



# **WPT<sup>®</sup> Cyprus**

## **PLAYER GUIDE**

**BUY-IN: \$3,500**

FESTIVAL

**AUG 12 – AUG 24, 2026**

CHAMPIONSHIP

**AUG 19 – AUG 24, 2026**



**CHAMADA  
POKER**

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| Day 1A                | Day 1B                | Day 1C                | Day 2                 | Day 3                 | Final Table           |
|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| Wed, Aug 19th - 12:00 | Thu, Aug 20th - 12:00 | Fri, Aug 21st - 12:00 | Sat, Aug 22nd - 12:00 | Sun, Aug 23rd - 12:00 | Mon, Aug 24rd - 12:00 |

**BUY-IN: \$3,500      STARTING CHIPS: 50,000**

The Action Clock by Protection Poker will be used after level 14 on Day 2. See WPT Action Clock Rules for more details. Time extension chips will accumulate and not be reset.

Single ante will be posted by the player in the big blind, in the amount equivalent to the big blind. The big blind comes before the ante when a player has less than a big blind and ante amount, per new TDA recommendations

Players will have a 15-minute break every two levels.  
 Players will have a 45-minute dinner break after level 6 on Day 1  
 Players will have a 45-minute dinner break after level 14 on Day 2  
 Players will have a 45-minute dinner break after level 24 on Day 3  
 Dinner on Final Day will be TBD

\$3,500 buy-in = \$3,100 (Prize Pool) + \$300 (Entry Fee) + \$100 (Staff Fee).

On-Site Registration and unlimited re-entry per day are available until the start of Level 11 on Day 2. No Refunds.

Day 1: (8) 60-minute levels.  
Day 2: (10) 60-minute levels.  
Day 3: (10) 60-minutes or until 6 players remain  
Day 4: 60-minute levels until we are heads up. 30-minutes levels thereafter until we have a champion.

One in eight (1-in-8) entries will be in the money (approximately 12.5%). Winners must show valid ID to collect winnings. Residents of foreign countries will be subject to withholding, per casino policy. \$10,400 will be withheld from the prize pool and issued to 1st Place in the form of an entry to the WPT World Championship held in Las Vegas.

Day 1's will play 9-handed.  
Day 3 onward will play 8-handed, space permitting.  
In the event that Day 3 begins 9-handed, tables will be balanced to accommodate 8-handed play at the Tournament Director's discretion.

This tournament features three starting flights and allows unlimited re-entries until the start of Level 11 on Day 2. Players may bag chips on multiple starting days, but only their largest stack will be carried forward into Day 2. All smaller stacks will be forfeited.

Tournament Directors Association (TDA) rules will be used, unless House Rules apply. Please, see Chamada tournament staff for House Rules. Additionally, on the money bubble, play will be round-for-round, instead of hand-for-hand. Participation in WPT tournaments is subject to rules and rulings set forth by the applicable venue(s) and/or WPT (e.g., tournament rules, sponsors).

A seating redraw will occur at the start of Day 2, Day 3 and at 9 players remaining or at Tournament Director's discretion. At 6 tables remaining, random table breaks will commence.

50,000 tournament chips. Pre-purchased stacks will be "live" on the table from the beginning of the tournament. Late registrants and alternates will be sold a full starting stack. This is a five-day tournament with three starting days.

The WPT Main Tour Events are eligible for the WPT Player of the Year race.

In order to play in the event, each player must sign the mandatory WPT Player Release Form. Please visit [www.worldpokertour.com](http://www.worldpokertour.com) – Sign In – to pre-register on the WPT website.

Scan the QR code below to sign up and get verified.

PLAY STORE ANDROID



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## ACTION CLOCK RULES

- The Action Clock will be implemented into play after Level 14.
- While the Action Clock is in play, players must keep chips in stacks of 20, whenever possible.
- The Action Clock will be controlled by the dealer. Dealers will start the Action Clock following the completion of each deal once the last card has been dealt. When players act in turn, the Action Clock will be reset, with each player receiving a fresh clock to begin their action, as outlined below.

| WPT Main Tour                 | Pre-Flop   | Post-Flop  |
|-------------------------------|------------|------------|
| Upon Implementation           | 15 seconds | 30 seconds |
| Final Table (final 6 players) | 30 seconds | 30 seconds |

- When a bet or raise has been made, the dealer will first count the bet or raise size (including all in), announce the amount, and then start the clock for the next action. If a player calls the bet, the dealer will reset the clock to begin the next player's action. If the player raises the bet, the dealer will count the full amount and then reset the clock for the next player.
- Pre-Flop: A player will receive 15 or 30 seconds for their initial pre-flop decision, as outlined in the table above. If action returns to that same player after they have voluntarily committed chips to the pot, they will receive 30 seconds to make their subsequent decision. Posting the small blind or big blind does not count as voluntarily committing chips for the purposes of this rule.
- When players receive 15 seconds to act, dealers will not advise players when the Action Clock reaches 10 seconds.
- When players receive 30 seconds to act, dealers will advise players when the Action Clock reaches 10 seconds.
- To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips. Each time-extension chip is worth a 30-second addition to a player's action.

| WPT Main Tour              | Number of Time Extension Chips (Per Player) |
|----------------------------|---------------------------------------------|
| Upon Implementation        | Five (5) time-extension chips, per player   |
| Day 3 (start of the day)   | Five (5) time-extension chips, per player   |
| At 24 Players              | Five (5) time-extension chips, per player   |
| Final Table (of 6 players) | Five (5) time-extension chips, per player   |

- Players are required to keep their time-extension chips visible at all times.
- At the conclusion of play each day, any unused time extension chips will be placed in the players' tournament chip bag and will carry over to the next tournament day. Time extensions are to be treated with the same level of importance as tournament chips, and removal of time extensions may be subject to penalty up to and including disqualification. If a player does not use any of their time chips and reaches the final table, they will be limited to a maximum of 20-time extension chips.
- The Action Clock is considered to have "expired" at the exact instant the displayed time reaches 0 — no earlier and no later. If the Action Clock expires for a player who has a remaining time-extension chip, one time-extension chip is automatically used and the player's Action Clock is immediately extended by an additional 30 seconds. The dealer does not physically collect the time-extension chip(s) used until the end of the player's action for that street (pre-flop, flop, turn, river). If the Action Clock expires for a player who does not have any time-extension chips remaining, they will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- The Action Clock will never be paused unless there is an extreme situation that calls for play to be halted.
- If a player voluntarily puts multiple time-extension chips into the pot while still thinking, the dealer is to immediately add that amount of time to the clock. Those time chips have been used even if the player acts with time remaining on the clock. No time-extension chips will be refunded.