

# FISH 'N' CHIPS POKER TOUR



## TOURNAMENT RULES

THESE RULES HAVE BEEN ADAPTED FROM *ROBERT'S RULES OF POKER, VERSION 11* BY ROBERT CIAFFONE.  
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## SECTION 1 - PROPER BEHAVIOR

### CONDUCT CODE

The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any person.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Smoking inside the house.

### 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.
- 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.

## SECTION 2 - HOUSE POLICIES

### DECISION-MAKING

1. The Tournament Director 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. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
3. 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.
4. 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, the Tournament Director may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
5. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed. In such circumstances, a pot or portion of it may be impounded by the house while the decision is pending.
6. 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.
7. 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. Chips may be removed for security purposes when leaving the table. The Tournament Director 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 chips must be fully restored when returning to the game.
4. Playing out of a rack is not allowed.
5. 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.
6. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
7. Looking through the discards or deck stub is not allowed.
8. After a deal ends, dealers are asked to not show what card would have been dealt.
9. 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.
10. Speaking a foreign language during a deal is not allowed.

## SECTION 3 - GENERAL POKER RULES

### 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.
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 have 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. The hand does not contain the proper number of cards for that particular game.
  - d. You act on a hand with a joker as a holecard. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
  - e. 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. The other player's hand is not dead assuming the cards can be indentified.

#### 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.
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 is set forth in Section 5 – Holdem (Rule 1, page 10). 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, 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.
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 or blinds. Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals.
2. Check-raise is permitted.
3. Unlimited raising is allowed.
4. Any wager not all-in must be at least the size of the previous bet or raise in that round.
5. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.
6. Rapping the table with your hand is a pass.
7. 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.
8. 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.

9. 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. If there is a gross misunderstanding concerning the amount of the wager, see Section 6, Rule 6 (No Limit Rules, page 12).
10. 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.)
11. 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: When a player bets 500 and the next player puts a 1000 chip in the pot without saying anything, that player has merely called the 500 bet.
12. 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). 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 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. An odd chip will be broken down to the smallest unit used in the game.
2. If two or more hands tie, odd chips will be awarded in order, starting with the first hand clockwise from the button and continuing, one off chip per player, until all odd chips have been distributed. No player may receive more than one odd chip.

## SECTION 4 - BUTTON AND BLIND USE

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. 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. 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 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. This is accomplished through the implementation of the Dead Button Rule.

**Dead Button Rule:** 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. For the following examples, in Hand 1, Dealer is Player #1, the small blind is Player #2, the big blind is player #3, etc.

Example 1: Dealer Busts In Hand 2, Player #2 is now the Dealer, Player #3 is now the Small blind and Player #4 is now the Big Blind. There are really no issues with this hand, play progresses as normal.

Example 2: Small Blind Busts In Hand 2, Player #3 is now the Small Blind, Player #4 is the Big Blind and the button is dead. In effect with this hand Player #1 is in the best position as the de facto dealer. In Hand 3, Player #3 is now the Dealer, Player #4 is the Small Blind and Player #5 is the Big Blind.

Example 3: Big Blind Busts In Hand 2 Player #2 is now the Dealer, Player #4 is the Big Blind. There is no Small Blind. The Small Blind is dead. In Hand 3, Player #4 is now the Small Blind, Player #5 is The Big Blind and there is no dealer. The button is dead. In Hand 4, Player #4 is now the Dealer, Player #5 is the Small Blind and Player #6 is the Big Blind.

Example 4: Under The Gun Busts In Hand 2, Player #2 is now the Dealer, Player #3 is the Small Blind and Player #5 is the Big Blind. There are really no issues with this hand, except that Player #5 gets to be the big blind one hand earlier.

Example 5: Both Small and Big Blinds Bust In Hand 2, Player #4 is now the Big Blind; both the Small Blind and Dealer Button are dead. In Hand 3, Player #4 is now the Small Blind, Player #5 is the Big Blind and the Dealer Button is dead. In Hand 4, Player #4 is now the Dealer, Player #5 is the Small Blind and Player #6 is the Big Blind.

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. Chips posted by the big blind are treated as a bet.
5. 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.
6. If a player is absent from the table, blinds and antes will be posted from the player's stack by the dealer as they become due.
7. A player who goes all-in and loses is obligated to make up the blinds if they are missed before a rebuy is made.

