

DPA SUPER 6'S



TOURNAMENT RULEBOOK

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INTRODUCTION

DEAF POKER: MORE THAN A GAME

For generations, interstate rivalry has been a vital part of the Australian sporting landscape, with the catch cry of “mate versus mate, state versus state” encapsulated in the last great bastion of such professional contests: the National Rugby League (NRL) State of Origin between New South Wales and Queensland.

Still, the desire to represent your state is alive and well throughout the country at a grassroots level and perhaps even more so within the Deaf community. Even after more than 50 years, the Redman Shield – the trophy awarded to the nation’s best Deaf Australian football team – is lauded as one of their society’s highest honours.

Naturally, the Deaf community brought this culture into the earliest Deaf Poker Australia (DPA) Championship tournaments, with interstate and international players proudly wearing their “team” colours and, even to this day, rarely missing any of the action and staying on the rail to cheer their teammates on until the final river falls.

The founding members of DPA set out to establish a team-based competition that would showcase the community’s passion and pride. However, developing a viable format within a game that purely focuses on the individual has, more often than not, proven challenging.

After three years of hard work, DPA managed to crack the code, combining two existing tournament formats – the single table tournament “shoot-out” with the popular “tag team” concept – to create the **DPA State of Origin**, which debuted in 2014 as the “curtain raiser” to the DPA Championship Main Event over in Perth.

DPA STATE OF ORIGIN: 2014-2022

The inaugural DPA State of Origin in 2014 was contested between six 10-person teams: **Western Australia, Victoria, New South Wales, Queensland, a South Australia “Rebels” team** (made up of six SA and four WA players) and an elite squadron known as the **DPA All-Stars**, captained by DPA Founder, **Sokong Kim**.

After a dominant display from Team NSW in the preliminary shoot-out stage, many thought the Blues were a shoo-in for the title. To everyone’s surprise, the DPA

All-Stars, who started the final table as the short stack, mounted an unprecedented comeback and defeated the host state heads-up to claim the shield.

Melbourne then hosted DPA State of Origin II in 2015, with a whole side from South Australia and **Auckland (New Zealand)** joining the fray for the first time. Another barnstorming performance from the DPA All-Stars saw them go heads-up with a massive chip lead against Queensland before they clinched the title for the second year running.

The third instalment in Adelaide the following year was one for the ages. All five hardline states were out for blood against the reigning champions, with the DPA All-Stars bruised and battered at every turn.

Victoria and SA ended face-to-face in a classic showdown reminiscent of old VFL/AFL days. Still, “The Big V” emerged victorious, becoming the first and only hardline state in the competition’s history to etch its name on the shield.

Then, in 2017, Tweed Heads played host to DPA State of Origin IV, but the sudden and unexpected passing of a prominent young Deaf person broke the collective hearts of the SA and WA communities, with both states unable to send players over to participate.

Drastic changes were made to the format, with the number of players from each team reduced to eight, and more flexibility in team selection allowed regional teams to participate alongside those representing the hardline states.

With Auckland returning and the regional team of the **Northern Rivers** making up the numbers, the tournament proceeded, with the Outcasts outplaying the defending champions Victoria to steal the crown on debut.

A record field of 10 teams came together in Melbourne for the 2018 edition, including a second team from the New Zealand region of **Waitakere** and a unique combined international team dubbed the **X SQUAD**. The Auckland Aces, however, reigned supreme and followed it up with victory once again in 2019 over in Perth before completing the hat-trick in Sydney in 2022.

The DPA State of Origin shield – lovingly nicknamed “Betsy” by the Kiwis and given her custom-built carry case built from native New Zealand hardwood – has since remained on the other side of the Tasman, taking pride of place in the Auckland Deaf Society’s clubroom trophy cabinet.

DPA STATE OF ORIGIN: HONOUR ROLL

Year	City	Champions
2014	Perth	DPA All-Stars
2015	Melbourne	DPA All-Stars
2016	Adelaide	Victoria
2017	Tweed Heads	Northern Rivers
2018	Melbourne	Auckland (NZL)
2019	Perth	Auckland (NZL)
2022	Sydney	Auckland (NZL)

DPA SUPER 6'S: THE NEXT REVOLUTION

After DPA decided to shelve the DPA State of Origin in 2023, the Board of Directors conducted a community-wide survey. The feedback received was crucial in helping to develop this latest version, including the community's most popular ideas: a smaller number of players for each team, more flexibility on team selection, and a faster structure.

