



1. **TD discretion** - Tournament Directors are to consider the best interest of the game and fairness as the top priority in the decision making process. Unusual circumstances may require that exceptions be made in the interest of fairness. The Sponsors / Account Managers and or the TD's decision is final.

2. **Starting Chip Stack** - All players arriving prior to session start time will start with an equal amount of chips, typically 10,000, and continue to play until one player remains and accumulates all the chips.

3. **Late arriving players** - Player's can join a tournament up until the end of the first break. A late player entering a tournament will be docked five (5) times the amount of the big blind currently in play. (NOTE: if arriving during break player will be handicapped according to blind amounts after break) Please note once all starting chip stacks have been used no more players will be seated (1 host typically carries 64-81 starting stacks). Players are only permitted to play if the final 16 has not been determined by elimination, or if 16 players or less are playing and no one has been eliminated.

**A:** A player arrives just as the tournament is getting underway. The TD has made the announcements, and has stated " Shuffle up and Deal." The player that has just arrived is to be shorted (5) times the big blind in accordance with rule #3. (Note: A player is late when action begins, or when the tournament was scheduled to start, whichever comes first).

**B:** The tournament starts on time and you have a few members show up late and you have 2 seats open. After short stacking the new arrivals according to rule #3 and seating them in the tournament, you are at full capacity. If you have additional players stacks you can sit additional players once players are eliminated. Remember that you

may sit as many players as you have starting stacks and you should carry from 64-81 starting stacks.

**C:** A player approaches the TD to enter the tournament just as the timer goes off for the break, and the TD is about to color up tournament players. (The blinds are now 500/1,000 when that timer goes off) Even though a break is to follow, the player will be shorted 5,000 in chips. (5) times the Blind. (Note: Late players are to be penalized in this manner to prevent a late player from having an advantage.)

**D:** A player approaches the TD to enter the tournament just as the first card is dealt after the break. "This player has just missed the cutoff and must wait for another tournament to start."

**E:** The tournament is down to the last (8) players. The TD brings 2 players from table B to join the Final table, table A. As soon as the players are all seated, the final table A will High Card for the Button. This is to keep the tournament fair, and to make sure all players are going to play the hand. (Note: High Card for the Button at the final two tables prevents a player from sitting out of the hand by coming to the table in the Small Blind or the Button. High Card for the Button ensures all players at the table are dealt in.)

**4. High Card for Dealer** - Players "high-card" for the button (dealer position) immediately prior to the start of play. This means the player who draws the highest card will start with the button. In case two Players get the same high card, the suit, in descending order of, **spades, hearts, diamonds and clubs** will determine who starts with the button. If a table is reseated and 50% or more of the players are new to the table, then the Players "high-card" for the button immediately prior to resuming the session. At the start of the final 2 table's, players will "high Card" for the button. At the start of the final table players will "high card" for the button.

**5. Dealer shuffle** - Dealer must shuffle cards at least three times, and dealer must cut cards every hand. If concerned about the shuffle, cut, or other preparation of the cards any player may call for a reshuffle before the cards have been dealt. Everyone must deal unless a player is physically unable.

**.A:** The tournament is about to begin, all player's are seated, and cards have just been placed on the table after the Tournament Announcements. The TD says " Shuffle up and Deal." The deck of cards on the table is spread out, and each player picks a card. Player C has the Ace of Diamonds and no other player at the table has pulled an Ace. Player C is on the Button. (the Dealer). Players D and E (sitting to the dealers Left) are the small and big blind respectively.

**B:** Player A and C each pull an Ace when pulling the High Card for the Dealer. Player A pulls the Ace of Clubs. Player C pulls the Ace of Hearts. Player C is awarded the Button (Dealer) because of "Power of Suit." Clubs is the lowest suit as stated above in the rules. The same applies if no player at the table pulls a higher card. If there are two King's pulled, and no Ace, then power of suit will determine which player is the dealer. (Note: Highest card first, then highest suit in case of a tie)

**C:** The tournament is down to 16 players, (Final two tables) the TD is combining tables. The last 16 players are placed in their seats at the final two tables and immediately, High Card for the Dealer. Same applies to the Final table, no matter how many players were added. Example: While combining tables to the final two, one player is added to table A. and two players are added to table B. Both tables will High Card for the Button. The 50% rule does not apply here. Same for the Final Table

**D:** During the tournament, table A is down to (4) players. Table B is down to (5) players, and the TD decides to break down table B. The TD has one seat open to place a player from Table B ((5) person table), at table C (7) players and decides to place the remaining (4) four players at the table with Table A (4) players. Giving each table a total of (8). (4) players have joined table A.(50%) Players at table A must high card for the button. Table C does not since only one player joined the table.

