

AMERIFUN Poker Tournament Rules

All discretionary decisions by the client are at the direction of the tournament director.

These No-limit Texas Hold'em poker tournament rules are to be used in conjunction with 'Robert's Rules of Poker'. Where there is a discrepancy between these rules and Robert's Rules of Poker, these rules shall take precedence.

BUY-IN/REBUY/ADD-ON The dollar amount of the initial buy-in shall be posted in plain view of the playing table(s). **The buy-in shall purchase 1000 chips.** These chips have no monetary value. You may rebuy into the tourney *if you have lost all your chips* before

the first hand of the fourth blinds level is dealt. Rebuys will be in the same dollar amount and chips as the initial buy-in. For example, if the initial buyin of \$25 purchased 1000 chips, the rebuy will be \$25 and will purchase 1000 chips. **Each player may be allowed rebuy(s) or add-on(s) for each tourney at the direction of the tournament director at the sole discretion of the client.**

PAYOUT All monies paid in will be paid out. The prize structure shall be posted in plain view of the playing table(s). The prize structure will be similar to the following: first prize will be 40% of the purse, second prize will be 25%, third prize will be 20%, fourth prize will be 10% and fifth prize will be 5%. The purse is the total of all the buy-ins, rebuys, and add-ons.

WINNING THE TOURNEY The final player remaining with all the chips will be the first prize winner. The last player eliminated will be the second prize winner; the second last player eliminated will be the third prize winner, etc.. If more than one player is eliminated on the same hand, the player(s) with the highest chip count at the start of the hand will be awarded the highest place(s). Players may not 'cut side deals' to split prizes and the Tournament Director is never responsible for the execution of such deals.

LATE PLAYERS Players who have committed their attendance to the Tournament Director but have not arrived by the deal of the first hand will, at the Tournament Director's discretion, be assigned a seat, issued chips, and dealt hands. The dealer or player designee will post all appropriate blinds/antes on behalf of the absent player. If the absent player has not arrived before the first hand of the second blind is dealt, the absent player's chips are removed from play and he forfeits his seat (**forfeiting any chance to play is at the discretion of the client**).

TIMER USE AND BREAKS When the blinds timer expires, it shall be immediately restarted (**there may also be a pause at the discretion of the client**). The next hand will be dealt at the new blind level. For the purpose of this rule, a hand is considered currently in play once the all blinds/antes are posted AND the dealer has begun shuffling (riffles the deck). **Breaks will be at the discretion of the client.** The timer is stopped during breaks and during any disputes that occur which require attention from the tournament director to resolve. No additional hands at any table should be started during such a break although hands already in progress should be completed.

SEATING Each table will seat a maximum of 10 players. Players will be distributed randomly as evenly as possible between all tables (**players may also on occasion choose their seat the client's discretion... PLEASE NOTE: 'player dealer' or 'house dealer'**). We also can provide software to assign seats. Below is a way to randomly assign seats without a software program. Prepare a deck of cards consisting of one card for each seat at each table. For example, if you have two tables of 8 players and one table of 9 players, prepare a deck consisting of the A-8 of spades (Table1), the A-8 of hearts (Table2), and the A-9 of clubs (Table3).

When the tourney begins, or when a new table or tables are formed, each player draws a single card. The Ace is seated at the button, the 2 is the small blind, the 3 is the big blind, and then each player is seated in proper card order. Card suit is used to determine which table a player is seated at. For example, all spades sit at Table1, all hearts sit at Table2, and all clubs sit at Table3.

When three tables are in play, each table will play internally to itself until there are 18 players remaining. These 18 players will be randomly seated, using the same method as above, to form two tables. When two tables are in play, each table will play internally to itself until there are 9 players remaining. These 9 players will be randomly seated, using the same method as above, to form the final table.

If you want three dealers to each sit at three different tables, you first divide the cards into three stacks - one stack of spades, one stack of hearts and one stack of clubs. Each dealer then randomly draws one card from a different stack. You then combine all the remaining cards together for the non-dealers to draw from. First seat the dealer in the middle of each table, then seat the other players, in proper card order, around the dealer.

MOVING PLAYERS If the number of players differs by two or more between any two tables, one player must move from the highest populated table to the lowest populated table. When forced to choose between removing a player from more than one equally populated table, one card will be dealt (by the lower populated table's dealer) to each of the tables in question. The low card table (ace of spades is high) will move a player.

When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), relative to the button, at the highest populated table must move to the eliminated player's seat. The move must occur before the next hand is dealt at *any* table. For the purposes of this rule, a player is 'playing a hand' once all the blinds/antes have been posted *and* the dealer has begun shuffling (riffles the deck).

A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.

Moving occurs after the conclusion of all hands being played at all tables. If several players must be moved at the same time, begin with the eliminated player, at the lowest populated table, closest to the left of the button.