Now, we are proud to present the **DPA Super 6's**, which we feel will not only revolutionise team poker as we know it but still embody the spirit of friendly competition and honour the history of the original format that the Deaf poker community are proud to call their own.

To all our players, we wish you the best of luck and hope you enjoy the Super 6's experience. **Game on!**

DPA STATE OF ORIGIN & SUPER 6'S: KEY RULE DIFFERENCES

Given the significant changes to our unique team format, DPA has compiled the table below to compare the important differences between State of Origin and Super 6's rulesets. For more information, please refer to DPA or the Tournament Director.

Rule	DPA State of Origin	DPA Super 6's
Number of Players per Team	Teams of 8-10.	Teams of 6 (Rule 2.2).
Team Selection Criteria	Teams selected by Deaf poker groups based on state, region or country, with a minimum number of female players required.	No geographical restrictions or gender quotas , and Teams are not required to represent a Deaf poker group (Rule 2.3).
Number of Teams Required	Minimum of 6 teams, maximum of 10.	Minimum of 8 teams, maximum of 18 (Rule 2.1).
Action Clock	10 seconds in Phase 1, 15 seconds in Phase 2.	15 seconds for the duration of the tournament (Rule 5.1).
Seat Draw (Phase 1)	One player from each team is allocated to the same position across all tables.	Completely random , with no players on the same team to be seated at the same table (Rule 6.1).
Observers (Phase 1)	One player from each team is permitted to be inside the tournament area to take notes and observe play.	Not permitted. Eliminated Players and spectators must remain outside the tournament area (Rule 5.3)
Bonus Chips (Phase 1)	Awarded from 1st to 8th place.	Awarded from 1st to 6th place (Rule 6.7).
Shoot-out Table Winners (Phase 1)	No prize money awarded.	\$300 prize to each shoot-out table winner (Rule 6.9).
Base Stack (Phase 2)	Bonus Chips earned from Phase 1 added to each Team's Base Stack.	No Base Stack. Therefore, it is possible for Teams to only qualify for Phase 2 if they register a score in Phase 1 (Rule 7.3).
Player Rotation (Phase 2)	Captains must submit Player names at least 2 minutes before the end of the current blind level and must rotate between all Players.	Captains are not required to submit player names and have greater flexibility in alternating players as they wish (Rule 7.5).
Consecutive Blind Levels (Phase 2)	Players cannot play two or more consecutive blind levels.	Captains may choose to 'tag out' or 'hold' their current player in for a second blind level but must change afterwards (Rule 7.6).

1. GENERAL

1.1. APPLICATION OF DPA SUPER 6'S RULES

The Deaf Poker Australia (DPA) Super 6's Tournament Rulebook (i.e. this document) will be used in conjunction with the **DPA Tournament Rules, Poker Tournament Directors Association (TDA) Rules** and any relevant rules and regulations set down by the host venue ("**House Rules**").

1.2. HOUSE RULES WILL TAKE PRECEDENCE

Where applicable, the **House Rules will take precedence** over these and the DPA Tournament Rules, including those pertaining to penalties and disqualification.

When players are assessed for a penalty or disqualification, DPA will defer the final decision to The House on the appropriate course of action.

1.3. RULES SUBJECT TO CHANGE

These Rules, including any structures, blind schedules and prize pool dividends contained herein, are **subject to change at any time**, at the discretion of DPA, the Tournament Director and The House, without notice.

1.4. ENTRY EXCLUSIVE TO DEAF/HOH PLAYERS

As per DPA Tournament Rules, entry is **exclusive to Deaf and Hard-of-Hearing (HOH) Players aged 18 years and over.**

Proof of age in the form of photo identification and **evidence of hearing loss** (e.g. audiogram) must be produced upon request.

Players may also be required to register for a casino/venue rewards card to participate (subject to House Rules).

1.5. ACCEPTANCE OF RULES

By entering into the DPA Super 6's Tournament, all Players are **automatically and unconditionally accept** and will abide by these Rules.

