



GLOBAL POKER CARD ROOM RULES

VERSION: 5.4

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1. GENERAL

1.1. These Card Room Rules

- a. These Global Poker Card Room Rules ("**Card Room Rules**") are to be read in conjunction with the Global Poker [Terms & Conditions](#).
- b. The [Terms & Conditions](#) always take precedence to the extent of any inconsistency with these Card Room Rules.
- c. Unless otherwise stated:
 - i. these Card Room Rules apply to all poker games (excluding casino games) (collectively '**Games**'); And
 - ii. all Games can be played using either Gold Coins ('**Standard Play**') or Sweeps Coins ('**Promotional Play**').
- d. By playing any Game you:
 - i. agree to comply with the Card Room Rules;
 - ii. acknowledge and agree that any breach by you of these Card Room Rules may result in your Global Poker account being restricted, suspended, or cancelled; and
 - iii. agree to comply with and be bound by the decisions of Global Poker, which are final and binding.

1.2. Basic Game Rules

- a. Unless otherwise stated, all Games use a standard 52-card poker deck.
- b. The poker hand rankings as set out [here](#) apply to all Games.

1.3. Connection and Server Issues

- a. Global Poker does not accept any responsibility for the quality of a player's personal internet connection or for any disruptions to it.
- b. Global Poker does not accept liability for any losses suffered by players while participating in the Games caused by internet disconnections, including where caused or contributed to by Global Poker's servers.

- c. Global Poker may, in its sole discretion, seek to reasonably compensate players it considers to have been disadvantaged in their participation in the Games as a result of internet disconnections caused or contributed to be Global Poker's servers in a manner determined to be appropriate by Global Poker.

1.4. Table Chat

- a. You can choose to use table chat where available.
- b. You may not use the chat to promote any service or product of any party except Global Poker. You may not make statements about Global Poker or Global Poker's services that are untrue or derogatory.
- c. Table chat must be in English. Trivial exceptions (e.g. 'gracias' or 'Ciao') are acceptable.
- d. Chat that constitutes malicious, offensive or inappropriate behavior, such as harassment, spam, flooding, collusion and/or fraud is prohibited.
- e. You may not make any comments which could affect the play of any hand or tournament. There are only two exceptions to this rule:
 - i. When tournaments are heads-up (or everyone else has been knocked out of the tournament), the remaining two players may chat about the hand as they wish.
 - ii. In ring game hands which are heads-up, the two players involved may chat about the hand as they wish.

1.5. Unethical Behavior

- a. Unethical and unfair behavior ("**Unacceptable Behavior**") is strictly prohibited on the Global Poker platform.
- b. Unacceptable Behavior includes collusion, which means any pair or group of players working together or sharing knowledge to gain an unfair advantage over other players, or any actions which Global Poker (in its sole discretion) deems similar or predatory.
- c. All in-game decisions must only be made by the player and must not be made or influenced by the real-time advice of another person (also known as 'ghosting') or third-party software of any kind.
- d. Any scheme, plan or agreement to do the following is strictly prohibited:
 - i. share, split, 'stake' or contribute to the cost of another player's Gold Coin purchases; or
 - ii. share, divide or have a stake in another player's prizes (whether redeemed or not).
- e. Global Poker proactively implements various measures to detect and prevent any form of Unacceptable Behavior on its platform.
- f. If Global Poker considers or suspects that a player has or may have engaged, or has made attempts to engage, in Unacceptable Behavior, including collusion, ghosting, cost-sharing or prize-sharing, cheating or any other type of game manipulation or conduct that Global Poker (in its sole discretion) deems

unacceptable, Global Poker may take any action or impose any penalties it considers necessary to ensure fairness to other players. Such action may include (but is not limited to) restrictions on playing with certain other players, warnings, confiscation of Gold Coins, Sweeps Coins or any prizes, temporary suspension or permanent closure of the player's Global Poker Account and other actions set out in the [Terms & Conditions](#).

- g. When making any determination in relation to incidents of Unacceptable Behavior, Global Poker will take into account fairness to any players directly affected by the behavior as well as to its customers as whole and these considerations may in Global Poker's sole discretion take priority over technical rules.