**6. Dealer Rotation** - Players will rotate dealer responsibilities in a clockwise rotation.

7. **Blind Level** - Blinds are raised consistently throughout the tournament according to the blind structure. At each blind level the raise is effective on the next live hand. The moment the cards are received by the new dealer the next live hand starts.

8. **Blinds** - A "blind" is a fixed amount of chips, determined by the size of the game that is automatically put into the pot prior to the hand being dealt to force action. The Small Blind is the player immediately to the left of the dealer button and the Big Blind is the player to the immediate left of the Small Blind. Players moving to a different table are typically seated behind the dealer when possible. A player should not have two big blinds in a row. Players are obligated to take their "Blinds".

9. **Eliminated Blinds** - If the player in the small blind is eliminated then the button moves to the empty position and the person behind the button deals for the phantom player, this is called a "dead button". The other players post blinds as usual. If the player in the big blind is eliminated, the small blind position is dead and only the big blind is posted. The following hand the blind structures will return to normal. This ensures every player is posting a big blind and there is forced action on every hand.

10. **Re-seated into the blinds** - New players are dealt in immediately unless they sit down in the small blind, big blind or button position. In these three cases, they must wait until the button passes.

11. **Absent Player** - An absent player is always dealt a hand, and will be put up for blinds if in a blind position. If you are not present when your first card is dealt, your hand will be mucked (folded) after all cards have been dealt. This includes situations in which a live blind is not present when dealt, since an absent player cannot exercise the option to raise. Empty seats without a player or chips are dealt out.

12. **Heads up** - When two Players remain, the Player due to assume the Big Blind will do so, and the Small Blind will inherit the button. The Small Blind or button will act first prior to the flop and second after the flop.

13. **Color Up** - Although there is a suggested color up schedule set forth by the league, the lowest denomination of chip will be colored up and removed from play when no longer needed at the TD's discretion. All lower denomination chips that are of sufficient quantity for a new chip will be colored up directly. All remaining odd chips will be rounded up to the next chip denomination.

14. **Misdeal/Exposed card** - While dealing If two or more cards are exposed due to dealer error, it is a misdeal and cards are reshuffled and redealt. If only one card is exposed, or seen by someone at the table, the dealer continues to deal all the hole cards to all players. If a card is exposed and the player is in a blind position, it is a misdeal. The dealer then replaces the seen card with a new card and the seen card becomes the first burn card. If the flop needs to be redealt because the cards were exposed prematurely the board cards plus the burn card are mixed back into the deck, reshuffled and cut, then a new burn card and flop exposed. Post flop anytime a card is exposed prematurely the seen card plus the burn card will be placed back into the deck of remaining cards, shuffled and cut, and a new burn card and turn / river card exposed. If the burn card is exposed it must be shown to all players at the table but will remain the burn card and the remaining cards dealt. If action is taken on an incorrectly exposed card that action will be rescinded and the appropriate correction made.

15. **Muck and Burn cards** - The burn cards and muck pile must be kept separate until the hand is completed. If at any time a player's cards (face down) touch the muck pile the cards are dead and must remain in the muck and the player loses all action on that hand. The current dealer is the only player allowed to touch the muck pile. No player is allowed to turn over any cards in the muck pile. After completion of the hand, the current dealer will collect all cards and pass the deal and button.

16. **Chips** - Only the dealer is allowed to touch the chips in the pot. You must make change from your neighbor first. If change can not be made, you should state your action (Check, Call, Raise) then put down your chip(s). The dealer will pull your change from the pot and give it to you after the action is complete. The dealer must state that

the “pot is right”, all players should then push their chips into the center of the table. Chips from any player leaving the tournament will be removed from play.

**17. No splashing the pot** - You are to place your chips calmly in front of you, and then push the chips to the center after the dealer has stated that the “pot is right”

**18. No string bets (One motion)** - A player must state their intentions (Call, Check, Raise) before placing chips in front of them. If you do not state raise, any single chip placed in front of you will be an assumed call and the dealer will return your change. Multiple chips placed in front of you will be an assumed raise for the total amount placed out. You must place all chips required to satisfy your intentions in one motion. You may not go back into your bank multiple times.