A copy of these Rules will be available online on the DPA website (www.deafpoker.com.au) and must be presented upon request.

2. TEAM ENTRY, BUY-IN & REGISTRATION

2.1. NUMBER OF TEAMS REQUIRED

A **minimum of eight (8) Teams** will be required for the tournament to proceed, with a **maximum of 18 Teams** being accepted.

2.2. NUMBER OF PLAYERS PER TEAM

Each Team will consist of **six (6) Players**, with one (1) Player nominated as Captain. Players **can play for up to one (1) Team**.

2.3. FREEDOM TO ESTABLISH TEAMS

Players are welcome to establish their Teams as they wish, as there are **no geographical restrictions or gender quotas**, nor are any Teams required to be representative of any Deaf poker group, state, national or otherwise.

2.4. TEAM NAMES & BRANDING

Teams are welcome to create their team name or brand or seek assistance from DPA. All Team names and branding are **subject to approval by DPA**, must be derived from original artwork, and must not be offensive or discriminatory.

2.5. TEAM BUY-IN AMOUNT

The buy-in for this tournament is **AUD \$1,080 per Team (i.e. \$180 per Player)**.

DPA and The House may take advance registration for Teams to guarantee their place in the tournament.

2.6. PRIZE POOL & RAKE DIVIDENDS

\$900 from each buy-in will be contributed to the individual and Team prize pools, whilst \$180 will be withheld as the entry fee ("rake").

Unless approved by the DPA Board of Directors and The House, **buy-ins are non-transferable and non-refundable**.

2.7. EQUAL SHARE OF TEAM BUY-IN & TEAM PAYOUTS

All Players **must contribute an equal share to the buy-in** and receive an equal share of any prize money won by their Team at the Final Table (Phase 2).

However, any Player's prize money during Phase 1 is an individual prize paid out solely to the winner (see Rule 6.9).

2.8. CONFIRMATION OF TEAM LIST

Once the buy-in from a Team has been submitted to the House and a receipt issued, the Captain **must confirm their Team List** and that all Players are present.

From this point, no further changes can be made except at the discretion of the Tournament Director due to exceptional or unforeseen circumstances (see Rule 4).

2.9. CAPTAIN'S BRIEFING

Upon confirmation of all Team Lists, **all Captains will come together for a briefing** with the Tournament Director, which shall take place at least **15 minutes before the scheduled start time.**

At this time, each Captain will receive a complete Team Spreadsheet with a list of all the Players from each team, which they can also use to track progress and update Team scores (see Rule 6.7).

These Team Spreadsheets, however, are not official scoring devices: these will be handled by DPA, the Tournament Director and The House.

3. CAPTAIN'S ROLES & RESPONSIBILITIES

3.1. LIST OF ROLES & RESPONSIBILITIES

The **roles and responsibilities** of a Team Captain are as follows:

- (a)** Ensuring that all Players on their Team meet at the venue on time and informing the Tournament Director if any Players are running late or will be absent (see Rule 4);
- (b)** All Players have signed into the venue or have registered for a membership card with The House, as the case may be (see Rule 1);
- (c)** Organising the Team buy-in and paying it to The House (i.e. poker registration desk, see Rule 2);
- (d)** Submitting the receipt of payment and their Team List to the Tournament Director for confirmation (see Rule 2);
- (e)** Attending the Captain's Briefing before the start of play and collecting the Teams Spreadsheet (see Rule 2);
- (f)** Ensuring all Players on their Team are aware of their table and seat allocations, as well as their start times if Phase 1 is being played in two or more "heats" (see Rule 6);
- (g)** Deciding the order of play during Phase 2 and ensuring interchanges are completed promptly and without delay (see Rule 7).
- (h)** Assisting in collecting and distributing any Team prize money and awards won (see Rule 2).

4. LATE & ABSENT PLAYERS

4.1. REASONABLE ACTION TO ACCOMMODATE

If a Player is late for the start of their allocated table in Phase 1 (or is unable to return in time for Phase 2), and provided that their Team's Captain has given sufficient notice, the Tournament Director **shall take all reasonable action** to ensure that that Team and Player are accommodated, including, but not limited to:

(a) Finding a replacement Player or Players to participate on behalf of the late Player(s);

(b) Changing the table and seating allocations;

(c) Proceed as scheduled, with the affected Player(s) stack(s) to be blinded out until they arrive or;

(d) Delaying the start or resumption of the tournament entirely, but only if a significant number of Players and Teams are affected.