1.6. Third Party Software and Playing Tools

Global Poker prohibits the use of the following (and similar) types of tools and services in conjunction with its Games:

- a. Bots or any tool or service that plays without human intervention or reduces the requirement of a human playing.
- b. Any tool or service that shares hole card information with other players or services.
- c. Any tool or service that manipulates hand histories to display other players dealt into the hand or the holdings of other players.
- d. Any tool or service that uses a central database of player profiles, hands played or private results.
- e. Any tool or service that is targeted towards the manipulation of opponents in Games limiting your selection of tables to play on.
- f. Any tool or service that enables real-time advice or commentary on the current game state.
- g. Any data mining tool or service such as those that enable you to build a database of hand histories for Games in which you did not participate.
- h. Any other program provided by a source other than Global Poker that is used to record or collate a player's hand data, individual or otherwise.
- i. If Global Poker considers or suspects that a player has breached, or attempted to breach, any of the rules above, Global Poker may take any action or impose any penalties it deems necessary.
- j. Such action may include (but is not limited to) warnings, confiscation of Gold Coins, Sweeps Coins or any Prizes, temporary suspension or permanent closure of the player's Global Poker Account and other actions set out in the [Terms & Conditions](#).

2. RING GAMES

Unless expressly stated, the rules set out in this section 2 apply to Global Poker ring games and Surge games.

2.1. Minimum Amounts

In No Limit and Pot Limit ring games, the minimum amount of Gold Coins or Sweeps Coins that can be played will be equal to the big blind.

2.2. Buying In

- a. All ring games are played 'table stakes' only. Only Gold Coins or Sweeps Coins brought to the table before a hand begins can be played in that hand.
- b. Minimum and maximum buy-ins may vary by table. Any such variations will be declared before you join a table.
- c. Players are expected to be seated with the purpose of playing.
- d. Seated players are expected to be dealt-in to a hand much more often than they are sitting out.

2.3. 'Rat-holing'

- a. If a player leaves a table with a chip stack that is greater than the maximum buy-in for that table ("**Departing Stack**"), the player will not be allowed to rejoin the same table with a buy-in that is less than the Departing Stack until at least 120 minutes have passed since the player left the table.
- b. For the avoidance of doubt, subsection (a) above does not apply if a player's Departing Stack is less than or equal to the maximum buy-in for that table.

2.4. Connection and Server Issues

- a. If you are disconnected, and therefore unable to act on your hand, while having your chips still in the pot in a ring game, you may be given extra time to reconnect.
- b. However, if you do not reconnect during this time or it is not possible or impractical for extra time to be provided for you to reconnect, your hand will be folded when facing action, regardless of your chips in the pot or the strength of your hand.

3. SURGE GAMES

3.1. Format

Subject to sections 3.2 and 3.3, Surge games are ring games played in the "Hold'Em" or "Omaha" format and are subject to the same rules.

3.2. General Gameplay

- a. Players have the option of clicking the 'quick-fold' button ("**Quick Fold Button**") at any time after being dealt into a hand at a table ("**Original Table**").
- b. A player who clicks the Quick Fold Button (the '**Surge Player**') will:
 - i. subject to section 3.2d, automatically and randomly be reseated at a new table ("**New Table**") at the same blinds level. Once there are at least 3 players on the New Table, the game will commence and cards will be dealt to the players;
 - ii. continue to remain in the hand at the Original Table and will automatically check every stage until the end of that hand unless another player plays additional Gold Coins or Sweeps Coins in that hand (depending on whether

it is Standard Play or Promotional Play), in which case the Surge Player's hand is automatically folded. If:

1. no other player plays additional Gold Coins or Sweeps Coins in that hand until showdown and the Surge Player has the winning hand; or
2. all other players fold;

the Surge Player wins that hand and their balance will be credited accordingly.

- c. The maximum number of players per table is 6.
- d. Where a Surge Player clicks the Quick Fold Button but does not have sufficient Gold Coins or Sweeps Coins to play another hand (and 'auto top up' is not enabled), section 3.2b.ii will still apply but the Surge Player will not be reseated at a New Table.
- e. A player can only play at one table per Surge pool at any point.
- f. Rule 2.3 does not apply to Surge games.

