximum table limits may be raised to the values determined prior to the commencement of the Tournament.

4.14 Except where a Tournament is conducted via Electronic Terminals, Players may be issued with up to three Pass Cards per Session. When used by a Player in a round of play, a Pass Card shall indicate that no wager is being made by that Player in that round.

4.15 Except where a Tournament is conducted via Electronic Terminals, Players may be issued with up to three Secret Wager Cards per Session. When used by a Player in a round of play, the amount of the wager is not disclosed to the other Players at the table until after the conclusion of the hand in which the secret wager was played.

## 5.0 End of Session

5.1 A Session shall end immediately where, at the end of a round, all but one of the Players at the table each hold either no Tournament Chips or less than the amount of the required minimum wager in Tournament Chips.

5.2 Subject to rule 5.1, where the duration of a Session is determined by time and the time elapses while a round is in progress, that Session shall end at the end of that round.

5.3 Subject to rule 5.1 and as provided for in the relevant conditions of entry, where the duration of a Session is determined by a number of shoes, that Session shall end:

1. at the end of the round following the round during which the cutting card or the first of the cutting cards, as the case may be, is reached during the last shoe;
2. at the end of the round during which the cutting card or the first of the cutting cards, as the case may be, is reached during the last shoe; or
3. whenever the cutting cards or the first of the cutting cards, as the case may be, is drawn as the first card of a new round.

5.4 Subject to rule 5.1, where the duration of a Session is determined by a number of spins, that Session shall end upon completion of the final spin.

5.5 At the end of a Session, all Players:

1. at the relevant table shall present all of their Tournament Chips to the Dealer, who shall then tally the total value of Tournament Chips held by each Player; or
2. where a Tournament is conducted via Electronic Terminals, the Tournament Director shall determine the total value of Tournament Chips held by each Player by reference to the information recorded on such Electronic Terminals,

and those Players who qualify for the next stage of the Tournament shall be informed immediately.

5.6 Subject to rule 5.7, the winner of a Session shall be the Player at the table or Electronic Terminal (as applicable) who holds the greatest value of Tournament Chips at the end of that Session. If two or more Players are tied at the end of a Session but a result is required to determine who wins or who progresses to the next Session of the Tournament, then those Players shall engage in a Play-off.

5.7 Notwithstanding rule 5.5 or 5.6, the number of Players to progress to the next Session of a Tournament or to the final (as applicable) from any given Session shall be at the discretion of the Casino Operator, provided that:

1. the relevant Players were notified in writing, before they entered that Tournament, of the terms and conditions upon which such discretionary advancement was to be permitted; and
2. the Casino Operator complies with those terms and conditions.

5.8 Only those Players who are winners in accordance with either rule 5.6 or 5.7 shall proceed to the next Session of a Tournament.

5.9 Subject to rules 5.10, 5.11 and 5.12, the winner of a Tournament shall be the Player who holds the greatest value of Tournament Chips at the end of the final Session, and any other place-getters provided for in the relevant conditions of entry shall be determined in accordance with the value of Tournament Chips held respectively by the other Players at the end of that Session.

5.10 If there are two or more Players each holding the greatest value of Tournament Chips at the end of a final Session, those Players shall engage in a Play-off to determine the winner of the Tournament. If the relevant conditions of entry provide for a runner-up but 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 Tournament Chips after the winner), then there shall be a further Play-off to establish the runner-up.

5.11 All placings after the runner-up which are provided for in the relevant conditions of entry shall then be determined in accordance with the value of the Tournament Chips held by the respective Players at the end of:

1. firstly, the Play-off (if any) to establish the runner-up;
2. secondly, the Play-off (if any) to determine the winner of the Tournament, should this prove necessary; and
3. finally, the final Session of ordinary play, should this prove necessary.

5.12 Where two or more Players are eligible pursuant to the relevant conditions of entry for a particular prize by virtue of them holding the same number of Tournament Chips, they shall be entitled to share equally in that prize combined with:

1. where two Players are so eligible, the subsequent prize (if any); or
2. where three Players are so eligible, the two subsequent prizes (if any),

and so on, provided that this rule shall not apply to the winner of the Tournament or the runner-up.

5.13 Tournament Chips in the possession of a Player at the end of a Session shall:

1. where the Tournament Chips were issued gratuitously to that Player by the Casino Operator, remain the property of the Casino Operator and be returned to the Casino Operator at the end of that Session at the table at which they were used; and
2. where the Tournament Chips were issued to that Player as part of a cash buy-in, remain the property of the Casino Operator and be exchanged for cash Chips at the end of that Session at the table at which they were issued.