Such actions will be carried out after consultation with The House.

4.2. FORFEITED STACKS (PHASE 1)

If all options as per Rule 4.1 above have been considered before the start of Phase 1 and not deemed viable, or if confirmed absent by their Captain before the start of Phase 1, the affected Player(s) placed on their allocated Table will be declared **forfeited** and the **stack removed from play** before **recording a score of ZERO**.

In the case of an absent Player in Phase 1, a forfeited stack is not considered grounds for penalty or disqualification against the affected Player or Team, provided sufficient evidence to confirm that the circumstances were beyond the Player and Team's control.

4.3. TEAM MAY CONTINUE WITH ABSENT PLAYERS

Suppose a Player is permanently absent for any reason and at any tournament stage. In that case, their absence will **only prevent their Team from continuing to participate** if the Team is reduced to one (1) Player (see Rule 4.5).

4.4. PLAYER DISQUALIFICATION

If any Player is disqualified from the tournament (e.g. due to significant or repeated misconduct, as per DPA, TDA and House Rules), their team will **not be entitled to replace** that Player.

4.5. TEAM DISQUALIFICATION

If any Team is reduced to one (1) Player due to multiple absences, that Team will **forfeit their buy-in and be ineligible to participate further** in the tournament.

5. TOURNAMENT STRUCTURE & RULES OF PLAY

5.1. TOURNAMENT FORMAT

The DPA Super 6's format is a **No Limit Hold'em** tournament played in **two (2) Phases**. All Players will compete individually in **Phase 1 ("Shoot-out")** before playing under a multi-way "tag team" system in **Phase 2 ("Tag Team Final")**.

5.2. ACTION CLOCK

Players will be given **15 seconds to act** on their hand for the duration of the tournament; the Dealers will use a "shot clock/action clock" device to keep time on each Table, which will be visible to all Players.

The Dealer will give a **verbal and signed warning** to the Player at **10 seconds**, followed by a verbal and signed **countdown from five to zero**. Should a Player fail to act on their hand by the time the shot clock runs out, the following will occur:

(a) If the Player has not acted in time **before the flop**, their hand is **automatically dead**, except if that Player is in the big blind position and there has been no raise prior (i.e. other players have "limped in"), in which case, it is ruled as an automatic check.

(b) If the Player has not acted in time **after the flop** and they are **not facing a bet**, it is ruled as an **automatic check**.

(c) If the player has not acted in time **after the flop** and they are **facing a bet**, it is ruled as an **automatic fold**.

5.3. PROTECTION OF TOURNAMENT AREA

Once a Player or Team is eliminated at any stage, they **must immediately exit from and remain outside the tournament area** (subject to penalty).

Spectators are also welcome to attend and must always remain outside the tournament area.

5.4. NO DEALS FOR PRIZE MONEY

Players and Teams will **not be permitted** to engage in negotiation for **any form of prize money deal or "chop"** at any stage of the tournament (e.g. "equal chop", "chip chop", or "ICM chop") and will be paid out according to these Rules (see Rules 6.9 and 7.10).

5.5. OTHER RULES OF PLAY

All other rules of play will be **subject to DPA, TDA and House Rules** where applicable (see Rule 1.2).

6. PHASE 1 (SHOOT-OUT)

6.1. SEAT & TABLE ALLOCATIONS

Seat and table allocations will be **drawn randomly**, adhering to the Table & Seating Allocation Matrix (see Rule 6.4) and ensuring that **no Table is allocated to two or more Players from the same Team**.

The Dealer button starting position will also be drawn at random.

6.2. STARTING STACK & LENGTH OF BLIND LEVELS

The **starting stack** for all Players in Phase 1 will be **10,000 in chips**, and the blind levels will be **10 minutes** long, with no antes.

6.3. SHOOT-OUT FORMAT

Every Table in Phase 1 will be played as **individual “shoot-out” tables**, with **no scheduled breaks** until a winner is determined on every Table.