3.3. Posting Blinds

Posting of the big blind at Surge game tables will be required in the following order:

- a. firstly, by a new player who has not previously posted the big blind. If there is more than one new player, posting of the big blind will be randomly assigned to one of these new players; and
- b. secondly, if there are no new players, by the player who has played the most hands prior to the new round without posting the big blind. If two or more players have played the same number of hands without posting the big blind, the player that most recently joined the total pool of players currently playing Surge games at that blind level will post the big blind.

4. TOURNAMENT RULES

The rules set out in this section 4 only apply to Games that are tournaments ("**General Tournament Rules**").

4.1. General Rules

- a. All tournaments will begin promptly at the scheduled time stated in the tournament lobby. Global Poker reserves the right to delay or cancel a tournament without prior notice.
- b. Important information about each tournament, including the blind structure, length of rounds, rebuy and break information, can be found by clicking on the respective tournament link itself via the lobby.
- c. Global Poker reserves the right to change the parameters of any tournament at any time without notice.
- d. Seats are assigned at random. Seat changes are not permitted.
- e. Prizes will be awarded as stated in the tournament lobby and may only be available where a player reaches a certain stage in a tournament ("**Prize Stage**").

The prize structure is not finalized until registration has closed and the rebuy and/or add-on period is over.

- f. In order to be eligible to rebuy in a rebuy tournament, you must have sufficient Gold Coins or Sweeps Coins available in your Global Poker Account. Players without sufficient Gold Coins or Sweeps Coins remaining in their Global Poker Account will be eliminated from the tournament. Gold Coins or Sweeps Coins currently in play in other games are not considered to be available.
- g. Players are only allowed to participate in a tournament once. Players are prohibited from using multiple accounts to enter multiple times into a single tournament, and doing so may result in penalties including a warning, disqualification from the tournament (with partial or full forfeiture of winnings), and suspension or cancellation of your Global Poker Account.
- h. Some tournaments may allow players to unregister until a few minutes before the event begins, but it is a player's sole responsibility to check whether a particular tournament allows players to do so.
- i. If a tournament is cancelled, refunds will be processed in accordance with Global Poker's [Tournament Cancellation and Refund Policy](#).

4.2. Eliminations

- a. The tournament ends when one player accumulates all the chips in play.
- b. As players are eliminated from the tournament, Global Poker's software will "break" tables to fill available empty seats. The reseating of players at broken tables is performed randomly and, although rare, may result in a player having to post multiple big blinds in a row.
- c. On occasion, the software may balance tables to ensure all tables have an equal (or as close to equal as possible) number of active players. Players moved individually to balance tables will, when possible, be moved to similar positions relative to the blinds. When enough players have been eliminated, all players are brought together at the 'final table'.

4.3. Breaks

The break schedule for a tournament can be found in the tournament lobby. Players are encouraged to take note of the break times.

4.4. Connection and Server Issues

- a. If a player times out during a hand, whether connected or disconnected, the player's hand will be folded if facing action.
- b. If a player is not connected before a hand starts, he or she will be dealt cards, and a blind and/or antes will be posted. There is no rule against a single player choosing to sit out; the player doing so will continue to have blinds and antes posted and cards dealt. Two or more players may not make any agreement to sit out simultaneously, whether at the same table or different tables – refer to section 1.5 on unethical behavior.

4.5. Time Bank

- a. Each player will be allocated a time bank which allows the player extra time to make a decision.
- b. The time bank depletes as it is used. If a player elects to use their time bank, other players at the table will be notified.
- c. If a player fails to act in time, the time bank will be activated automatically if the following conditions are met:
 - i. The player is connected to the system when their time expires; and
 - ii. The player has chips invested in the pot (blinds and antes are considered as chips invested in the pot).
- d. The time bank cannot be extended or replenished.

5. BOUNTY TOURNAMENT RULES

The rules set out in this section 5 ("**Bounty Tournament Rules**") only apply to Bounty Tournaments and Progressive Bounty Tournaments.