## SECTION 5 - HOLDEM

In hold 'em, 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.

### IRREGULARITIES

These rules deal only with irregularities. See the previous chapter, "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 cards are flopped before the betting is complete, or 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 and the burncard(s). After shuffling, the dealer cuts the deck, burns a card and deals a new flop.
8. If the dealer prematurely exposes the fourth board card before the betting is complete, the exposed board card is returned to the stub (the burn cards and muck remain on the table), the stub is shuffled and cut and a new fourth card is turned. 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, otherwise, you relinquish all claim to the pot. You must retain your hand and show it if asked, in order to win part of the pot.

## SECTION 6 – POSITION POKER

Position Poker is a variant that can be played in all button-style poker games including, including Hold 'Em and Omaha.

In addition to the Dealer Button (which rotates around the poker table clockwise as normal), a second Winner Button is provided to the winner of the previous hand to be used in the following hand. The holder of the Winner Button is granted the position of acting after the Dealer Button in every round of betting, unless the Winner Button is a blind.

- Preflop, the Winner Button acts after the Dealer Button (but before the blinds).
  - If the Winner Button is the Small Blind, the Winner Button/Small Blind acts after the Dealer Button (but before the Big Blind) before the flop ONLY.
  - If the Winner Button is the Big Blind, the Winner Button/Big Blind acts after the Small Blind before the flop ONLY.
- After the flop, turn and river, the Winner Button acts last, after the Dealer Button.

In each of the above cases, the action proceeds around the table clockwise skipping the Winner's Button and returns to the Winner's Button after the Dealer Button acts.

When the Winner Button folds his/her hand or loses on showdown, the Winner Button chip should be added to the pot and scooped by the winner of the hand for use on the next hand.

The Winner Button is not awarded on a split pot. The hand after a split pot has no Winner Button, just the dealer button.

## SECTION 7 - OMAHA

Omaha is similar to hold 'em in using a three-card flop on the board, a fourth boardcard, and then a fifth boardcard. Each player is dealt four holecards (instead of two) at the start. In order to make a valid hand, a player must use precisely two holecards with three boardcards. The betting is the same as in hold 'em, using a preflop, flop, turn, and river betting rounds. At the showdown, the entire four-card hand must be shown to receive the pot.

**RULES OF OMAHA:** All the rules of hold 'em apply to Omaha except the rule on playing the board, which is not possible in Omaha (because you must use two cards from your hand and three cards from the board).

## SECTION 8 - NO LIMIT RULES

No-limit means that any part or all of a player's chips may be wagered. The player is responsible for determining the pot size at no-limit, not the dealer.

1. The number of raises in any betting round is unlimited.
2. The minimum bet size is the amount of the big blind, unless the player is going all-in. 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 full-size wager may 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. In tournament play, the player must 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.
5. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.
6. 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.
7. 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.
8. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip 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.)
9. 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.

10. 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 re-raises to 1200, and Player C puts 300 into the pot and says, “Call.” If it is obvious that player C believes the bet to be only 300, 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 5000 chip into the pot and says softly, “Four thousand.” The opponent puts a 1000 chip into the pot and says, “Call.” The bettor immediately shows the hand. The dealer says, “He bet four thousand.” The caller says, “Oh, I thought he bet a thousand.” 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 as clear-cut as this.)

11. The Tournament Director has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone at the request of another player in the tournament, including by a player at another table. 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.

## SECTION 9 - 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 tournament director 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, a player who puts a chip 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 10 – TOURNAMENT PLAY

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. A disqualified player is treated as having been eliminated at the time of his or her disqualification and will earn whatever payout is associated with his or her finish position but does not earn any points for that tournament. 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 discarded cards or hand possibilities is not allowed. A rail penalty may be given for discussion of hands during the play, forcing a player to leave the table for a determined length of time (generally measured by number of hands or number of orbits).