The Dealers and Tournament Director shall record the scores from each Table, who will then award the corresponding amount of chips to that Player’s Team in Phase 2 (see Rule 6.7).

6.4. TABLE & SEATING ALLOCATION MATRIX

	Number of Teams / Number of Players Per Table										
#TB	8	9	10	11	12	13	14	15	16	17	18
1	8	9	9	9	9	9	9	9	9	9	9
2	8	9	9	9	9	9	9	9	9	9	9
3	8	9	9	8	9	9	9	9	9	9	9
4	8	9	9	8	9	9	9	9	9	9	9
5	8	9	8	8	9	9	8	9	9	9	9
6	8	9	8	8	9	9	8	9	9	9	9
7	-	-	8	8	9	8	8	9	9	8	9
8	-	-	-	8	9	8	8	9	9	8	9
9	-	-	-	-	-	8	8	9	8	8	9
10	-	-	-	-	-	-	8	9	8	8	9
11	-	-	-	-	-	-	-	-	8	8	9
12	-	-	-	-	-	-	-	-	-	8	9
#Ps	48	54	60	66	72	78	84	90	96	102	108

#TB = Number of Tables; #Ps = Number of Players.

6.5. SCHEDULING OF PHASE 1

Tables in Phase 1 may be scheduled to be **played all at once or divided into two or more "heats"**, subject to The House's availability and allocation of tables.

In this case, once all shoot-out tables have been completed in the previous heat and the results are recorded, the dealers will **immediately reset** the tables and be given the next results sheet in preparation for the next heat.

6.6. PHASE 1 BLINDS STRUCTURE

Level	Small Blind	Big Blind
1	100	200
2	200	400
3	300	600
4	500	1,000
5	700	1,400
6	1,000	2,000
7	2,000	4,000
8	3,000	6,000
9	4,000	8,000
10	5,000	10,000
11	7,000	14,000
12	10,000	20,000

6.7. SCORING TABLE

A Player will earn the following score for their Team, **equal to the amount of chips** they will contribute toward their Team's stack in Phase 2.

Place	Score
1st	100,000
2nd	75,000
3rd	50,000
4th	25,000
5th	15,000
6th	10,000
7th, 8th & 9th	ZERO

6.8. PHASE 1 OVERTIME

Should two (2) or more Players remain at the end of Level 12 at any Table, the **blinds will double every 10 minutes** until a winner is determined.

6.9. INDIVIDUAL PRIZE

The **winning Player on each Table in Phase 1** will earn **\$300 in prize money**, which will be paid solely to that Player.

6.10. COMPLETION OF PHASE 1

Once all Phase 1 Tables are completed, all Players will be given a **30-minute break** to allow time for the results to be tallied before resuming play.

7. PHASE 2 (TAG TEAM FINAL)

7.1. SEAT ALLOCATIONS

The seat allocations for each Team in Phase 2 and the starting position for the Dealer button for Phase 2 will be **drawn randomly**. The same applies to redraws with two or more final tables (see Rule 7.4).

7.2. STARTING STACK & LENGTH OF BLIND LEVELS

The starting stack for each Team in Phase 2 will be the **combined score of chips** won by each Player for their Team in Phase 1. The blind levels for Phase 2 will be **15 minutes** long, with no antes.

7.3. ZERO SCORE - AUTOMATIC ELIMINATION

Suppose any Team has yet to score after completing Phase 1 (i.e. they have registered a **combined Team score of ZERO**). In that case, they will be **automatically eliminated** from the tournament and unable to compete in Phase 2.

7.4. PHASE 2 FINAL TABLE MATRIX

# Teams ^(a)	# Final Tables ^(b)	Redraw ^(c)
6 to 10	1	N/A
11	2 (6+5)	When 6 Teams remain (3+3)
12	2 (6+6)	
13	2 (7+6)	
14	2 (7+7)	
15	2 (8+7)	
16	2 (8+8)	
17	3 (6+6+5)	When 6 Teams remain (2+2+2)
18	3 (6+6+6)	

Keynotes regarding the table outlined in Rule 7.4 above:

(a) The number of Teams listed in the first column is the number of Teams that have **qualified** (i.e. registered a Team score) for Phase 2.