Example: There are 8 players at TableA, 8 players at TableB and 7 players at TableC. A player three seats to the left of the button is eliminated from TableC. The TableC dealer deals one card to TableA and one card to TableB. The player presently playing a hand three seats to the left of the button, at the low card table, must move to the eliminated player's seat at TableC. That player will post the big blind at the new table, just as he would have had to do if he had stayed at his original table.

Sample Blind Schedule

Blinds	
10	- 20
15	- 30
20	- 40
25	- 50
50	- 100
75	- 150
100	- 200
150	- 300
200	- 400
300	- 600
400	- 800
500	- 1000
600	- 1200
800	- 1600
1000	- 2000
1000 or 1500 Chip Buyin	
20 min = 3-4 hours	
30 min = 5-6 hours	

BLINDS SCHEDULE The blinds schedule shall be posted in plain view of the playing table(s). Amerifun offers laminated gator board signage on easels with posted blinds schedule. **At the client's discretion, optional poker tournament software is available.**

DEAD BUTTON RULE If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being the dealer two hands in a row.

When the small blind busts out and is not replaced by a player from another table, the button does not move. The player who was the big blind will now post the small blind and the player to his left will post the big blind. This will result in the same player being the dealer two hands in a row.

PLAYERS LEAVING If a player leaves the table for any reason and will return before 20 minutes are up, he can opt to drop every hand that occurs during his absence. He will be responsible for all antes and blinds and will be dealt cards. Players remaining at the table, or another person designated by the absentee, will post all antes and blinds for the absent player. If the missing player is moved to another table, his chips will move and he will continue to blind appropriately at the new table.

These rules can also be at client's discretion:

Any player who does not return within 20 minutes forfeits all his remaining chips, to be split evenly among the remaining players at *that* table. Odd chips are returned to the bank. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt. If a player leaves the table for any reason and will be away for longer than 20 minutes, he forfeits all his remaining chips, to be split evenly among the remaining players at *that* table. Odd chips are returned to the bank. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt.

THE TOURNAMENT DIRECTOR The Tournament Director is responsible for all table, seating and dealer decisions. The Tournament Director is responsible for the handling of the timer although may delegate this task to any dealer/player at his discretion. In the case of disputes and rules interpretations, the Tournament Director will have final authority. If the dispute directly involves the Tournament Director, a third-party will be appointed to resolve the dispute.

HOUSE RULES or NOTES:

Poker Chip Value					Poker Payout			
White	1	1000 Chips Per Player			Players	1-10	11-20	21-30
	A	B	C					
Red	5	20	15	10	1st	50%	50%	40%
Green	25	16	13	10	2nd	30%	25%	25%
Black	100	5	6	7	3rd	20%	15%	20%
Purple	500	-	-	-	4th	-	10%	10%
Yellow	1000	-	-	-	5th	-	-	5%

How to play No Limit Hold 'Em

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (the *pocket cards* or *hole cards*).
4. The first round of betting begins with the player to the left of the big blind. The minimum bet (*bring-in*) for each round of betting is the amount of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (the *flop*).
6. The second betting round begins with the first active player to the left of the button.
7. The dealer burns one card and turns one community card face-up (the *turn*).
8. The third betting round begins with the first active player to the left of the button.
9. The dealer burns one card and turns one community card face-up (the *river*).
10. The fourth betting round begins with the first active player to the left of the button.
11. Card showdown with the pot being awarded to the winner(s).
12. The button is advanced clockwise one player.

How to deal No Limit Hold 'Em

The Hand

1. The hand begins with the first riffle (shuffle) of the deck.
2. The dealer shall ensure that all blinds and antes have been properly posted.
3. The dealer shall offer a cut to the player to the left of the button.
4. The dealer shall use a cut card if required to do so by the house.
5. The dealer is responsible for running the game as quickly and efficiently as possible.
6. The dealer shall prompt players to act when it is their turn.
7. The dealer shall ensure that the proper number of chips goes into the pot.
8. The dealer shall award the pot.
9. The dealer shall ensure that proper procedures are followed.

The Deal

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (The Pocket Cards).
4. The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (The Flop).
6. The second betting round begins with the player to the left of the button.
7. The dealer burns one card and turns one community card face-up (The Turn).
8. The third betting round begins with the player to the left of the button.
9. The dealer burns one card and turns one community card face-up (The River).
10. The fourth, and final, betting round begins with the player to the left of the button.
11. Card showdown with the pot being awarded to the winner(s).
12. The button is advanced clockwise one player.

The Pot

1. The dealer shall ensure that each bettor bets the proper number of chips.
2. Bets shall remain in front of the bettor until the betting round is complete.
3. Bets are not to be scooped (placed into the pot by the dealer) until the end of the betting round.
4. The pot shall be placed in the center of the table, to the side of the community cards.
5. Side pots shall be placed as close as possible to the players involved in that side pot.
6. If a player goes all-in for a portion of the big blind, then subsequent action shall be made as if the player had posted the full big blind.