## 6.0 Application - Blackjack

6.1 Subject to rule 6.2:

1. the general rules contained in Division 1; and
2. the rules of blackjack contained in Division 2,

shall apply to the game of Tournament blackjack. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 2, the rule in this Division shall prevail when Tournament blackjack is being played.

6.2 The following rules shall not apply to the game of Tournament blackjack:

1. section 9 and rule 10.2 of Division 1;
2. section 14 of Division 2;
3. subject to rules 5.3(b) and (c) of this Division, rules 7.1, 8.7 and 8.8 of Division 2; and
4. in the case of Pass Cards only, rule 8.2(a).

6.3 The following equipment shall also be used in the game of Tournament blackjack:

1. a betting marker, which shall be used to indicate the Player at the table who is to make the first bet at the beginning of a round pursuant to rules 4.7 and 4.8; and
2. where the duration of a Session is determined by a number of shoes, a shoe number indicator which shall indicate to the Players at the table which shoe (whether the first, second, and so on) of that Session is in play at that time.

6.4 The Dealer shall shuffle the cards so that they are randomly intermixed in accordance with rule 6.3 of Division 2:

1. immediately before the start of a Session;
2. subject to rule 5.3(a), following the drawing of the cutting card or the first of the cutting cards, as the case may be; or
3. at the discretion of the Casino Supervisor following any period during which the table has been vacant.

6.5 Subject to rules 8.2 and 8.3 of Division 2, the Casino Operator may choose to commence the dealing of each round with the Player holding the betting marker. The Dealer will continue in a clockwise direction around the table as provided for in rule 8.2 of Division 2 until all Players have two cards and the Dealer has one.

6.6 The Dealer will act on the Player’s hand with the betting marker as provided for in rule 8.3 of Division 2.

6.7 Subject to rule 4.14, a Player using a Pass Card in a round of play shall not have any cards dealt to his/her box for that round.

## 7.0 Application - Roulette

7.1 Subject to rule 7.2:

1. the general rules contained in Division 1; and
2. the rules of roulette contained in Division 8,

shall apply to the game of Tournament roulette. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 8, the rule in this Division shall prevail when Tournament roulette is being played.

7.2 The following rules shall not apply to the game of Tournament roulette:

1. section 9 and rule 10.2 of Division 1; and
2. rule 3.3 of Division 8.

7.3 The following equipment shall also be used in the game of Tournament roulette:

1. a betting marker, which shall be used to indicate the Player at the table who is to make the first bet at the beginning of a spin pursuant to rules 4.7 and 4.8; and
2. where the duration of a Session is determined by a number of spins, a spin number indicator which shall indicate to the Players at the table which spin (whether the first, second, and so on) of that Session is in play at that time.

7.4 All wagers shall be made by placing Tournament Chips in the appropriate wager position on the roulette layout.

## 8.0 Application— Baccarat

8.1 Subject to rule 8.2:

1. the general rules contained in Division 1; and
2. the rules of Baccarat contained in Division 5,

shall apply to the game of Tournament Baccarat. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 5, the rule in this Division shall prevail when Tournament Baccarat is being played.

8.2 The following rules shall not apply to the game of Tournament Baccarat:

1. section 9 and rule 10.2 of Division 1; and
2. rules 5.2(c) and 5.2(d) of Division 5.

8.3 The following equipment shall also be used in the game of Tournament Baccarat:

1. a betting marker, which shall be used to indicate the Player at the table who is to make the first bet at the beginning of a round pursuant to rules 4.7 and 4.8; and
2. where the duration of a Session is determined by a number of shoes, a shoe number indicator which shall indicate to the Players at the table which shoe (whether the first, second and so on) of that Session is in play at that time.

8.4 The Dealer shall shuffle the cards so that they are randomly intermixed in accordance with rule 6.3 of Division 5:

1. immediately before the start of a Session;
2. at the end of the round following the round during which the cutting card or the first of the cutting cards, as the case may be, is reached in the shoe; and
3. at the discretion of the casino supervisor following any period during which the table has been vacant.

## 9.0 Application — Electronic Roulette

9.1 Subject to rule 9.2:

1. the general rules contained in Division 1; and
2. the rules of electronic roulette contained in Division 8A,

shall apply to the game of Tournament electronic roulette. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 8A, the rule in this Division shall prevail when Tournament electronic roulette is being played.