Theoretically, multiple Teams can be automatically eliminated before Phase 2 regardless of the total number of Teams that have entered.

(b) The number of final tables required for Phase 2, as listed in the second column, will be **drawn randomly** and ensure an **even split of Teams** across those Tables, or where there is an odd number of teams, as even as possible.

(c) In the instance where two or more Final Tables are required, a **complete redraw** will take place **once the number of Teams remaining is equal across all Tables**, in an effective continuation of the “shoot-out” format from Phase 1, and as per the figures in the third column.

Once the required number of Teams per table has been reached, the clock will be rewound to the start of the blind level where the first Table was completed.

***For example,** 12 Teams qualify for Phase 2, so as per the Matrix, six (6) Teams are allocated across two (2) Tables. Table 1 is reduced to three Players midway through Level 11 (10,000/20,000), but the remaining Teams must wait as it takes another two levels for Table 2 to get down to three Players.*

Therefore, the clock will be rewound to the start of Level 11 (10,000/20,000) after completing the redraw.

7.5. INTERCHANGING OF PLAYERS

During Phase 2, Team Captains will interchange Players at the end of each blind level. They **may alternate between their Players as they see fit** (i.e. Teams are not required to have every Player in a fixed rotation or nominate their following Players in advance).

Captains may also “hold” their current Player in for a second consecutive blind level (see Rule 7.6).

7.6. “TAG IN/OUT” OR “HOLD”

Once the Tournament Director has announced that an interchange opportunity is available, Captains have the option to **select a new Player (“tag in”/“tag out”)** or **keep their current Player in (“hold”)** for the duration of the next level. However, they **must “tag out” that Player** before starting the subsequent level.

***For example,** Alan Black is the first Player for their Team at the final table, and throughout Level 1, he wins a couple of big pots to take the chip lead. Their Captain, Christine Dawson, elects to ‘hold’ Alan so they can also play Level 2.*

Therefore, at the end of Level 2 and before the start of Level 3, Christine must send in a new Player, so she decides that Edward Frost will 'tag in'.

7.7. 60 SECONDS TO INTERCHANGE

Teams will have a maximum of **60 seconds between each blind level** to interchange Players. Team Captains must ensure the interchange is completed promptly (subject to penalty).

Once the interchange is complete and all Players are seated, the Tournament Director will resume play immediately.

7.8. PHASE 2 BLINDS STRUCTURE

Level	Small Blind	Big Blind
1	1,000	1,000
2	1,000	2,000
3	2,000	3,000
4	2,000	4,000
5	3,000	5,000
6	3,000	6,000
7	4,000	8,000
8	5,000	10,000
9	6,000	12,000
10	8,000	16,000
11	10,000	20,000
12	15,000	30,000
13	20,000	40,000
14	25,000	50,000
15	30,000	60,000
16	40,000	80,000
17	50,000	100,000
18	75,000	150,000
19	100,000	200,000
20	150,000	300,000
21	200,000	400,000

22	300,000	600,000
23	400,000	800,000
24	500,000	1,000,000

7.9. PHASE 2 OVERTIME

Should play continue beyond the published blind levels, the blind levels will continue to **follow the structure pattern** outlined in Rule 7.8 above until a winner is determined.

7.10. TEAM PRIZE POOL DIVIDENDS

All winning teams will be **paid according to the prize pool dividends** in the table below.

Place	Number of Teams										
	8	9	10	11	12	13	14	15	16	17	18
1st	\$5,400	\$6,300	\$6,900	\$6,000	\$6,480	\$6,900	\$6,450	\$6,540	\$6,900	\$6,810	\$6,540
2nd	-	-	-	\$1,500	\$1,920	\$2,100	\$2,100	\$2,850	\$2,910	\$3,570	\$3,240
3rd	-	-	-	-	-	-	\$1,050	\$1,110	\$1,290	\$1,320	\$1,530
4th	-	-	-	-	-	-	-	-	-	-	\$1,290
TPP*	\$5.4K	\$6.3K	\$6.9K	\$7.5K	\$8.4K	\$9.0K	\$9.6K	\$10.5K	\$11.1K	\$11.7K	\$12.6K

*TPP = Team Prize Pool