

# 11110ASPT Taipei 2023 Rules, Terms, and Conditions

## 1. Reserved rights of ASPT

- a. ASPT reserves the right to amend the tournament series in its entirety, including but not limited to its schedule, payout, and structures.
- b. ASPT reserves the right to stream any event in the tournament series.
- c. By participating in an ASPT tournament, players consent to being photographed, filmed, recorded, and broadcasted through any medium.
- d. Players acknowledge that contacts and personal details will be included in the ASPT database, by agreeing upon ASPT privacy policy, potentially resulting in the receipt of marketing materials related to ASPT.

## 2. TDA rules

- a. ASPT follows the TDA rules.
- b. All regulations that are set forth in the articles and clauses to follow take precedence over the TDA rules.

## 3. Currency

- a. All buyins and payouts are in Taiwan Dollars.
- b. Major foreign currencies may (or may not) be accepted upon extra charges under the sole discretion of CTP.

## 4. Age Limit

- a. The minimum age to participate in any event is 18.

## 5. Guarantees

- a. Guarantees set on the prize pool guarantee an amount after the deduction of the 3% staff fee.
- b. ASPT reserves the right to cancel or amend guarantees in the face of force majeure, such as natural disasters, social chaos, or any other extraordinary event beyond ASPT's control.

## 6. Languages

While seated, players can only talk in English or the local languages. Any other language will be prohibited, except while talking to the floor staffs.

## 7. Usage of electronic devices

- a. Any usage of devices that may compromise the integrity and the security of the game may be banned or restricted at any time at the sole discretion of ASPT.
- b. Any attempts to use any type of devices to undermine the integrity of the game shall be met with disqualification.
- c. Tools and Charts
  - i. Looking at charts and using tools while you have a hand are strictly prohibited, and will receive a heavy penalty including disqualification.
  - ii. Any form of RTA (real time assistance) is strictly prohibited, and the offender will be disqualified.
- d. Phones and tablets
  - i. They must not be used while a player has a hand. **The screen must be turned off, or the device must be placed face down.**
  - ii. Talking on the phone at the table is not allowed at all times.
  - iii. Texting between players at the same table is strictly prohibited.
  - iv. Floormen reserve the right to check the screen and the content shown on the player's device at all times.
- e. Headphones and earphones
  - i. They are allowed to be in use, including while one is in a hand.
  - ii. **They are restricted from use at final tables.**
  - iii. Players are encouraged to take them off when they are in a hand. Frequent inattentiveness due to ears being covered may be penalized.

- f. Failure to comply with any of the above will result in a penalty. Serious offenses will incur heavier penalties.

#### **8. Player's obligation to play in a timely manner**

- a. **ASPT does not condone stalling. All players are obligated to act in a timely manner, and contribute to a smoothly paced game.**
- b. ASPT believes that players should be given enough time to decide their actions. However, **ASPT strongly discourages excessively slow actions, and may give warnings, penalties, or impose special measures (including an individual shot clock) to such players.** Examples include, but are not limited to, the following.
  - i. **Routinely taking unnecessary time to fold a garbage hand preflop. A few seconds should suffice for these routine folds.** Staring down at your opponents, then taking several seconds to check one's cards, then staring down at your opponents again, and slowly mucking your garbage as a routine will not be tolerated.
  - ii. Routinely asking the dealer of the current action and bet sizes, while refusing to take off one's headphones.
  - iii. Getting distracted by other activities (phone activities, chatting with a friend, etc.), routinely causing the table to remind you that it is your turn to act.
  - iv. Using an excessive amount of small denomination chips to make bets and raises. If the bet is 3300, using 33 \$100-chip is not welcomed.

#### **9. Orbit-for-orbit (round-for-round)**

- a. It will be in place when 20% of the field is remaining until the money is reached.
- b. It will also be in place when 9 players are remaining until the Final Table, for tournaments with 34 entries or more.
- c. TD reserves the right to impose orbit-for-orbit in any other situations when it is deemed fit.
- d. An orbit always starts with the first player left of the dealer taking the BB or ante/bring-in, and ends when the first player right of the dealer has played the BB or ante/bring-in. Hence, a player never pays the big blind or the ante twice in one orbit.
- e. When orbit-for-orbit starts, each table will be playing a different number of hands in the very first orbit, as they are starting in the middle of the orbit.
  - i. This compromises a small amount of fairness in the very first orbit.
  - ii. However, it reduces the mistake of remembering where the orbit started. It also enhances the simplicity and consistency in mixed games where the game changes every orbit.
- f. When multiple players bust out during an orbit, they split the sum of the payouts.
- g. Blinds and limits do not increase during an orbit.
- h. There will be no balancing of the tables during an orbit.