### BUYIN/REBUY

1. The buyin for each tournament will be announced in advance. Generally, the buyin amount will be \$40, but it may be more or less, depending on the structure of the tournament.
2. With the exception of an unlimited rebuy tournament, if the tournament allows rebuys, you may re-buy into the tourney if you have lost all your chips before the last hand of the third blind level is dealt (ninety minutes). The cost of rebuys will be announced before the tournament. Each player is allowed only one re-buy per tournament.
3. If the tournament allows addons, you may addon to your stack. Addons are allowed even if you have not lost all of your chips. The cost of the addon and the amount of chips you will received will be announced before the tournament.
4. Timing of rebuys and addons.
  - (a) You must rebuy during the same blind level that you went out on. The only exception to this rule is if you go out on the last hand of a blind level; you have two hands to re-buy in this situation.
  - (b) You must play the hand after you re-buy.
  - (c) If a player announces the intent to rebuy and/or addon before cards are dealt, that player is playing behind and is obligated to make the rebuy and/or addon.
  - (d) If you sit out one or more hands before a re-buy or addon, you must post all blinds that you missed on the first hand you rejoin play.

### SEATING

1. Each table will seat a maximum of 10 players. Players will be distributed as evenly as possible between all tables. Seating will be random.
2. Seat 1 will be the dealer for the first hand of the tournament.
3. You may not trade seats with another player before or during a tournament (but may be assigned a new seat by the Tournament Director when balancing tables, as described below).

**ABSENT/LATE PLAYERS**

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.

1. If a paid player is absent at the start of an event, the chips be left in place until arrival. A paid player who does not show for an event forfeits all season points earned, but can collect prize money awarded based on finish position.
2. If an unpaid player is absent at the start of an event, the chips will remain in place for the duration of the first blind level. If the player remains absent at the start of the first hand of the second blind level, the chips will be removed from play by the Tournament Director. Unpaid players may have someone else post their buyin if they have not pre-paid and their chips will remain in play as described above.

A no-show or absent player is always dealt a hand. All blinds and antes will be posted by the dealer as they become due and the absent players cards will be killed by the dealer immediately after dealing each player a starting hand (regardless of whether the absent player is facing action or not).

If a paying player leaves after the start of a tournament, his or her chips will remain on the table until he or she returns. The dealer will ensure that all antes and blinds are posted for the absent player. The absent players cards are killed by the dealer immediately after dealing starting cards to each player. A Player that is absent more than 20 minutes and fails to return before the last of his or her chips are blinded off, forfeits all points for the tournament (but may earn prize money associated with their finish position). There will be no refunds given to players who leave after the first hand of the tournament is dealt.

**BLIND SCHEDULES**

T2,000 tournaments will use the following blind schedule:

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
1	5	10	-	0:30	0:30
2	10	20	-	0:30	1:00
3	15	30	-	0:30	1:30
<b>20 MINUTE BREAK</b>					
4	20	40	-	0:20	2:10
5	30	60	-	0:20	2:30
6	40	80	-	0:20	2:50
7	60	120	-	0:20	3:10
<b>10 MINUTE BREAK Color Out 5's</b>					
8	75	150	-	0:20	3:40
9	100	200	-	0:20	4:00
10	125	250	-	0:20	4:20
11	150	300	-	0:20	4:40

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
<b>10 MINUTE BREAK Color Out 25's and half the 100's</b>					
12	200	400	-	0:15	5:05
13	300	600	-	0:15	5:20
14	500	1,000	-	0:15	5:35
15	700	1,400	-	0:15	5:50
16	1,000	2,000	-	0:15	6:05
<b>10 MINUTE BREAK Color Out as many 100's as possible</b>					
17	1,500	3,000	-	0:15	6:30
18	2,000	4,000	-	0:15	6:45
19	3,000	6,000	-	0:15	7:00
20	5,000	10,000	-	0:15	7:15

T20,000 tournaments will use the following blind schedule:

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
1	100	200	-	0:30	0:30
2	200	400	-	0:30	1:00
3	300	600	-	0:30	1:30
<b>20 MINUTE BREAK</b>					
4	400	800	-	0:20	2:10
5	500	1000	100	0:20	2:30
6	600	1200	100	0:20	2:50
7	800	1600	200	0:20	3:10
<b>10 MINUTE BREAK</b> Color Out xx's					
8	1,000	2,000	200	0:20	3:40
9	1,200	2,400	300	0:20	4:00
10	1,600	3,200	400	0:20	4:20
11	2,000	4,000	400	0:20	4:40