**19. No Rabbit Hunting** - Once a hand is complete and a winner has been declared, the flop, turn or river are not to be played out. The hand is over and play is to continue with the next hand.

**20. No short bets** - To raise you must state “RAISE”. Your RAISE must be at least equal to the previous RAISE. The first raise (pre-flop) must be double the big blind. All raises after must be at least equal to the previous raise (not bet). Post flop, first to act must be equal to or greater than the big blind, first raise must be double or greater than the first bet, unless player is all in. (refer to raise examples)

**21. All in** - At any time a player may go “all-in” wagering all of their chips. Whenever a player is all-in, and all betting action is complete, all hands in play must be turned face up. If a player’s All-in does not complete a raise, remaining players may call the All-in. Any additional raises must complete or exceed the raise. A player can never win more than they have in the pot. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips the player has. In these situations a side pot could occur for players with remaining chips.

22. **Showdown** - At showdown both cards from the winning hand must be displayed to claim any part of the pot.

23. **Card verification** - Any player that was IN THE HAND may request to see any hand that has been called. This privilege can be revoked if abused.

24. **Cards speak for themselves** - verbal declarations are not binding the cards will dictate the winner. Intentionally miscalling your hand with the intent to cause a player to discard a winning hand may result in forfeiture of the pot.

25. **Protect your hand** - A player is responsible for protecting their cards at all times. All cards must remain above the table top, and not past the edge of the table, as well as remain visible during play. If a dealer kills an unprotected hand the player will have no redress and will not be entitled to their chips back. An exception would be if a player raised and their raise had not been called yet. They would be entitled to receive their raise back.

26. **Dead hand** - A hand is declared dead if: a player folds or announces they are folding when facing a bet or raise, throws their hand away in a forward motion causing another player to act behind them, cards touch the muck pile (face down), or if cards touch another players hand (face up or down), in this situation both hands are dead. Once a hand is dead and/or in the muck pile it can not be retrieved or made live again.

27. **Visible Chips** - All chips must remain visible and on the table at all times, unless you are moving to a new table. A players highest chip denomination must be visible to all players at all times.

28. **Chip Count** - A player may request a chip count at any time from a player.

29. **Extra/odd Chip** - In the case of a split pot that can not be divided equally the extra chip will be given to the first person to the left of the dealer that was in the hand and eligible for that pot.

**30. Multiple players eliminated** - If two (or more) players are eliminated on the same hand, the player who started the hand with the most chips will be awarded the higher finishing position. Should both eliminated players have started the hand with equal chips they would tie for the higher finishing.

**31. One player per hand** - You may not ask advice as to how to act during your action period. If you show your cards to a player at the table, you must show all players. (Show one—Show all) If you have been eliminated you must give up your seat. You may become a spectator at this point but are not to offer any advice to any player or attempt to view another players hand. Players are not to show their hands to any persons in or out of the game.

**32. Table Consolidation** - As players are eliminated each table will play down to no less than four players. Tables will be consolidated at Tournament Directors discretion.

**33. Play never stops** - Play must always continue except during break time. If you are seated at a table that has empty seats, you must notify the session host and continue playing until other players are seated or you are moved. A table will play to no less than four players. If a player is absent from the table, do not wait for that player to return to the table, play is continue and the missing players hand is to be mucked.

**34. Betting out of turn** – If a player bets out of turn the bet will be considered under the following guidelines.

A. The small blind is 500, BB is 1000. Player 4 bets 4000 of turn. Player 3 then calls the blind. Player 4 can only call the blind.

B. SB is 500, BB is 1000, player 4 bets \$4000 out of turn, player 3 then goes all in, player 4 can call or fold.

#### Raise Examples:

Raise Example 1). SB=50, BB=100. First raise must make the bet at least 200 (double the big blind, raise was 100). 2nd raise must raise the bet at least another 100, second bet would be 300 or more.

Raise Example 2). SB=200, BB=400. First raise must make the bet at least 800 (double the big blind, raise was 400). 2nd raise must raise the bet at least another 400, second bet would be 1,200 or more.

Raise Example 3). SB=100, BB=200. If the first raise made the bet 600 (more than double the BB, the raise was 400). The 2nd raise must raise the bet at least another 400. Second bet would be 1,000 or more.

Raise Example 4). Player A bets 100, player B raises to 300, player C goes all in for 350 (was unable to complete the raise). The next to act may call the All-in but, if next to act wishes to raise they must complete the raise making the bet a minimum of 500. If no one calls or raises player would pull back 150 at the end of the betting round.

