

Conducting the No Limits Hold'em Poker Tournament Event

Job Duties and Requirements (Tournament Director and Dealers)

The list of basic job duties and requirements for the two positions are as follows:

1. Tournament Director

The Tournament Director must:

- Be a volunteer member of the licensee, or a registered gaming service provider hired by the licensee;
- Possess sufficient knowledge and skill to fulfill the position;
- Be present throughout the poker event;
- Not participate in the poker event as a player;
- Provide fair and consistent determinations when disputes or questions arise;
- Refer to the General Poker Rules of Play to resolve issues in the event that a situation arises that is not addressed in these Licensed Charitable Gaming Rules (including Poker Forms and Resources). In cases where there is a conflict, these Licensed Charitable Gaming Rules (including Poker Forms and Resources) prevail.
- Remove disruptive players from the Tournament. The Tournament Director may determine a system of warnings and penalties to deal with disruptive players.
- Time & announce the blinds, and ensure they are being raised appropriately.
- Record in writing all disputes and irregularities related to game play that required the Tournament Director's intervention;
- Supervise the process of chip transfers between tables and chip removals in the colour-up process;
- Report to the Branch, without delay, any real or suspected wrongdoing associated with the licensed gaming event. This includes, but is not limited to, cheating at play, thefts, fraud and assaults. The required reporting form, the Poker Incident Form, is available in the Poker Forms and Resources of the Licensed Charitable Gaming Rules.

2. Dealers

The Dealers at each table must:

- Be a volunteer member of the licensee or a registered gaming service provider hired by the licensee;
- Not participate in the poker event as a player.
- Run the table according to the General Poker Rules of Play and the instructions of the Tournament Director;
- Monitor the actions at the tables under the direction of the Tournament Director; and,
- Resolve minor issues not requiring the Tournament Director.

How to Play No Limits Texas Hold'em

1. Playing No Limits Texas Hold'em – Basic Description

The basic rules of the game are as follows:

- The player to the left of the button posts the small blind.
- The player to the left of the small blind posts the big blind.

- Each player, beginning with the player to the left of the button, is dealt two cards face-down (*The Pocket Cards*).
- 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.
- The dealer burns one card and turns three community cards face-up (*The Flop*).
- The second betting round begins with the player to the left of the button.
- The dealer burns one card and turns one community card face-up (*The Turn*).
- The third betting round begins with the player to the left of the button.
- The dealer burns one card and turns one community card face-up (*The River*).
- The fourth, and final, betting round begins with the player to the left of the button.
- Card showdown with the pot being awarded to the winner(s).
- The dealer button is advanced clockwise one player.

2. Playing No Limits Texas Hold'em – Detailed Description

Texas Hold'em uses a dealer button to indicate the theoretical dealer. After each hand is complete, the button moves clockwise to the next active player. This player is referred to as "the button" and is "the dealer" for that hand.

The player to the left of the button is required to post the small blind. The small blind is usually equal to half the amount of the big blind. The player to the left of the small blind is required to post the big blind. All blinds in Hold'em poker are considered live bets and players who post them have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been posted, two-hole cards are dealt to each active player, after which the first betting round begins with the player to the left of the big blind. There is no limit to the number, or quantity, of raises that a player may make in any round.

A player who does not have enough chips to call a bet is declared "All-In." That player is eligible for the portion of the pot to the point of his final wager, the "main pot." All further betting action involving other players takes place in a "side pot," which is unavailable to the player who has already gone All-In.

After the first round of betting, the dealer burns one card and turns three community cards (*The Flop*) face-up on the table. The community cards are common to all the players participating in the hand.

The second betting round begins with the first active player to the left of the button.

After the second round of betting, the dealer burns one card and turns the fourth community card (*The Turn*) face-up on the table.

The third betting round begins with the first active player to the left of the button.

After the third round of betting, the dealer burns one card and turns the fifth community card (*The River*) face-up on the table.

The fourth, and final, betting round begins with the first active player to the left of the button.

After the final round of betting, there is a card showdown. Each player displays his or her cards and one or more winners are declared. All five cards must be shown to win. A combination of any of the following may be used:

- Both hole cards and three community cards.
- One-hole card and four community cards.
- All five community cards (playing the board).