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
<b>10 MINUTE BREAK</b> Color Out half the 100's					
12	2,400	4,800	400	0:15	5:05
13	3,000	6,000	500	0:15	5:20
14	4,000	8,000	1,000	0:15	5:35
15	5,000	10,000	1,000	0:15	5:50
16	6,000	12,000	1,500	0:15	6:05
<b>10 MINUTE BREAK</b> Color Out most of the 500's					
17	8,000	16,000	2,000	0:15	6:30
18	10,000	20,000	2,500	0:15	6:45

T100,000 and T200,000 deepstack tournaments will use the following blind schedule:

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
1	500	1,000	-	0:30	0:30
2	1,000	2,000	-	0:30	1:00
3	1,500	3,000	-	0:30	1:30
<b>20 MINUTE BREAK</b>					
4	2,000	4,000	-	0:20	2:10
5	2,000	4,000	500	0:20	2:30
6	3,000	6,000	500	0:20	2:50
7	5,000	10,000	1,000	0:20	3:10
<b>10 MINUTE BREAK</b> Color Out 500's & Some 1000's					
8	7,000	15,000	2,000	0:20	3:40
9	10,000	20,000	3,000	0:20	4:00
10	15,000	30,000	5,000	0:20	4:20
11	20,000	40,000	6,000	0:20	4:40

Blind Level	Small Blind	Big Blind	Ante	Level Time	Tourn. Time
<b>10 MINUTE BREAK</b> Color Out Most 1000's & Some 5000's					
12	25,000	50,000	7,000	0:20	5:10
13	40,000	80,000	10,000	0:20	5:30
14	60,000	120,000	20,000	0:20	5:50
15	100K	200K	30,000	0:20	6:10
16	150K	300K	40K	0:20	6:30
<b>10 MINUTE BREAK</b> Color Out 5000's					
17	200K	400K	50K	0:15	6:30
18	300K	600K	60K	0:15	6:45
19	400K	800K	80K	0:15	7:00
20	500K	1M	100K	0:15	7:15
21	600K	1.2M	120K	0:15	7:30

Note: During heads-up play, the antes may be waived if both players agree.

#### GENERAL PLAY

- After the alarm 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.)
- The lowest denomination of chip in play will be removed from the table during the next break after 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.

- b. If an odd number of chips is left over, it will be rounded up to the next higher denomination (i.e. four 1000 chips become one 5000 chip).
  - c. To facilitate color-ups and to keep an efficient amount of chips on the table(s), the big stack at the table should buy up all even quantities of the chip to be colored out and leave the odd denominations with the players (i.e., if a player has six 500 chips, the big stack should take all six chips from the player and return three 1000 chips to the player; if the player has seven 500 chips, the big stack should take six 500 chips (leaving the player the odd 500 chip) and return three 1000 chips to the player).
  - d. After the big stack buys up the table, the tournament director will then color up each players' odd chips, then color up the big stack's chips.
3. 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.
  4. 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 (ignoring the possibility of a rebuy). 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.
  5. 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 multihanded 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. 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.
  6. 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 an impermissible string bet.
  7. Non-tournament chips are not allowed on the table, unless clearly discernable from the tournament chips and only if used as a card cover.
  8. Higher-denomination chips must be placed where they are easily visible to all other players.
  9. All tournament chips must remain visible on the table throughout the event, except that they may be removed by the player during breaks. Chips taken off the table at any other time will be removed from the event, and a player doing this may be disqualified.
  10. 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 expulsion from the tournament.
  11. 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.

12. All hands will be turned face-up whenever a player is all-in and betting action is complete.

#### MOVING PLAYERS

1. If the number of players differs by two or more between any two tables, one player must move from the higher populated table to the lower populated table. 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 higher populated table must move to the eliminated player's seat. The move must occur before the next hand is dealt at either table. For the purpose of this rule, a player is 'playing a hand' once the dealer has begun shuffling (riffles the deck). The timer is paused when the elimination occurs and resumes when the next hand is dealt. The moving player should make an effort to move as quickly as possible.
2. 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.
3. Moving occurs after the conclusion of all hands being played at both tables. If several players must be moved at the same time, begin with the eliminated player, at the lower populated table, closest to the left of the button.

#### FINAL TABLE

When there are 10 players left in the tournament, each table will play with five players and the tournament will be played hand-for-hand between the tables; the clock will run during hand-for-hand play.