Raise Example 5). (Blinds are 100 and 200) Big blind goes all-in for 150 (unable to complete the blind requirements). Next to act must call 200 (BB) as no bet can be smaller than the Big Blind.

35. **Slow play** - any player that is playing slow, meaning taking an unreasonable amount of time to raise, call, check or fold may result in another player asking for a timer by requesting time. The tournament director is to then approach the table with a timer and give that player an additional minute to decide a course of action. If after one minute and still no course of action, the hand will be mucked.

36. **Inebriated** – any person considered inebriated to the point that they cannot effectively participate in the tournament may be removed at the tournament directors discretion.

### Table Etiquette

1. By participating in any league event, you agree to adhere to all league rules and regulations and behave in an appropriate manner. Violators may be warned, suspended from play for a time determined by the Tournament director, or removed from the tournament. Chips from any player leaving the tournament will be removed from play.

2. **Age Requirement** - Players must be at least 21 years of age and have valid photo identification at all events

3. **Cell phone** - If cell phone use becomes a distraction to the table or interrupts the game, you will be asked to turn it off. Failure to do so will result in the players removal from the tournament.

4. **Conduct/Penalty** - Inappropriate behavior may be punished with a penalty starting with a simple warning to being “dealt out” (chips will remain at the table and blinds posted and folded) for a length of time to be determined by the TD, penalty’s start at ten minutes and are determined by the TD based on the infraction. A severe infraction such as abusive or disruptive behavior may be result in removal from the tournament. **Examples** of inappropriate behavior: **Verbal or physical threats, chastising opponents play, obscene or profane language, creating a disturbance by arguing, shouting, or making excessive noise, throwing equipment, destroying property, carrying a weapon.**

5. **Etiquette** - The following actions are improper and grounds for penalty: Touching other players cards or chips, rabbit hunting, acting out of turn, splashing the pot, revealing another players hand, interfering with the visibility of cards or chips, making statements or actions that might influence play in an unfair manner.

8. **Banned players** - Player’s may be banned from league play for violating league Rules and Regulations, and or Tournament Rules for for a specified time determined at the tournament directors discretion.

9. **NO GAMBLING** - No side bets, No cash bets. Any member found violating this rule will be banned from the league indefinitely and shall be removed from the tournament.

10. **No money on table** - All participants of any league event prohibited from placing any form of money on a session table, as state law prohibits this. There will be no exceptions to this rule and violators will be asked to leave immediately and shall be disqualified from the tournament.

11. **Point structure** - Top 16 finishers at every league event win points in accordance with the League Point Award Guidelines. If a player finishes in the top 16, the player must sign out with the TD. Tournaments with over 32 players will receive additional bonus points based on the league Point Award Guidelines.

12. **Side Tournaments** - Venue Championship (VC) sessions are typically held as a side session to the normal session. All events earn league points according to the league Point Award Guidelines.

13. **Blind lengths** – League events typically operate under 15 minute blind lengths. Blinds can be shortened to expedite play. Blinds can be no shorter than 12 minutes. Single session events may run longer blinds (up to 30 minutes). The tournament director reserves the right to adjust blinds as necessary.

14. **Starting stacks** - League events typically start each player with 10,000 in chips, the league requires a minimum of a 5,000 starting stack. Players are handicapped for late entry (see Tournament Rules).

15. **Self Dealt** – League events are self dealt by the players at the table (see Tournament Rules).

16. **Changes** - Tournament Directors retain the right to cancel any event, or alter it in a manner fair to the players.

17. **Pot ruling** - A ruling regarding a pot may only be made before the next hand starts. Otherwise the results of a hand will stand. The new dealer receiving the cards will start the new hand. The dealer is to take charge of the pot, making change, creating side pots, etc.

18. **Action interpretation** - Identical actions may have different meaning depending on who did it. The possible intent of the offender will be considered when evaluating the correct action by a TD. Some factors are the players experience and history.

19. **Blind Straddle** - Straddle blinds are not allowed.

20. **Setting the board** - The dealer is not allowed to “set the board” by placing all the cards out before they are to be placed in accordance with their position. This is to assure that burn cards conceal the live cards before they are placed on the board.

21. **Minimum players** - There must be 5 players or more for a tournament to take place. VC's have no minimum.

22. **Non-player** - A player not involved in the tournament may not sit at a table.

23. **English Only** - In the US, only English will be spoken at the table by the players in the hand during play.