9.2 The following rules shall not apply to the game of Tournament electronic roulette:

1. section 9 of Division 1; and
2. rules 3.2, 4.1, 4.3, 4.3A, 4.3B, 4.6, 5.2, 6.2, 6.3 and 7.5(c) of Division 8A.

9.3 Where the duration of a Session is determined by the number of rounds, a round number indicator shall be used to indicate to the Players at the table which round (whether the first, second, and so on) of that Session is in play at that time.

9.4 In the event an Electronic Terminal malfunctions during Tournament play, every effort shall be made to credit or debit the Player affected with the amount which would have been debited or credited had the malfunction not occurred. In the event that the malfunction prevents this from occurring in a reasonable time (as determined by the Tournament Director), the Tournament Director may do one of the following:

1. transfer the Player and his/her correct credit balance to an unoccupied Electronic Terminal, in which case that Player shall continue to play;
2. in the event that no other suitable Electronic Terminal at the table is available at that time, declare that Player’s entry into the particular heat void and transfer that Player to a suitable alternate heat (where available), in which case that Player shall commence the alternate heat with the same credit balance as determined by the relevant conditions and continue to play; or
3. in the event that a suitable alternate heat is not available, declare that Player’s entry into the Tournament void and return to that Player the applicable Entry Fee (if any) and/or any amount paid by that Player to purchase Tournament Chips for that Tournament (if any).

9.5 In the event of a system malfunction that in the opinion of the Tournament Director cannot be remedied in a reasonable time, the Tournament Director may (in his/her discretion) elect to:

1. recommence a new heat with the remaining Players affected by the malfunction;
2. void the Tournament entry or entries of the Player(s) affected; or
3. cancel the Tournament.

9.6 In the event that a Player’s entry is declared void or the Tournament is cancelled, the applicable Entry Fees (if any) and/or amounts paid by the Players affected to purchase Tournament Chips for that Tournament shall be refunded to them.

## 10.0 Application – Electronic Money Wheel

10.1 Subject to rule 10.2:

1. the general rules contained in Division 1; and
2. the rules of electronic money wheel contained in Division 10A,

shall apply to the game of Tournament electronic money wheel. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 8, the rule in this Division shall prevail when Tournament electronic money wheel is being played.

10.2 The following rules shall not apply to the game of Tournament electronic money wheel:

1. section 9 of Division 1; and
2. rules 3.2, 4.1, 4.3, 4.4, 4.5, 4.8, 5.2, 6.2, 6.3 and 7.5(c) of Division 10A.

10.3 Where the duration of a Session is determined by the number of spins, a spin number indicator shall be used to indicate to the Players at the table which round (whether the first, second, and so on) of that Session is in play at that time.

10.4 In the event an Electronic Terminal malfunctions during Tournament play, every effort shall be made to credit or debit the Player affected with the amount which would have been debited or credited had the malfunction not occurred. In the event that the malfunction prevents this from occurring in a reasonable time (as determined by the Tournament Director), the Tournament Director may do one of the following:

1. transfer the Player and his/her correct credit balance to an unoccupied Electronic Terminal, in which case that Player shall continue to play;
2. in the event that no other suitable Electronic Terminal at the table is available at that time, declare that Player’s entry into the particular heat void and transfer that Player to a suitable alternate heat (where available), in which case that Player shall commence the alternate heat with the same credit balance as determined by the relevant conditions and continue to play; or
3. in the event that a suitable alternate heat is not available, declare that Player’s entry into the Tournament void and return to that Player the applicable Entry Fee (if any) and/or any amount paid by that Player to purchase Tournament Chips for that Tournament (if any).

10.5 In the event of a system malfunction that in the opinion of the Tournament Director cannot be remedied in a reasonable time, the Tournament Director may (in his/her discretion) elect to:

1. recommence a new heat with the remaining Players affected by the malfunction;
2. void the Tournament entry or entries of the Player(s) affected; or
3. cancel the Tournament.

In the event that a Player’s entry is declared void or the Tournament is cancelled, the applicable Entry Fees (if any) and/or amounts paid by the Players affected to purchase Tournament Chips for that Tournament shall be refunded to them.

## 11.0 Application — Electronic Baccarat

11.1 Subject to rule 11.2:

(a) the General Rules contained in Division 1; and

(b) the rules of Electronic Baccarat contained in Division 5A,

shall apply to the game of Tournament Electronic Baccarat. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 5A, the rule in this Division shall prevail when Tournament Electronic Baccarat is being played.