The final table will be formed when there are 9 players remaining. The timer will be stopped while the final table is formed. Seating order at the final table will be randomly assigned. A non-player dealer (if used) sits to the right of the button. Once the seating order is set, the timer will be re-started and the tournament will continue.

#### WINNING THE TOURNAMENT

1. 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, and so on.
2. If multiple players lose all their chips on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and season points. Players eliminated on the same deal who start their final hand with an equal amount of chips receive equal prize money and tournament points.

Example: Two players are eliminated on the same hand. Player A started with 1400 chips and Player B started with 1600 chips. Player B would receive the higher finishing position.

Example 2: In a 14-person tournament with four players remaining, two players are eliminated on the same hand. Player A started with 1400 chips

and Player B started with 1600 chips. Player A finishes 4th and Player B finishes 3rd, receiving 18.2% of the purse.

Example 3: In a 20-person tournament with four players remaining, two players are eliminated on the same hand. Player A started with 1400 chips and Player B started with 1600 chips. Player A finishes 4th, receiving 12% of the purse, and Player B finishes 3rd, receiving 16% of the purse.

Example 4: In a 20-person tournament with four players remaining, two players are eliminated on the same hand. Player A and B both started the hand with 1500 chips. Both players are considered tied for third position and both receive an equal share of the 3rd place and 4th place prize money ( $12\% + 16\% \div 2 = 14\%$  each).

## PAYOUTS

The money from buy-ins and re-buys will make up the purse. 10% of the buyins are raked from the purse and allocated to the Championship prize pool. The rebuys, add-ons and 90% of the buyins make the prize pool for that event.

The number of payouts is determined by the number of players at the start of the tournament, according to the following schedule:

	5 Players or Less	6-8 Players	9-14 Players	15-20 Players	21-30 Players	31-40 Players
1st Place	100%	66.7%	54.5%	48%	43.8%	40.9%
2nd Place		33.3%	27.3%	24%	21.9%	20.4%
3rd Place			18.2%	16%	14.6%	13.5%
4th Place				12%	10.9%	10.2%
5th Place					8.8%	8.2%
6th Place						6.8%

All payouts are rounded to the nearest \$5. Adjustments for rounding are made to the lowest finishing player first and continue to be made upward until all rounding adjustments are complete.

## SECTION 11 – LEAGUE PLAY

### LEAGUE SCHEDULE

There will be eleven regular season events for the 2010-2011 season, followed by two post-season events:

	<b>Buyin</b>	<b>Limit</b>	<b>Game</b>	<b>Format</b>
Event #1:	\$40	No Limit	Hold 'em	T100,000/T70,000 Rebuy (\$30)
Event #2:	\$50	No Limit	Hold 'em	T150,000 Freezeout
Event #3:	\$40	Fixed Limit	Hold 'em	T100,000 Freezeout
Event #4:	\$40	No Limit	Position HE	T20,000/T20,000 Rebuy (\$40)
Event #5:	\$40	No Limit	Hold 'em	T100,000/T70,000 Rebuy (\$30)
Event #6:	\$40	Pot Limit	Omaha	T100,000/T100,000 Rebuy (\$40)
Event #7:	\$40	No Limit	Heads-up HE	T100,000 Freezeout
Event #8:	\$30	No Limit	Hold 'em	T20,000/T20,000 Rebuy (unlimited, \$30 each)
Event #9:	\$40	No Limit	Hold 'em	T20,000/T14,000 Rebuy (\$30)
Event #10:	\$60	No Limit	Hold 'em	T300,000 Freezeout
Event #11:	\$40	No Limit	Hold 'em	T20,000 Freezeout
Qualifier:	\$40	No Limit	Hold 'em	T20,000 Freezeout with 25% bonus chips
Championship:	\$100	No Limit	Hold 'em	T200,000 Deepstack Freezeout with 25% bonus chips

Players earn points in regular season events using the formula developed by Jeff Neau.

$$\text{score} = (\text{sqrt}(((a * b) * (b / c))) / (d + 1.0))$$

a = Tournament Buy-in Count

b = Player Buy-in Expense

c = Player Total Expense (Buyin + Rebuy)

d = Player Finish

A player's score for the league is the sum of all their tournament scores. The person with the highest score for the season will be named the Player of the Year.

