

## PHCCLA POKER TOURNAMENT RULES

### Game of Texas Hold 'Em

We will be playing No-Limit Texas Hold 'Em.

### Tournament Structure

All players will begin with \$80,000 in chips. Blinds will begin at 250/500. Blinds will increase for the first time 30 minutes after the tournament begins, and increase every fifteen minutes thereafter. Tournament Director will determine blind structure, use of antes, and timing of the breaks. They reserve the right to change or alter the blinds/antes at any point in the tournament.

The tournament will have random seating. During breaks, chips will be colored up as needed.

Each table will have up to eight players. Tables will be balanced and condensed as needed throughout the course of the tournament at the sole discretion of tournament director. We will make every attempt to keep tables at equal ratios throughout the course of the night. When condensing tables, players may be moved to a different position at a new table. For example, a player being moved from a table where s/he was the button may be moved into a position other than the button at the new table. When only 8 players remain, play will stop and players will draw for seats at the final table. All tournament participants must be 21 years of age or older.

All players must be at tables no later than 7:30 p.m. No additional players may join once the tournament has started.

### Rules & Etiquette

- Keep your chips on the table and visible at all times with larger denominations on top and/or in front of your chip stack.
- Poker chips may not be given to another player in the tournament for any reason.
- Do not handle another player's chips. While you may give another player change for chips, you may not give chips to another player.
- Protect your cards so that no one else can see them. Keep your cards on the table at all times (holding cards against your shirt or putting them in your pocket or lap is not allowed).
- You may leave the table at any time (e.g., top get a drink, go to the restroom, etc.). During your absence, cards will be dealt to your seat and folded. Your blinds will be put into the pot during your absence. Speaking on mobile phones is not allowed while sitting at the table. If you need to use the phone, you must get up from the table. It is each player's responsibility to follow the flow of the game. Play in turn. Do not act out of turn.
- At no time should any player or spectator make statements that could unfairly influence the play of a hand. This includes commenting on mucked cards and discussing possible hands.
- Do not splash the pot. When making a bet, announce your bet and place the chips in front of your cards towards the center of the table. Do NOT throw the chips into the pot.
- String bets are not allowed. If your intention is to bet \$1,000, then you must either announce your bet OR move enough chips to cover the bet into the pot in one motion. You may NOT take \$500 and put it in the pot and then go back into your chip stack for another \$500 to complete your bet without announcing your bet.
- Verbally announce your action—call, raise, fold, check, bet.
- Do not expose any cards until the showdown.
- As this event includes the option to purchase alcohol, any player consuming excessive alcohol which disrupts the game may be asked to leave the tournament.
- Any player using vulgar, offensive, or otherwise inappropriate language may be asked to leave the tournament.
- In a showdown situation when there are no more opportunities for betting (this happens most often when it's heads-up play and one of the players is all-in), the players in the hand must turn their cards over immediately.
- If a player decides to muck (discard) his/her cards, that player is allowed to do so without his/her opponent seeing the cards. Once the cards hit the muck, that player is no longer in the hand and cannot win the pot. The remaining player does not have to show his/her hand in order to win the pot.
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### The Shuffle and Cut

- In a player-dealt game, the pack must be shuffled and cut before the cards are dealt. The recommended method to protect the integrity of the game is to have three people involved instead of only two. The dealer on the previous hand takes in the discards and squares up the deck prior to the shuffle. The player on the new dealer's left shuffles the cards and then slides the pack to the new dealer, who gets them cut by the player on his right.
- The deck must be riffled a minimum of four times. The cut must leave a minimum of four cards in each portion.
- The bottom of the deck should be protected so nobody can see the bottom card.
- Any complaint about the shuffle, cut, or other preparation connected with dealing must be made before the player has looked at his hand or betting action has started.

### 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, as explained in rule #2)

- 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 without such action causing a misdeal).
- 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.

Action is considered to occur in stud games when two players after the forced bet have acted on their hands. In button games, action is considered to occur when two players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand is played to conclusion and no money is returned to any player whose hand is fouled.

### 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).
- 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 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 false information given to the player.

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

### Prizes

Prizes will be awarded to the final three players.

### Tournament Director

The tournament director is responsible for enforcing all tournament rules. The tournament director may use discretion when enforcing rules. All rulings deemed by the Tournament Director override the rules mentioned above and are considered final.