The Community Cards

1. The five community cards (flop, turn and river) shall be placed face-up in the center of the table with the pot to the side.
2. The community cards must be placed in proper order with the turn card placed to the right of the flop cards, and the river card placed to the right of the turn card.

Burning Cards

1. After each betting round (except the final round) the dealer shall burn a card before turning over the community card(s).
2. Before burning a card the dealer shall lightly tap the table.
3. Burn cards are placed face-down, in the center of the table, under the edge of the pot.
4. Each burn card shall be placed under the previous burn card.
5. Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.

Dealer Verbal Announcements

1. The dealer shall announce all raises.
2. The dealer shall announce when an all-in bet has been made.
3. The dealer shall announce when any live blind elects to exercise the option to raise.
4. The dealer shall announce when a card has been exposed and which card it is.

The Showdown

1. A player must show all cards in the hand face-up on the table to win any part of the pot.
2. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand.
3. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared.
4. Suits never break a tie for winning a pot.
5. In determining the winning hand, if all five cards are not used to make a hand, the rank of the side cards (kicker cards) shall determine which hand is better.
6. If hands tie, any odd chip will be awarded to the first hand clockwise from the button.
7. After the showdown the dealer shall push (award) the pot to the winner and then advance the dealer button clockwise one player.

When Only Two Players Remain

1. When going from three to two players, determine which player would have been the next big blind if no player had been eliminated, that player is the big blind and the other player is the small blind and button.
2. The player who does not have the button shall be dealt the first card.
3. The small blind shall act first on the first betting round and last on all other rounds.

If Using Two Decks of Cards

1. The player to the left of the button shall cut the deck.
2. The player to the right of the button shall shuffle the deck just dealt.

PROPER BEHAVIOR CONDUCT CODE

>Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our cardroom to violators. The following are not permitted:

- >Collusion with another player or any other form of cheating.
- >Verbally or physically threatening any patron or employee.
- >Using profanity or obscene language.
- >Creating a disturbance by arguing, shouting, or making excessive noise.
- >Throwing, tearing, bending, or crumpling cards.
- >Destroying or defacing property.
- >Using an illegal substance.
- >Carrying a weapon.

POKER ETIQUETTE

- >The following actions are improper, and grounds for warning, suspending, or barring a violator:
 - >Deliberately acting out of turn.
 - >Deliberately splashing chips into the pot.
 - >Agreeing to check a hand out when a third player is all-in.
 - >Softplaying by refusing to bet against a certain opponent whenever heads-up.
 - >Reading a hand for another player at the showdown before it has been placed faceup on the table.
 - >Telling anyone to turn a hand faceup at the showdown.
 - >Revealing the contents of a live hand in a multihanded pot before the betting is complete.
 - >Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
 - >Needlessly stalling the action of a game.
 - >Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
 - >Stacking chips in a manner that interferes with dealing or viewing cards.
 - >Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
 - >Using a cell phone at the table.

TOBACCO USE

(These rules are for an establishment that does not completely bar smoking.)

The seat on each side of the dealer is a nonsmoking seat.

Cigar or pipe smoking is not allowed.

Smoking by a guest or spectator is not allowed.

HOUSE POLICIES DECISION-MAKING

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the shift supervisor are final.
3. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed. The delay could be to check the overhead camera tape, get the shift supervisor to give the ruling, or for some other good reason. In such circumstances, a pot or portion of it may be impounded by the house while the decision is pending.
8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.
9. A player, before he acts, is entitled to request and receive information as to whether any opposing hand is alive or dead, or whether a wager is of sufficient size to reopen the betting.