5.1. General Rules for Bounty Tournaments

- a. Bounty Tournaments function as a regular tournament with the addition of the "Bounty" feature.
- b. The total buy-in for each player participating in a Bounty Tournament (the "**Bounty Buy-In**") comprises a specified number of Gold Coins or Sweeps Coins (depending on whether it is Standard Play or Promotional Play) for the standard prize pool, the Bounty on the player and the entry fee. A breakdown of the Bounty Buy-In is provided in the "Details" section of the tournament lobby.
- c. Subject to rule d below, a player wins the Bounty of each opponent they eliminate during a Bounty Tournament. A player does not need to be at the Prize Stage to claim a Bounty.
- d. If multiple players eliminate another player using the same strength hand, the Bounty from the eliminated player is distributed equally between those players.
- e. An eliminated player receives any Bounties they claimed prior to their elimination.
- f. The winner of a Bounty Tournament is awarded their own Bounty.
- g. If a Bounty Tournament is cancelled, refunds will be processed in accordance with Global Poker's [Tournament Cancellation and Refund Policy](#).

5.2. PROGRESSIVE BOUNTY TOURNAMENTS

- a. The "Progressive" Bounty Tournament is a variation of a Bounty Tournament and unless stated otherwise, is subject to the rules set out in section 5.1.
- b. Similar to a Bounty Tournament, in a "Progressive" Bounty Tournament the Bounty Buy-In comprises a specified number of Gold Coins or Sweeps Coins (depending on whether it is a Gold Coin or Sweeps Coin tournament) for the standard prize pool, the Bounty on the player ("**PBT Bounty**") and the entry fee.
- c. In a "Progressive" Bounty Tournament, however, the PBT Bounty comprises:

- i. a non-progressive amount – subject to rule e below, this is the amount of Gold Coins or Sweeps Coins (depending on the tournament type) that a player immediately wins if they eliminate another player; and
 - ii. a progressive amount – this is the amount of Gold Coins or Sweeps Coins (depending on the tournament type) that is added to the ‘head’ of the player (“**Eliminating Player**”) that eliminates another player. The effect of this is to increase the PBT Bounty that is on the Eliminating Player.
- d. The “non-progressive” and “progressive” amounts are usually represented as a percentage of the total PBT Bounty (for example, a 60% “non-progressive” amount means that 60% of the PBT Bounty is “non-progressive” and 40% of it is “progressive”). *However, please ensure that you refer to the breakdown that is provided in the "Details" section of the tournament lobby.*
- e. If multiple players eliminate another player using the same strength hand, both the progressive and non-progressive PBT Bounty components from the eliminated player are distributed equally between those players.

EXAMPLE

- i. Players A, B, C, D and E, along with other players, enter a Gold Coin Progressive Bounty Tournament where the PBT Bounty on each player starts off at GC 10,000. 50% of the PBT Bounty is progressive.
- ii. In the first hand, only Players A and B enter the hand. They both go all-in and Player A wins, eliminating Player B. Player A immediately receives GC 5,000, and the PBT Bounty on Player A goes up to GC 15,000.
- iii. In the second hand, only Players C and D enter the hand. The same thing happens as in the first hand, with Player C eliminating Player D. At this point, the PBT Bounty on Player C is GC 15,000 (the same as Player A).
- iv. In the third hand, Players A, C and E enter the hand. They all go all-in, and Player A and Player C both win the hand with the same strength hand, eliminating Player E. As both the progressive and non-progressive PBT Bounty components of Player E will be shared equally between Player A and Player C, the result of this would be as follows:
 - Player A and Player C will each immediately receive GC 2,500; and
 - The PBT Bounty on each of them will increase by a further GC 2,500, taking the PBT Bounty on each player to GC 17,500.

5.3. MYSTERY BOUNTY TOURNAMENTS

- a. The “Mystery Bounty Tournament” is a variation of a Bounty Tournament and unless stated otherwise, is subject to the rules set out in section 5.1.
- b. Similar to a Bounty Tournament, in a Mystery Bounty Tournament the Mystery Bounty Buy-In comprises a specified number of Gold Coins or Sweeps Coins (depending on whether it is a Gold Coin or Sweeps Coin tournament) for the standard prize pool, the Mystery Bounty prize pool (“MBT Bounty”) and the entry fee. A breakdown of the Mystery Bounty Buy-In is provided in the "Details" section of the tournament lobby.