### LATE CANCELLATION/NO SHOW PENALTY

Players who reserve a seat for an event and cancel less than 24 hours before the start of the tournament (or fail to show for the tournament) will receive negative last place points for that tournament. This penalty is enforced regardless of the excuse for missing the event and regardless of whether or not a sub can be found. *NOTE: This rule did not go in effect until Season 3, Event 2. The penalty did not affect any points prior to that time.*

A player who has not arrived by the end of the first blind level is considered a No Show. If a No Show player has pre-paid his buyin, he will not receive the point penalty described herein, but rather, the disposition of his chipstack will be governed by Section 10 – Absent/Late Players. Frequent abusers of the late

cancellation/no-show policy may lose their right to reserve seats at future events at the discretion of the Tournament Directors.

Example 1: Player X cancels the day of the event and the event goes forward with 20 players. The first person out in the tournament earns 1.35 points (assuming no rebuys). Player X receives -1.35 points for the tournament.

Example 2: Player X prepays for the tournament but has to cancel the day of the event. Consistent with Section 10 – Absent/Late Players, Player X's chips remain in play until they are gone. If Player X fails to arrive before his chips are blinded off, he forfeits any points earned in the event (but is not assessed the No Show penalty).

### POSTSEASON EVENTS

At the conclusion of Event 11, the players with the highest 8 point totals will earn a seat into the Championship. The players with the next 9 highest point earnings will be invited to play in the Qualifier. If a player invited to the Qualifier declines the invitation, it will be extended down the line until the all 9 Qualifier seats are filled. The winner of the Qualifier gets the 9<sup>th</sup> seat at the Championship. If a player who has earned a seat to the Championship is unable to play, his or her seat is not filled.

### BONUS CHIPS

At the Qualifier and Championship, starting stacks are enhanced by a player's performance during the season. Twenty-five percent of the chips in play will be awarded as bonus chips and will be distributed proportionally based on the number of points you earn for the season. For example, at the Qualifier, assuming 9 players, there will be 180,000 chips in play; 25% (or 45,000 chips) will be added to the starting stacks as bonus chips. The chips will be add proportionally according to the following formula:

$$\text{Your bonus chips} = \frac{\text{Season points earned by you}}{\text{Season points of all players at the table}} \times \text{Total Bonus Chips}$$

Fractions of chips will be rounded up to the smallest chip in play.

### POSTSEASON EVENT PAYOUTS

The prize pool for the Qualifier will be handled the same as any other regular season event (prize pool = buyins less 10% rake). The prize pool for the Championship will consist of the buying from that event plus the rakes from all 11 season events and the Qualifier added to it. Payouts are calculated by using the same table used for regular season events (see page 21).

Assuming all events are full, the Championship prize pool should be \$1,760 (\$860 in season rakes and \$900 in buyins) meaning the Championship prizes would be:

First place:	\$960
Second place:	\$480
Third place:	\$320

#### LEAGUE SIDE GAMES:

Props: Players are ranked in five categories over the course of the season: most final tables, most cashes, fewest rebuys, most eliminations and highest average finish. The player with the highest score in each category will receive the most points (if there are six players, the player with the best prop score will receive six points; the number of points depends on the number of people who enter). Points earned in each of the five categories are added together for an overall prop score. The player with the highest overall prop score is the winner.

It will be winner-take-all unless we get more than 12 players, then the prize will be broken into two pools, with the winner of each pool taking half the prop bets. If pools are used, they will be populated randomly.

Entry fee is \$50 and must be paid before the first tournament. No late entries will be accepted.

Generally, these stats are recorded in the normal course of tournament play, but eliminations are not otherwise tracked. It is the responsibility of each prop player to notify the tournament manager at the time of each elimination and to make sure that all eliminations are properly tracked before leaving the tournament. Totals will not be adjusted after a tournament ends unless other players can corroborate the information definitively.

River Jackpot: At each tournament, forty cards will be sold for \$1 each. Each player may purchase up to two cards to start; after everyone has a chance to purchase two cards, any remaining cards will be sold, one at a time, to the players in the same order that the original cards were purchased until all 40 cards are sold.

For each card purchased, the player will select one card at random from a standard 52-card deck. If a player selects the card that becomes the river card on the last hand of the tournament, that player wins the jackpot. If the last hand river card is not chosen, the jackpot will roll over to the next tournament.