PROCEDURES

1. Only one person may play a hand.
2. No one is allowed to play another player's chips.
3. Management will decide when to start or close any game.
4. Collections (seat rental fees) are paid in advance. In all time-collection games, the dealer is required to pick up the collection from each player before dealing. A player not wishing to pay collection may play one courtesy hand in stud, and may play until the blind in button games, provided no one is waiting for the game. If there is more than one person on the list for that game when the collection becomes due, everyone must pay collection. A new player is not required to pay if there is either no list or only one person waiting.
5. Cash is not allowed on the table. All cash should be changed into chips in order to play. If a player seems unaware of this rule and tries to play unnoticed cash that was on the table during a pot, the dealer may let the cash play if no one in the pot objects, then have all the cash changed into chips after the hand. Any chips from another cardroom are not permitted on the table, do not play in the game, and when found will be treated similarly to unnoticed cash.
6. Money and chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.
7. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
8. All games are table stakes (except "playing behind" as given in the next rule). Only the chips in front of a player at the start of a deal may play for that hand, except for chips not yet received that a player has purchased. The amount bought must be announced to the table, or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips and money must be kept in plain view.
9. "Playing behind" is allowed only for the amount of purchased chips while awaiting their arrival. The amount in play must be announced to the table, or only the amount of the minimum buy-in plays.
10. Playing out of a rack is not allowed.
11. Permission is required before taking a seat in a game.
12. Playing over without permission from the floorperson is not allowed. A playover box is required. Permission from the absent player is not necessary.
13. Pushing bets ("saving" or "potting out") is not allowed.
14. Pushing an ante or posting for another person is not allowed.
15. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.
16. Insurance propositions are not allowed. Dealing twice (or three times) when all-in is permitted at big-bet poker.
17. The game's betting limit will not be changed if two or more players object. Raising the limit is subject to management approval.
18. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
19. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
20. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify a floorperson in advance. Frequent or continuous absences may cause your chips to be picked up from the table.
21. A lock-up in a new game will be picked up after five minutes if someone is waiting to play. No seat may be locked up for more than ten minutes if someone is waiting to play.
22. A new deck must be used for at least a full round (once around the table) before it may be changed, and a new setup must be used for at least an hour, unless a deck is defective or damaged, or cards become sticky.
23. Looking through the discards or deck stub is not allowed.
24. After a deal ends, dealers are asked to not show what card would have been dealt.
25. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
26. A non-player may not sit at the table.
27. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
28. Speaking a foreign language during a deal is not allowed.

SEATING

1. You must be present to add your name to a waiting list.
2. It is the player's responsibility to be in the playing area and hear the list being called. A player who intends to leave the playing area should notify the list-person, and may have to leave money for a lockup (at client's discretion).
3. When there is more than one game of the same stakes and poker form, and a mustmove is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.
4. A player may not hold a seat in more than one game.

5. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
6. When a button game starts, active players will draw a card for the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games.
7. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number. If so, a seat will be removed as soon as someone quits the game.
8. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.
9. To protect an existing game, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game, that player will be forced to quit, and cannot play in the must-move game or get on that list for one hour.
10. In all button games, a player going from a must-move game to the main game may play until due for the big blind. The player must then enter the game as a new player, and may either post an amount equal to the big blind or wait for the big blind. In all stud games, a player may play only one more hand before moving.
11. You must play in a new game or must-move game to retain your place on the list, if with your playing there would be three or fewer empty seats.
12. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been seated, or after that player's buy-in or marker has been placed on the table, unless that particular seat had been previously requested. For players already in the game, the one who asks the earliest has preference for a seat change.
13. In all button games, a player voluntarily locking up a seat in another game must move immediately if there is a waiting list of two or more names for the seat being vacated, except that the player is entitled to play the button if a blind has already been taken. Otherwise, a player may play up to the blind before moving. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.
14. When a game breaks, each player may draw a card to determine the seating order for a similar game. The floorperson draws a card for an absent player. If the card entitles the absent player to an immediate seat, the player has until due for the big blind in a button game to take the seat (two hands in a stud game), and will be put first up on the list if not back in time.

GENERAL POKER RULES

THE BUY-IN

1. When you enter a game, you must make a full buy-in. At limit poker, a full buy-in is at least ten times the maximum bet for the game being played, unless designated otherwise.
2. You are allowed to make only one short buy-in for a game. Adding to your stack is not considered a buy-in, and may be done in any quantity between hands.
3. A player coming from a broken game or must-move game to a game of the same limit may continue to play the same amount of money, even if it is less than the minimum buy-in. A player switching games voluntarily must have the proper buy-in size for the new game. A player switching games is not required to buy in for any more than the minimum amount.

MISDEALS

1. Once action begins, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.
2. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
 - (a) The first or second card of the hand has been exposed by a dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more boxed cards (improperly faced cards) are found.
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

DEAD HANDS

1. Your hand is declared dead if:

- (a) You fold or announce that you are folding when facing a bet or a raise.
- (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
- (c) In stud, when facing a bet, you pick your upcards off the table, turn your upcards facedown, or mix your upcards and downcards together.
- (d) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live).
- (e) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card.)
- (f) You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.

3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

IRREGULARITIES

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.

3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.

4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).

5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.

6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.

7. A card discovered faceup in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was faceup in the deck will be replaced after all other cards are dealt for that round.

8. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand (**at client's discretion**).

9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

10. One or more cards missing from the deck does not invalidate the results of a hand.

11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.

12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is an exposed card.

13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.

14. If you drop any cards out of your hand onto the floor, you must still play them.

15. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

16. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded, provided the deck stub, boardcards, and burncards are all sufficiently intact to determine the proper replacement card.