- c. The breakdown of the Mystery Bounty prizes are displayed in the tournament lobby after the prize pool is finalised. This occurs once there is no other means/methods in which players could contribute to the prize pool in any way.
- d. Mystery bounty prize values are calculated based on the prize structure configured by VGW and will be allocated randomly to the players who are "in the bounty" stage.
- e. Mystery Bounty Tournaments differ from normal standard bounty tournaments as players need to be "in the bounty" stage of the tournament before the act of eliminating a player results in being awarded their bounty.
- f. The "in the bounty" stage is reached when there are only as many players left in the tournament as there are Mystery Bounty Prizes available. For example, the Prize Structure has the Mystery Bounty Prize pool split into three prizes. The "in the bounty" stage is only reached when there are three players remaining in the tournament.
- g. Mystery Bounty amounts on each player's heads are concealed during game play. The amount won from an eliminated player is revealed only after it has been claimed.
- h. Information on bounties remaining in an active tournament are available to the player via the "Bounties" section of the tournament lobby.
- i. Subject to paragraph 10 below, a player wins a Mystery Bounty prize for each opponent they eliminate during a Mystery Bounty Tournament. The tournament must be in the "in the bounty" stage in order for a Mystery Bounty prize to be won.
- j. If multiple players eliminate another player using the same strength hand, the Mystery Bounty from the eliminated player is distributed equally between those players.
- k. An eliminated player is awarded any Mystery Bounty prizes won prior to their elimination.
- l. The winner of a Mystery Bounty Tournament is awarded their own Bounty.
- m. If a Mystery Bounty Tournament is cancelled, refunds will be processed in accordance with [Global Poker's Tournament cancellation and Refund Policy](#)
- n. The General Rules and Tournament Rules found above and the [Global Poker Terms & Conditions](#) available at <https://globalpoker.com> apply to Mystery Bounty Tournaments. In the event of an inconsistency, the inconsistency will be resolved by giving precedence in the following order: the Global Poker Terms and Conditions; these Mystery Bounty Tournament Rules; the Tournament Rules; and the General Rules.

EXAMPLE

- i. Players A, B, C, D and E, along with other players, enter into a Gold Coin Progressive Bounty Tournament where the MBT Bounty fee is GC10,000. This tournament uses a prize structure where the total Mystery Bounty Prize pool is split into three prizes: 50%, 30% and 20%.

- ii. With all five players' MBT Bounty fee, a total mystery bounty of GC50,000 is generated. Based on the prize structure the prize amounts will be
 - o GC25,000 (50% of pool)
 - o GC15,000 (30% of pool)
 - o GC10,000 (20% of pool)
- iii. In the first hand, only Players A and B enter the hand. They both go "all-in" and Player A wins, eliminating Player B. As the tournament is yet to reach the "in the bounty" stage, no mystery bounty prizes will be won.
- iv. In the second hand, only Players C and D enter the hand. Player C eliminates Player D. But as the tournament is yet to reach the "in the bounty" stage, no mystery bounty prizes will be won.
- v. At this stage only Players A, C and E are in the game. As there are only three players in the game, the "in the bounty" stage starts and each of the remaining players is randomly assigned one of the bounties from the prize pool.
- vi. In the third hand, Players A, C and E enter the hand. They all go "all-in", and Player A and Player C both win the hand with the same strength hand, eliminating Player E. Elimination of this position results in the mystery bounty prize of GC25,000. As the mystery bounty prize for Player E will be shared equally between Player A and Player C players will each immediately receive GC12,500.
- vii. In the next hand, players A and C enter the hand. Winner of this hand will get both the remaining mystery bounty prizes which are GC15,000 and GC10,000 respectively.

6. 'ALL-IN', 'SHOOTOUT' AND 'ALL-IN SHOOTOUT' TOURNAMENTS

- a. The rules in this section 6 only apply to 'All-in', 'Shootout' and 'All-in Shootout' tournaments.
- b. The 'All-in', 'Shootout' and 'All-in Shootout' tournaments are only available in the 'Texas Hold'em' format of poker.