 11.2 The following rules shall not apply to the game of Tournament Electronic Baccarat:

(a) section 9 of Division 1; and

(b) rules 3.1, 3.2, 5.1, 5.3, 5.4, 5.5, 5.8, 6.2, 7.1, 8.2, 9.1, 10.1, 10.4, 10.5, and 14.5(c) of Division 5A.

11.3 Where the duration of a Session is determined by the number of rounds, a round number indicator shall be used to indicate to the Players at the table which round (whether the first, second, and so on) of that Session is in play at that time.

11.4 In the event an Electronic Terminal malfunctions during Tournament play, every effort shall be made to credit or debit the Player affected with the amount which would have been debited or credited had the malfunction not occurred. In the event that the malfunction prevents this from occurring in a reasonable time (as determined by the Tournament Director), the Tournament Director may do one of the following:

(a) transfer the Player and his/her correct credit balance to an unoccupied Electronic Terminal, in which case that Player shall continue to play;

(b) in the event that no other suitable Electronic Terminal at the table is available at that time, declare that Player’s entry into the particular heat void and transfer that Player to a suitable alternate heat (where available), in which case that Player shall commence the alternate heat with the same credit balance as determined by the relevant conditions and continue to play; or

(c) in the event that a suitable alternate heat is not available, declare that Player’s entry into the Tournament void and return to that Player the applicable Entry Fee (if any) and/or any amount paid by that Player to purchase Tournament Chips for that Tournament (if any).

11.5 In the event of a system malfunction that in the opinion of the Tournament Director cannot be remedied in a reasonable time, the Tournament Director may (in his/her discretion) elect to:

(a) recommence a new heat with the remaining Players affected by the malfunction;

(b) void the Tournament entry or entries of the Player(s) affected; or

(c) cancel the Tournament.

11.6 In the event that a Player’s entry is declared void or the Tournament is cancelled, the applicable Entry Fees (if any) and/or amounts paid by the Players affected to purchase Tournament Chips for that Tournament shall be refunded to them.

## 12.0 Application — Electronic Tai Sai

12.1 Subject to rule 12.2:

(a) the General Rules contained in Division 1; and

(b) the rules of Electronic Tai Sai contained in Division 9A,

shall apply to the game of Tournament Electronic Tai Sai. Where there is an inconsistency between any rule contained in this Division and any rule contained in Division 1 or Division 9A, the rule in this Division shall prevail when Tournament Electronic Tai Sai is being played.

 12.2 The following rules shall not apply to the game of Tournament Electronic Tai Sai:

(a) section 9 of Division 1; and

(b) rules 3.1, 4.1, 4.3, 4.4, 4.5, 4.8, 6.2, 6.3 and 7.5(c) of Division 9A.

12.3 Where the duration of a Session is determined by the number of rounds, a round number indicator shall be used to indicate to the Players at the table which round (whether the first, second, and so on) of that Session is in play at that time.

12.4 In the event an Electronic Terminal malfunctions during Tournament play, every effort shall be made to credit or debit the Player affected with the amount which would have been debited or credited had the malfunction not occurred. In the event that the malfunction prevents this from occurring in a reasonable time (as determined by the Tournament Director), the Tournament Director may do one of the following:

(a) transfer the Player and his/her correct credit balance to an unoccupied Electronic Terminal, in which case that Player shall continue to play;

(b) in the event that no other suitable Electronic Terminal at the table is available at that time, declare that Player’s entry into the particular heat void and transfer that Player to a suitable alternate heat (where available), in which case that Player shall commence the alternate heat with the same credit balance as determined by the relevant conditions and continue to play; or

(c) in the event that a suitable alternate heat is not available, declare that Player’s entry into the Tournament void and return to that Player the applicable Entry Fee (if any) and/or any amount paid by that Player to purchase Tournament Chips for that Tournament (if any).

12.5 In the event of a system malfunction that in the opinion of the Tournament Director cannot be remedied in a reasonable time, the Tournament Director may (in his/her discretion) elect to:

(a) recommence a new heat with the remaining Players affected by the malfunction;

(b) void the Tournament entry or entries of the Player(s) affected; or

(c) cancel the Tournament.

12.6 In the event that a Player’s entry is declared void or the Tournament is cancelled, the applicable Entry Fees (if any) and/or amounts paid by the Players affected to purchase Tournament Chips for that Tournament shall be refunded to them.