17. If the deck stub gets fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

BETTING AND RAISING

1. The smallest chip that may be wagered in a game is the smallest chip used in the antes, blinds, rake, or collection. (Certain games may use a special rule that does not allow chips used only in house revenue to play.) Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
2. Check-raise is permitted in all games, except in certain forms of lowball.
3. In no-limit and pot-limit games, unlimited raising is allowed.
4. In limit poker, for a pot involving three or more players who are not all-in, these limits on raises apply:
 - (a) A game with three or more betting rounds allows a maximum of a bet and three raises.
 - (b) A game with two betting rounds (such as lowball or draw) allows a maximum of a bet and four raises.
5. Unlimited raising is allowed in heads-up play except in tournaments. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up. (For tournament play in limit events there will be a limit to raises even when heads-up until the tournament is down to two players.)
6. Any wager not all-in must be at least the size of the previous bet or raise in that round.
7. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager of less than half a bet, may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise on a \$20 betting round is raising a \$15 all-in bet to \$35.) Multiple all-in wagers, each of an amount too small to individually qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.
8. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
9. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.
10. Rapping the table with your hand is a pass.
11. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. A player who has called out of turn may not change his wager to a raise on the next turn to act. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. If there is an intervening call, an action may be ruled binding.
12. To retain the right to act, a player must stop the action by calling "time" (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
13. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you. At pot-limit or no-limit betting, if there is a gross misunderstanding concerning the amount of the wager.
14. String raises are not allowed. The dealer should enforce obvious infractions to this string-raise law without being asked. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
16. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN

1. To win any part of a pot, a player must show all of his cards faceup on the table, whether they were used in the final hand played or not.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or floorperson who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.

5. Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.

6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.

7. If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, they are decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.

8. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled. A player may opt to throw his hand away after all the betting for the deal is over, rather than compete to win the pot. However, the other players do not lose the right to request the hand be shown if he does so.

TIES

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).

2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game, or seating order coming from a broken game.

3. An odd chip will be broken down to the smallest unit used in the game.

4. No player may receive more than one odd chip.

5. If two or more hands tie, an odd chip will be awarded as follows:

(a) In a button game, the first hand clockwise from the button gets the odd chip.

(b) In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)

(c) In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form. If two players have identical hands, the pot will be split as evenly as possible.

(d) All side pots and the main pot will be split as separate pots, not mixed together.

BUTTON AND BLIND USE

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action on all but the first betting round. The button moves one seat clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet (unless a certain structure or situation specifies otherwise). A blind other than the big blind may be treated as dead (not part of the poster's bet) in some structures, as when a special additional "dead blind" for the collection is specified by a cardroom. With two blinds, the small blind is posted by the first player clockwise from the button and the big blind is posted by the second player clockwise from the button. With more than two blinds, the smallest blind is normally left of the button (not on it). On the initial betting round, action starts with the first player to the left of the blinds. On all subsequent betting rounds, the action starts with the first active player to the left of the button.

RULES FOR USING BLINDS

1. The minimum bring-in and allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.

2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:

(a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.

(b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands.

3. In heads-up play with two blinds, the small blind is on the button. When play becomes heads-up, the player who had the big blind the most recently is given the button, and his opponent is given the big blind.
4. A new player entering the game has the following options:
 - (a) Wait for the big blind.
 - (b) Post an amount equal to the big blind and immediately be dealt a hand. (In lowball, a new player must either post an amount double the big blind or wait for the big blind.)
5. A new player who elects to let the button go by once without posting is not treated as a player in the game who has missed a blind, and needs to post only the big blind when entering the game.
6. A person playing over is considered to be a new player, and must post the amount of the big blind or wait for the big blind.
7. A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes.
8. Chips posted by the big blind are treated as a bet.
9. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. This option to raise is retained if someone goes all-in with a wager of less than the minimum raise.
10. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your next turn to act, you have the option to raise.
11. If a player who owes a blind (as a result of a missed blind) is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.
12. A player who goes all-in and loses is obligated to make up the blinds if they are missed before a rebuy is made. (The person is not treated as a new player when reentering.)
13. These rules about blinds apply to a newly started game:
 - (a) Any player who drew for the button is considered active in the game and is required to make up any missed blinds.
 - (b) A new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat.
 - (c) A player may change seats without penalty, provided a blind has not yet passed the new seat.
14. If you move closer to the big blind, you can be dealt in without any penalty.
15. In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. Example: If you move two active positions away from the big blind, you must wait two hands before being dealt in again. If you do not wish to wait and have not yet missed a blind, then you can post an amount equal to the big blind and receive a hand. (Exception: At lowball you must kill the pot, wait for the same relative position, or wait for the big blind.)
16. A player who "deals off" (by playing the button and then immediately getting up to change seats) can allow the blinds to pass the new seat one time and reenter the game behind the button without having to post a blind.
17. A live "straddle bet" is not allowed at limit poker except in specified games.

SECTION 5 - HOLDEM

In holdem, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are common cards used by all players, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

RULES

These rules deal only with irregularities. See the previous section, "Button and Blind Use," for rules on that subject.

