



## **Battle Of Malta (Main Event)**

### **TERMS AND CONDITIONS**

#### **1. GENERAL INFO MAIN EVENT**

- Players will play down to 15% of the field
- Every player qualified for Day 2 will be ITM
- Late Reg will be over at the start of level 11;
- 5 % of all prize pools will be deducted as administration fee;
- Management reserves the right to impose payout option restrictions;
- Management reserves the right to change, amend or alter any portion of the tournament;
- All tournaments may have a day added or subtracted at Tournament Director Discretion;
- When the tournament reaches 6 players, we reserve the right to reduce the clock to 45 minutes.
- If a deal has been made at any point, the clock will be halved on the following level to 30 min.
- Day 4 and Final Day will be played with short clock
- 5-time bank of 30s each will be given to each player at the start of the tournament
- 1 extra time bank will be given during every scheduled break to each player
- When the tournament reaches 3 players the clock will be halved on the following level to 30 min.

#### **2. CHIP LEADER BONUS RULES**

**On every Day 1 has been placed an extra prize for the biggest stack qualified:**

- On each Day 1 you may win packages for the BOM Spring Edition 2026 ;
- At the end of every day 1 our staff will identify the biggest stack at each table (that stack has to be counted by a staff member). Once the biggest stack is identified, we will proceed to announce the winners. Whoever wins the chip leader bonus will have to leave his/her contact details at the end of Day 1!



In the case that the 2 stacks have the exact same amount of chips, the 2 owners of those stacks will play for a flip (Ex.1 Player A has 400k Player B has 400k, the two players will play a flip and the winner will win the remaining package)

We will apply the same logic for 3 or more players with the same exact stack.

The package will include the buy-in for the Main Event (600€) plus 4 nights at the Intercontinental Hotel (breakfast included)!

### **3. SHOT CLOCK PROCEDURES**

Only in the Main Event, once it will reach down to 24 players, players will play with Shot Clock.

The Shot clock will give 30s of action to each player for every round of action. Every Player will get 5-time bank cards, every card will give 30s extra to the player.

The players will get 1 extra card after every scheduled break.

At the end of Day 4 every time bank cards left will be collected by the staff. At the start of the Final Table, the players will start with 5 time bank cards; 1 extra card will be given after every scheduled break.

If a player is facing a not visible bet or an all-in that requires a count, the dealer will stop the clock, will count the stack or the bet and once the information has been shared to the interested player, the clock will start again.

The dealer will give a 5-second countdown to alert the players. The dealer also has the right to automatically collect a time bank if the player shows no intention of acting after 30 seconds have passed.

If a player has NO time banks left, once the original 30s will expire, the hand will be considered dead!

It is a player's responsibility to make its action clear.



#### **4. END OF DAY 1 PROCEDURES**

Once the hand-for-hand process is over, and before starting the bagging process, the staff must identify the biggest stacks at each table. After this is completed, players can begin bagging their chips. (It is very important that all necessary information is written clearly on the bag.)

We kindly ask all the spectators around to DON'T access the tournament area to help our staff process the payment!