#### **10. Re-entries**

- a. All events allow unlimited re-entries.
- b. The Accumulator event allows a player to enter another flight after qualifying for Day 2.
- c. In all other multi-flight events, a player is not allowed to enter another flight after qualifying for Day 2.
- d. Players are not allowed to forfeit their stacks.

#### **11. Payout**

- a. All events pay 15% of the field, rounded up.
- b. In all multi-flight events,
  - i. each flight will pay 15% of the field of each flight, rounded up;
  - ii. each flight will play until the money, AND at least to the final level of the day;

- iii. players who made the money but busted on day 1 will be ordered across all flights, based on how deep they finished relative to the flight they played in, and will receive a payout accordingly.

## 12. Deals

- a. Deal makings are not allowed prior to the final table.
- b. All types of deals will be mediated by the floorman in charge.
- c. Two cards, "YES" and "NO" cards, will be given to each player at the final table for an anonymous vote. The players can switch their vote anytime.
- d. The floorman will initiate the deal-making only when there is a unanimous vote.
- e. Once there is a unanimous agreement to discuss a deal, the floorman in charge will always let the players know the prize distribution based on the Independent Chip Model.
- f. Tournament will terminate if the deal leaves no cash prize to compete over, and the trophy will be awarded to the player who has the most chips.
- g. When a deal is made, all the remaining players will only receive POS points equal to the points that would have been awarded to the worst place finisher.
- h. **Players are strictly prohibited in doing anything that will endanger the anonymity of the vote, or discussing/proposing a deal at the table.**

## 13. Number of players at the table

- a. Hold'em, Omaha, and Stud events will be played 8-max.
  - i. Final two tables and Final Tables will be played 7-max.
- b. NL2-7SD, Badugi, Limit Mix, Big Bet Mix, and ENDECATHLON will be played 7-max.
- c. 2-7TD and Draw Mix will be played 6-max.
  - i. Final Tables will be played 7-max.
- d. While registration is open, an additional player may be seated. A tenth player may be seated in flop games when the venue is at full capacity.

## 14. Antes

- a. All no-limit and pot-limit games will have a big blind ante of 1bb.
  - i. 2-7NLSD will have an ante of 1bb+1sb.
  - ii. In pot-limit games, ante is excluded in calculating the size of the pot preflop.
  - iii. Ante is posted prior to the big blind.
- b. In stud games, the player who has the button will pay the ante and the bring-in.
  - i. The bring-in will be placed in front of the player who has the lowest door card on 3rd street in Stud Hi and Stud8, or the highest card in Razz, and becomes part of their live bets.
  - ii. The player who has the bring-in starts the action by checking or completing the bet.
  - iii. Ante is posted first prior to the bring-in.

## 15. Mixed Games

- a. Game changes every orbit.
  - i. In blind games, an orbit always starts with the first player left of the dealer taking the BB. SB and button will be placed accordingly. It ends when the first player right of the dealer has played the BB.
  - ii. In stud games, an orbit always starts with the first player left of the dealer taking the ante/bring-in. It ends when the first player right of the dealer has played the ante/bring-in.
- b. Moving players for table balancing
  - i. A player moving FROM a stud table is the next ante/bring-in player.
  - ii. A player moving TO a stud table takes the seat closest to the ante/bring-in button.

## 16. Other Rules

- a. Tournament will start when 5 players are seated.

- i. It may start under 5 players if all players are willing to do so.
- b. The first hand of the tournament always starts with the first player left of the dealer taking the BB or the ante/bring-in. SB and button will be placed accordingly.
- c. There will be a seat redraw for the final two tables, the final table, and a new day for multi-day events.
- d. At the end of the day for multi-day events, all tables must complete the orbit that they are on.