1. If the initial holecard dealt to the first or second player is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
4. If the dealer failed to burn a card before dealing the flop, or burned two cards, the error should be rectified by using the proper burncard and flop, if no boardcards were exposed. The deck must be reshuffled if any boardcards were exposed.
5. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if all subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
6. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard by any player, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no

betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

7. If the flop needs to be redealt for any reason, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

8. A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claim to the pot. (The rule for tournament play is you must retain your hand and show it if asked, in order to win part of the pot.)

SECTION 14 - NO LIMIT AND POT-LIMIT

A no-limit or pot-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the pot size. The player is responsible for determining the pot size at no-limit, not the dealer. The dealer is responsible for determining the pot size at pot-limit, and should enforce the pot-size cap on wagers without waiting to be asked to do so by a player.

NO-LIMIT RULES

1. The number of raises in any betting round is unlimited.

2. The minimum bet size is the amount of the minimum bring-in, unless the player is going all-in. The minimum bring-in is the size of the big blind unless the structure of the game is preset by the house to some other amount (such as double the big blind). The minimum bet remains the same amount on all betting rounds. If the big blind does not have sufficient chips to post the required amount, a player who enters the pot on the initial betting round is still required to enter for at least the minimum bet (unless going all-in for a lesser sum) and a preflop raiser must at least double the size of the big blind. At all other times, when someone goes all-in for less than the minimum bet, a player has the option of just calling the all-in amount. If a player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet. For example, if the minimum bet is \$100, and a player goes all-in on the flop for \$20, a player may fold, call \$20, or raise to at least a total of \$120.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager.

Example: Player A bets 100 and player B raises to 200. Player C wishing to raise must raise at least 100 more, making the total bet at least 300. A player who has already acted and is not facing a fullsize wager may not subsequently raise an all-in bet that is less than the minimum bet or less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only.)

4. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)

5. "Completing the bet" is a limit poker wager type only, and not used at big-bet poker.

6. At non-tournament play, a player who says "raise" is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the player's hands come to rest outside the pot area. (This rule is used because no-limit play may require a large number of chips be put into the pot.) In tournament play, the Tournament Director's Association rules require that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a string-bet.

7. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.

8. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.

9. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.

10. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)

11. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a player who has unintentionally put too much in to call.

12. Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered may receive some protection by the decision-maker. A "call" or "raise" may be ruled not binding if it is obvious that the player grossly misunderstood the amount wagered, provided no damage has been caused by that action. Example: Player A bets \$300, player B reraises to \$1200, and Player C puts \$300 into the pot and says, "call." It is obvious that player C believes the bet to be only \$300 and he should be allowed to withdraw his \$300 and reconsider his wager. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot.

Example: On the end, a player puts a \$500 chip into the pot and says softly, "Four hundred." The opponent puts a \$100 chip into the pot and says, "Call." The bettor immediately shows the hand. The dealer says, "He bet four hundred." The caller says, "Oh, I thought he bet a hundred." In this case, the recommended ruling normally is that the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the "call" can be retracted. Note that the character of each player can be a factor. (Unfortunately, situations can arise at big-bet poker that are not so clear-cut as this.)

13. All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.

14. Since all a player's chips may be put at risk on a hand, the house has the right to set a maximum amount for the buy-in to help control the effective size of a game.

15. In non-tournament games, one optional live straddle is allowed. The player who posts the straddle has last action for the first round of betting and is allowed to raise. To straddle, a player must be on the immediate left of the big blind, and must post an amount twice the size of the big blind. A straddle bet sets a new minimum bring-in; it is not treated as a raise.

16. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone by the dealer as directed by a floorperson, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

17. The cardroom does not condone "insurance" or any other "proposition" wagers. The management declines to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form. The players are allowed to agree to deal twice (or three times) when someone is all-in. "Dealing twice" means the pot is divided in two, with each portion being dealt for separately.

POT-LIMIT RULES

A bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.

1. If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.

2. The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all players have acted on it.

3. If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the floorperson may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).

4. In pot-limit play, it is advisable in many structures to round off the pot size upward to produce a faster pace of play. This is done by treating any odd amount as the next larger size. For example, if the pot size was being kept track of with \$25 units, then a pot size of \$80 would be treated as a pot size of \$100.

5. In pot-limit hold'em and pot-limit Omaha money games, many structures treat the little blind as if it were the same size of the big blind in computing pot size. In such a structure, a player can open for a maximum of four times the size of the big blind. For example, if the blinds are \$5 and \$10, a player may open with a raise to \$40. (The range of options is to either open with a call of \$10, or raise in increments of five dollars to any amount from \$20 to \$40.) Subsequent players also treat the \$5 as if it were \$10 in computing the pot size, until the big blind is through acting on the first betting round. This rule of treating the little blind as if it were the size of the big blind is especially desirable in a structure where the little blind uses a lower-denomination chip than the big blind, as in using blinds of \$10 and \$25 (two \$5 chips and a \$25 chip). At tournament play, strict pot-limit rules are normally used, so there the maximum opening wager is 3.5 times the size of the big blind.