For the last event of the year, all 52 cards will be sold and the jackpot will be awarded. If less than 52 cards are sold for the last event and the jackpot is not awarded, the jackpot will be added to the Championship pool.

## SECTION 12 - GLOSSARY

**ACTION:** A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

**AGGRESSIVE ACTION:** A wager that could enable a player to win a pot without a showdown; a bet or raise.

**ALL-IN:** When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all-in.

**ANTE:** A prescribed amount posted before the start of a hand by all players.

**BET:** (1) The act of making a wager before anyone else on a betting round. (2) The chips used by a player to bet, call, or raise.

**BIG BLIND:** The largest regular blind in a game.

**BIG OIL:** (1) A player with several tall stacks of chips resembling oil derricks. (2) A wealthy player.

**BIG STACK:** The player with the most chips in front of him.

**BLIND:** A required bet made before any cards are dealt.

**BLIND GAME:** A game which utilizes a blind.

**BOARD:** (1) The board on which a waiting list is kept for players wanting seats in specific games. (2) Cards faceup on the table common to each of the hands.

**BOARD CARD:** A community card in the center of the table, as in holdem or Omaha.

**BOXED CARD:** A card that appears faceup in the deck where all other cards are facedown.

**BROKEN GAME:** A game no longer in action.

**BUFFALO:** Nickname given to Bill B. in reference to his two second place finishes in Championship games (WPT season 3 and ORPL season 1), similar to the Buffalo Bills coming in second in Super Bowls XXV through XXVIII) but also in recognition of his ability to rely on a maniac style of play, similar to the villain Jame "Buffalo Bill" Gumb the movie *The Silence of the Lambs*.

**BURNCARD:** After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burncard.

**BUTTON:** A player who is in the designated dealer position. See dealer button.

**BUTTON GAMES:** Games in which a dealer button is used.

**BUY-IN:** The minimum amount of money required to enter any game.

**CARDS SPEAK:** The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

**CHECK:** To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

**CHECK-RAISE:** To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

**COLOR CHANGE:** A request to change the chips from one denomination to another.

**COMMUNITY CARDS:** The cards dealt faceup in the center of the table that can be used by all players to form their best hand in the games of holdem and Omaha.

- CUT:** To divide the deck into two sections in such a manner as to change the order of the cards.
- CUT-CARD:** Another term for the card used to shield the bottom of the deck.
- DEAD CARD:** A card that is not legally playable.
- DEAD HAND:** A hand that is not legally playable.
- DEAD MONEY:** Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
- DEAL:** To give each player cards, or put cards on the board. As used in these rules, each deal refers to the entire process from the shuffling and dealing of cards until the pot is awarded to the winner.
- DEALER BUTTON:** A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Normally just called "the button."
- DECK:** A set of playing-cards consisting of 52 cards.
- DISCARD(S):** The card(s) thrown away; the muck.
- FACECARD:** A king, queen, or jack.
- FLASHED CARD:** A card that is partially exposed.
- FLOP:** The three community cards that are turned simultaneously after the first round of betting is complete.
- FLUSH:** A poker hand consisting of five cards of the same suit.
- FOLD:** To throw a hand away and relinquish all interest in a pot.
- FOURTH STREET:** The first boardcard after the flop in holdem (also called the turn card).
- FOULED HAND:** A dead hand.
- FORCED BET:** A required wager to start the action on the first betting round.
- FREEROLL:** A chance to win something at no risk or cost.
- FULL HOUSE:** A hand consisting of three of a kind and a pair.
- HAND:** (1) All a player's personal cards. (2) The five cards determining the poker ranking. (3) A single poker deal.
- HEADS-UP PLAY:** Only two players involved in play.
- HOLECARDS:** The cards dealt facedown to a player.
- KICKER:** The highest unpaired card that helps determine the value of a five-card poker hand.
- LIVE BLIND:** A blind bet giving a player the option of raising if no one else has raised.
- MISCALL:** An incorrect verbal declaration of the ranking of a hand.
- MISDEAL:** A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.
- MUCK:** (1) The pile of discards gathered facedown in the center of the table by the dealer. (2) To discard a hand.
- NINJA:** (1) a covert agent of feudal Japan. (2) Nickname given to Pat M. because of his stealthy quiet style of play.
- NO-LIMIT:** A betting structure allowing players to wager any or all of their chips in one bet.
- OPENER:** The player who made the first voluntary bet.
- OPTION:** The choice to raise a bet given to a player with a blind.
- PASS:** (1) Decline to bet. (2) Decline to call a wager, at which point you must discard your hand and have no further interest in the pot.