The last player to bet or raise, or to check first if no one else bets, is required to show his or her cards first at the showdown. The remaining players may or may not show their cards as they wish. If two or more hands are of the same ranking, the winner is the one having the higher cards. If the hands are tied, the highest card not being held in common (the kicker) determines the winner. The suit order of the cards is not considered while determining the winning hand(s). Should poker hands be identical in ranking, the pot will be split equally between the winning players. If there is an odd chip, the winning player to the left of the button will receive it.

3. Blind Structure and Starting Chips – Example

The licensee must determine the structure of the poker event (levels, blinds, number and value of starting chips, etc.) prior to the commencement of the event and must post the blind structure in a prominent location where it will be visible to all event participants. The blind structure shall not be altered during the event, except at the discretion of the Tournament Director.

An example of a blind structure for a five-table poker event is provided below, based on \$1,500 in starting chips in the following denominations:

- Eight (8) chips representing \$25 denominations (green chips)
- Thirteen (13) chips representing \$100 denominations (black chips).

Five Table Blind Structure - Example		
Starting chips: \$1,500		
Level	Blinds	Time (minutes)
1	25 / 50	20
2	50 / 100	20
3	100 / 200	20
4	200 / 400	20
5	300 / 600	20
6	400 / 800	20
7	600 / 1,200	20
8	1,000 / 2,000	20
9	1,500 / 3,000	20
10	2,000 / 4,000	20
11	3,000 / 6,000	20

12	5,000 / 10,000	20
13	7,000 / 14,000	20
14	10,000 / 20,000	20
15	15,000 / 30,000	20
16	20,000 / 40,000	20

4. Seating Procedures

Seating procedures are as follows:

- Each poker table shall start with a maximum of 10 players.
- Player seats will be randomly assigned.
- A change of seat is not allowed after play starts, except as assigned by the Tournament Director between blind increases.
- When multiple tables are used for the poker event, the number of players at each table will be kept equal or as equal as possible.
- As players are eliminated, randomly assign the remaining players to empty seats at other tables, keeping tables reasonably balanced.
- If a player is required to move to balance the tables, it will be done in a manner that is fair to all players according to position of the blinds (i.e. if a player who is due to play the big blind is moved, they should be positioned as close in sequence as possible to play the big blind in the new location).
- The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. When more than six tables are in play, table size will be kept equal within two players. When six tables or fewer are in play, table size will be kept equal within one player.

5. Dealing and Betting Procedures

Dealing and betting procedures are as follows:

- At the start of the tournament, the Dealer at each table must open a new standard deck of 52 cards in full view of all the players.
- The cards shall be checked by the players to ensure a full complement of cards.
- The cards shall be washed face down and shuffled.
- Any deck suspected of, or containing, marked, damaged or suspect cards must be replaced and any suspected marked decks must be provided with the event incident report. Deck changes will be determined by the Tournament Director.
- The active player to the right of the dealer (i.e., seat 10) shall start the game with the button.
- The first player to the left of the button shall post the small blind. The second player to the left of the designated dealer shall post the big blind.
- Starting with the first player to the left of the button, cards shall be dealt clockwise until each player has 2 cards (ending with the dealer).
- The first round of betting shall take place.
- The dealer shall then burn one card face down and deal 3 cards face up (The Flop).
- The second round of betting shall take place.
- The dealer will then burn a card face down and deal 1 card face up (The Turn Card).
- The third round of betting shall take place.

- The dealer will then burn another card face down and deal 1 card face up (The River Card).
- There will be a final round of betting.
- Once all bets are completed, all remaining players shall turn their cards over and make the best possible poker hand out of their 2 cards plus the 5 community cards on the table. The best hand wins the pot.
- The sequence is repeated with the next player (on the left) getting the button.
- The play will be timed and the betting structure shall increase at regular intervals until first and second finishers have been determined.
- Any players losing all of their tournament chips are eliminated from the tournament.
- The Tournament Director may call the clock on a player who has not made a decision on the next action. The player shall have one minute, including a ten-second countdown, to act. If the time expires without action, the player's hand is dead