6.1. 'All-in' Tournaments

- a. An 'All-in' tournament is a tournament where:
 - i. every participant automatically goes 'all-in' for every hand of the tournament. For the avoidance of doubt, this means that every participant will automatically play all the tournament chips the participant has for every hand of the tournament; and
 - ii. after a participant registers for the tournament and the tournament commences, the participant is unable to take any action and may only view their progress in the tournament as an observer.
- b. Prizes will be awarded to participants in accordance with the information provided for that tournament as set out in the tournament lobby page.

6.2. 'Shootout' Tournaments

- a. A 'Shootout' tournament functions as a regular tournament with the following exceptions:
 - i. after a participant registers for the tournament and the tournament commences, the participant will be randomly assigned to a table for the first round of the tournament;
 - ii. to progress to the next round of the tournament, the participant must become a **'Table Winner'** by eliminating all other participants on that table. If other participants 'leave' or drop out of that table, they will be considered 'eliminated' for the purpose of this rule;
 - iii. the second round will only commence once the first round has come to an end and there is a Table Winner for every table;
 - iv. the Table Winners from the first round will be seated at new tables for the second round; and
 - v. as with the first round, only Table Winners of the second round can progress to the third round. This process will continue until there is a final table, and a participant becomes the Table Winner for that final table.
- b. 'Table-balancing' will only take place at the start of each new round.
- c. Depending on the number of participants that have registered for a tournament, some participants may receive a 'bye' in the first round. This means that these participants will automatically qualify for the second round of the tournament without having to participate in the first round of the tournament.
- d. Prizes will be awarded to participants based on how they finish in the 'Shootout' tournament.

6.3. 'All-in Shootout' Tournaments

- a. An 'All-in Shootout' tournament is a combination of the 'All-in' tournament and the 'Shootout' tournament.
- b. All the rules that apply to a 'Shootout' tournament as set out in rule 6.2 above also apply to an 'All-in Shootout' tournament.
- c. For every hand of an 'All-in Shootout' tournament, every participant automatically goes 'all-in'.

7. SIT 'N' GO TOURNAMENT RULES

7.1. General Rules

- a. Unless stated to the contrary, the rules in this section 7 apply to all Sit 'N' Go (**SNG**) tournaments.
- b. SNG tournaments are similar to regular tournaments, with the key differences being:
 - i. SNG tournaments have a preset requisite number of players and will only start when that number of players have registered for the SNG tournament. Different SNG tournaments may have different requisite number of players; and

- ii. There are no re-buys for SNG tournaments. Once a player loses all their chips, they are eliminated from the SNG tournament.
- c. Players are required to buy-in upon joining a SNG tournament using either Sweeps Coins or Gold coins, as applicable. The buy-in amounts may change from time to time.
- d. There is no rake taken for SNG tournaments, but an entry fee or similar may apply to participants.
- e. All participants in a SNG tournament start with the same-sized chip stack.
- f. With the exception of JSNG tournaments (defined below), there is no limit to the number of SNG tournaments a player can register for and actively play in.
- g. Information regarding each SNG tournament is set out in the tournament lobby, and includes information regarding the Gold Coin or Sweeps Coin buy-in amount, the requisite number of players and the game format for that SNG tournament.
- h. If a SNG tournament is cancelled, refunds will be processed in accordance with Global Poker's [Tournament Cancellation and Refund Policy](#).
- i. In the event of any inconsistency between the SNG tournament rules set out in this section 7 and the [Terms and Conditions](#) or any other applicable rules provided by Global Poker, the inconsistency will be resolved by giving precedence in the following order: the Global Poker [Terms and Conditions](#); these SNG tournament rules; any other applicable rules provided by Global Poker.

7.2. Jackpot SNG tournaments

- a. The rules in this section 7.2 only apply to Jackpot SNG (**JSNG**) tournaments.
- b. The JSNG tournament is a three player SNG tournament.
- c. Players may register for and actively play in a maximum of four JSNG tournaments at a time.
- d. There is no set rake for JSNG tournaments. Instead, the house holds 6.01% of the prize pool on average ("**House Hold**") (see prize structure below). The House Hold percentage may vary from time to time at Global Poker's absolute discretion.
- e. The prize pool is randomly determined (using a weighted RNG model) before the tournament starts and can be up to 200 times the Gold Coin or Sweeps Coin buy-in amount.
- f. The last remaining player in the tournament (i.e. the player who has all of the chips in their possession) is the winner.
- g. The JSNG tournament prize structure is as follows:

PRIZE POOL MULTIPLIER	FOR AN SC 1 ENTRY, PLAYERS CAN PLAY FOR	FOR A GC 1,000 ENTRY, PLAYERS CAN PLAY FOR	FREQUENCY / PROBABILITY
200x (‘Jackpot Level’)	SC 200	GC 200,000	3 in 10,000

PRIZE POOL MULTIPLIER	FOR AN SC 1 ENTRY, PLAYERS CAN PLAY FOR	FOR A GC 1,000 ENTRY, PLAYERS CAN PLAY FOR	FREQUENCY / PROBABILITY
50x	SC 50	GC 50,000	15 in 10,000
20x	SC 20	GC 20,000	50 in 10,000
10x	SC 10	GC 10,000	150 in 10,000
5x	SC 5	GC 5,000	500 in 10,000
3x	SC 3	GC 3,000	3,282 in 10,000
2x	SC 2	GC 2,000	6,000 in 10,000

- h. The majority of JSNG tournaments are played as 'winner-takes-all' tournaments but for the highest tier there may at times be a prize structure where first place receives 75% of the prize pool, second place receives 15% of the prize pool and third place receives 10% of the prize pool. The prize structure is configurable and may change from time to time.

7.3. Timed Tournaments

- a. The rules in this section 7.3 only apply to SNG timed tournaments ("**Timed Tournaments**").
- b. Timed Tournaments are SNG tournaments that run for a fixed duration (e.g. 45 minutes). At the end of the duration:
- the Timed Tournament will end;
 - remaining players will be ranked according to the size of their final chip stack; and
 - prizes will be awarded to the remaining players based on their ranking in accordance with the information provided for that Timed Tournament available in the tournament lobby.

8 PRIVATE GAMES

8.1 General Rules

- a. The rules set out in this section 8 apply to a Private Game.
- b. A "**Private Game**" is a single table tournament created by a player with a Global Poker Account (the "**Organizer**"), where the Organizer can invite other players to participate in the tournament.
- c. Rule 4 applies to Private Games unless stated otherwise.
- d. Private Games are only available in Standard Play.

7.4. Private Game Creation

- a. To create a Private Game, the Organizer must select the 'private games' option in the Global Poker menu.

- b. The Organizer must pay a Gold Coin fee ("**Fee**") to create a Private Game. The Fee will be determined by Global Poker and indicated on the pop-up notification.
- c. The Fee is non-refundable and will be deducted from the Organizer immediately on the creation of the Private Game.
- d. The Fee applies regardless of commencement, expiry or completion of the Private Game.

7.5. Inviting Players

- a. Once the Organizer has paid the Fee to create a Private Game, a unique game code ("**Code**") will be generated for the Organizer.
- b. To join a Private Game, a player must: (i) have a Global Poker Account; (ii) obtain the Code from the Organizer; (iii) select the 'private games' option in the Global Poker menu; and (iv) insert the Code.
- c. It is free for a player to join a Private Game.
- d. After a player joins a Private Game, they may be removed by the Organizer prior to the start of the game, but not after.
- e. The Private Game will start when the Organizer clicks on the 'Start Game' button.
- f. The Private Game and Code will expire on the completion of the tournament or after 7 days from the date it was created, whichever is earlier.

7.6. Game Rules

- a. A Private Game will begin promptly when the Organizer starts the Private Game.
- b. No player can join the Private Game once the Organizer has started the game.
- c. A minimum of 2 players and a maximum of 9 players (including the Organizer) can play in a Private Game.
- d. There are no rebuys in a Private Game.
- e. As players are eliminated from the Private Game, a pop-up window will inform that player where they placed, and the player will then be automatically taken back to the Private Game as a spectator.
- f. The Private Game ends when one player accumulates all the chips in play.
- g. The prizes available to be won in a Private Game, and the number of players eligible to win prizes, will be as set out in the 'Prizes' tab of the Private Games summary.
- h. Global Poker reserves the right to, at its sole discretion, delay, amend or cancel any Private Game without prior notice and without providing any refunds of the Fee.