- PLAY BEHIND:** Have chips in play that are not in front of you (allowed only when waiting for chips that are already purchased). This differs from table stakes.
- PLAY THE BOARD:** Using all five community cards for your hand.
- POSITION:** (1) The relation of a player's seat to the blinds or the button. (2) The order of acting on a betting round or deal.
- PROTECTED HAND:** A hand of cards that the player is physically holding, or has topped with a chip or some other object to prevent a fouled hand.
- RACK:** A container in which chips are stored while being transported.
- RAISE:** To increase the amount of a previous wager. This increase must meet certain specifications, depending on the game, to reopen the betting and count toward a limit on the number of raises allowed.
- RERAISE:** To raise someone's raise.
- SCRAMBLE:** A facedown mixing of the cards.
- SETUP:** Two new decks, each with different colored backs, to replace the current decks.
- SIDE POT:** A separate pot formed when one or more players are all in.
- SHOWDOWN:** The showing of cards to determine the pot-winner after all the betting is over.
- SHUFFLE:** The act of mixing the cards before a hand.
- SMALL BLIND:** In a game with multiple blind bets, the smallest blind.
- SOFTPLAY:** To show favoritism to a particular opponent by checking throughout a deal whenever heads-up. This refusal to bet with a good hand or bluff with a bad hand when facing a certain person, however motivated, is still improper poker behavior. Softplaying is actually a form of collusion, and may be penalized as such.
- SPLIT POT:** A pot that is divided among players, either because of a tie for the best hand.
- STACK:** Chips in front of a player.
- STRAIGHT:** Five cards in consecutive rank.
- STRAIGHT FLUSH:** Five cards in consecutive rank of the same suit.
- STRING RAISE:** A wager made in more than one motion, without announcing a raise before going back to your stack for more chips (not allowed).
- STUB:** The portion of the deck which has not been dealt.
- "TIME":** An expression used to stop the action on a hand. Equivalent to "Hold it."
- TURNCARD:** The fourth board-card.
- WAGER:** (1) to bet or raise. (2) The chips used for betting or raising.
- WOOGIE:** Nickname given to Kevin A. for his resemblance to Chris Elliott's character Dom "Woogie" Woganowski in the movie *There's Something About Mary*.

## AUTHOR'S NOTE

"Robert's Rules of Poker" is authored by Robert Ciaffone, better known in the poker world as Bob Ciaffone, a leading authority on cardroom rules. He is the person who has selected which rules to use, and formatted, organized, and worded the text. Nearly all these rules are substantively in common use for poker, but many improved ideas for wording and organization are employed throughout this work. A lot of the rules are similar to those used in the rulebook of cardrooms where he has acted as a rules consultant and rules drafter. Ciaffone authored the rulebook for the Poker Players Association (founded in 1984, now defunct), the first comprehensive set of poker rules for the general public. He has done extensive work on rules for the Las Vegas Hilton, The Mirage, and Hollywood Park Casino, and assisted many other cardrooms. Ciaffone is a regular columnist for Card Player magazine, and can be reached through that publication. This rulebook will be periodically revised, so suggestions are welcome.

Poker rules are widely used and freely copied, so it is impossible to construct a rulebook without using many rules that exist as part of a rule set of some cardroom. If such a rule is used, no credit is given to the source (which is unlikely to be the original one for the rule).

The goal of this rulebook is to produce the best set of rules in existence, and make it generally available, so any person or cardroom can use it who so desires. The purpose is the betterment of poker.

The general philosophy used in this rulebook is to make the rules sufficiently detailed so a decision-maker will know what the proper ruling is in each situation. A rule should do more than produce the right ruling. It should be stated so the decision-maker can refer to specific language in the rulebook, to have the ruling is accepted as correct.

The author has strongly supported uniform poker rules, and applauds the work done in this direction by the Tournament Director's Association (TDA). Nearly all the rules herein are compatible with the TDA rules, although there are some slight differences in wording.

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