6. In pot-limit, a player who puts a chip or a bill larger than the pot size into the pot without comment is considered to be making a bet of the pot size (unless he is facing a bet).

SECTION 15 - TOURNAMENTS

By participating in a tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed. A penalty may be given for discussion of hands during the play.

1. Whenever possible, all rules are the same as those that apply to live games.

2. Initial seating is determined by random draw or assignment. (For a one-table satellite event, cards to determine seating may be left faceup so the earlier entrants can pick their seat, since the button is assigned randomly.)

3. A change of seat is not allowed after play starts, except as assigned by the director.

4. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.

5. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director anytime after a new betting level is begun or a half-hour has elapsed, whichever occurs first.

6. A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.
7. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes, and have the forced lowcard bet put into the pot at stud.
8. In all tournament games using a dealer button, the starting position of the button is determined by the players drawing for the high card.
9. Limits and blinds are raised at regularly scheduled intervals.
10. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)
11. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1-seat, with each player receiving all cards before any cards are dealt to the next player. A player may not be eliminated from the event by the chip-change process. If a player has no chips after the race has been held, he will be given a chip of the higher denomination before anyone else is awarded a chip. Next, the player with the highest card by suit gets enough odd chips to exchange for one new chip, the second-highest card gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. If an odd number of lower-denomination chips are left after this process, the player with the highest card remaining will receive a new chip if he has half or more of the quantity of lower-denomination chips needed, otherwise nothing.
12. A player must be present at the table to stop the action by calling "time."
13. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. (The dealer has been instructed to kill the hands of all absent players immediately after dealing each player a starting hand.)
14. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.
15. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move, and will be given the earliest seat due for the big blind if more than one seat is open.
16. New players to a table as a result of balancing tables are dealt in immediately unless they are in the small blind or button position, where they must wait until the button has passed to the player on their left.
17. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.
18. In all events, there is a redraw for seating when the field is reduced to three tables, two tables, and one table. (Redrawing at three tables is not mandatory in small tournaments with only four or five starting tables.)
19. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
20. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones (A rebuy is okay if allowable by the rules of that event). If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
21. All players must leave their seat immediately after being eliminated from an event.
22. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multi-handed pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players, or is winner-take-all. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized.
23. The limitation on the number of raises at limit poker is also applied to heads-up situations (except the last two players in a tournament are exempted from a limitation on raises).
24. At pot-limit and no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.
25. Non-tournament chips are not allowed on the table.
26. Higher-denomination chips must be placed where they are easily visible to all other players.
27. All tournament chips must remain visible on the table throughout the event. Chips taken off the table will be removed from the event, and a player doing this may be disqualified.
28. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time or number of hands. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
29. The decks is changed only when dealers change, unless a card is damaged.
30. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two consecutive hands by the use of a "dead button."
31. In heads-up play with two blinds, the small blind is on the button. When play becomes heads-up, the player who had the big blind the most recently is given the button, and his opponent is given the big blind.
32. At stud, if a downcard on the initial hand is dealt faceup, a misdeal is called.
33. If a player announces the intent to rebuy before cards are dealt, that player is playing behind and is obligated to make the rebuy.
34. All hands will be turned faceup whenever a player is all-in and betting action is complete.

35. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award. Players eliminated on the same deal who start their final hand with an equal amount of chips receive equal prize money, with the best hand on that deal receiving any non-divisible award.
36. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
37. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the director has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
38. A tournament event is expected to be played until completion. A private agreement that removes all prize money from being at stake in the competition is unethical.
39. Management retains the right to cancel any event, or alter it in a manner fair to the players.

NOTE ON CHIP COLORS:

Poker tournament cheques have no denominations, come in an assortment of colors and vary from cardroom to cardroom.

NOTE: We may be coordinating a casino event in conjunction with your poker tournament. The casino games use chips with denominations and the poker chips may or may not be equal in value or color (but the poker buy-in will be **aligned with the casino buy-in**). Regardless of the color poker chips and values being used, they will be clearly posted.

Our typical casino night begins with \$5,000 in fun money funds for all guests.

Sample A:

Buy-in \$1000 fun money

10 Players - \$4,000 1st Place

\$1,000 Buy-In	Red \$5	Green \$25	Black \$100	Purple \$500	Total Chips
Chips per Player	20 (\$100)	16 (\$400)	5 (\$500)	0	41 (\$1000)

Sample B:

Buy-in \$1000 fun money

10 Players - \$4,000 1st Place (aligned with casino values)

\$1,000 Buy-In	Black \$100	Red \$500	Blue \$1000	Orange \$5000	Total Chips
Chips per Player	20 (\$2000)	10 (\$5000)	3 (\$3000)	0	33 (\$10,000)

Sample C:

Buy-in \$10,000 fun money

10 Players - \$40,000 1st Place

\$1,000 Buy-In	Black \$100	Red \$500	Blue \$1000	Orange \$5000	Total Chips
Chips per Player	20 (\$2000)	10 (\$5000)	3 (\$3000)	0	33 (\$10,000)

Sample D:

Buy-in \$1,000 fun money

10 Players - \$4,000 1st Place (aligned with casino values)

\$1,000 Buy-In	Black \$100	Red \$500	Blue \$1000	Orange \$5000	Total Chips
Chips per Player	20 (\$2000)	10 (\$5000)	3 (\$3000)	0	33 (\$10,000)

Poker Tournament Dead Button help

Three players remain: Player1 (Button), Player2 (SB), and Player3 (BB). If Player1 is eliminated - Player2 is BB and Player3 is SB and Button. If Player2 is eliminated - Player1 is BB and Player3 is SB and Button. If Player3 is eliminated - Player1 is BB and Player2 is SB and Button.

In **heads-up play**, the small blind is the button and acts first before the flop and last after the flop. The player who does not have the button will be dealt the first card.

If the **small blind busts out**, the button moves to the now empty seat (the seat vacated by the eliminated small blind). The player who was the big blind now posts the small blind and the player to his left posts the big blind. Since the button is now located at an empty seat, the player who was the button will, in effect, be the button once again.

If the **big blind busts out**, the button moves to the player who was the small blind and the player to the left of the eliminated big blind posts the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. Since the button is now located at an empty seat, the player who was the original small blind will, in effect, be the button once again.

Irregularities

If it is discovered that the **button was placed incorrectly** on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible). If you fail to **protect your hand**, you will have no redress if it becomes fouled or the dealer accidentally kills it. If a **card with a different color back** appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands. If **two cards of the same rank and suit** are found, all action is void, and all chips in the pot are returned to the players who wagered them. A **card discovered faceup** in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was faceup in the deck will be replaced after all other cards are dealt for that round. One or more **cards missing from the deck** does not invalidate the results of a hand. Before the first round of betting, if a **dealer deals one additional card**, it is returned to the deck and used as the burncard. A **card that is flashed** by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A **downcard dealt off the table** is an exposed card. If a **card is exposed due to dealer error**, a player does not have an option to take or reject the card. If you **drop any cards** out of your hand onto the floor, you must still play them. If the **dealer fails to burn a card or burns more than one card**, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. If the **dealer prematurely deals any cards** before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

Misdeals

- The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion:
 - The first or second card of the hand has been dealt **faceup or exposed** through dealer error.
 - Two or more **cards have been exposed** by the dealer.
 - Two or more **boxed cards** (improperly faced cards) are found.
 - Two or more **extra cards** have been dealt in the starting hands of a game.
 - An **incorrect number of cards** has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - Any card has been dealt out of the **proper sequence** (except an exposed card may be replaced by the burncard).
 - The **button was out of position**.
 - The **first card was dealt to the wrong position**.
 - Cards have been dealt to an **empty seat** or a player not entitled to a hand.
 - A player has been **dealt out** who is entitled to a hand. This player must be present at the table or have posted a blind or ante.
- Once action begins, a misdeal cannot be called.** The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.

Dead Hands

- Your hand is declared dead if:
 - You **fold or announce that you are folding** when facing a bet or a raise.
 - You **throw your hand away** in a forward motion causing another player to act behind you (even if not facing a bet).
 - In stud, when facing a bet, you **pick your upcards off the table**, turn your upcards facedown, or mix your upcards and downcards together.
 - The hand does not contain the **proper number of cards** for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live).
 - You act on a hand with a **joker** as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card).
 - You have the **clock** on you when facing a bet or raise and exceed the specified time limit.
- Cards thrown into the **muck** may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
- Cards thrown into another player's hand** are dead, whether they are faceup or facedown.

Hold 'Em Rules

1. If the **first or second holecard dealt is exposed**, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If **more than one holecard is exposed**, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly **deals the first player an extra card** (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly **deals more than one extra card**, it is a misdeal.
3. If the **flop contains too many cards**, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
4. If before dealing the flop, the **dealer failed to burn a card**, or **burned two cards**, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed.
5. If the **dealer fails to burn a card or burns more than one card**, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
6. If the **dealer burns and turns before a betting round is complete**, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
7. If the **flop needs to be redealt** for any reason, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
8. A **dealing error for the fourth boardcard** is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the **fifth card is turned up prematurely**, the deck is reshuffled and dealt in the same manner.
9. You must declare that you are **playing the board** before you throw your cards away; otherwise you relinquish all claims to the pot.