

General Poker Rules of Play

CONDUCT CODE

The Tournament Director will maintain a pleasant environment for all players and event staff, but is not responsible for the conduct of any player. A code of conduct has been established that may deny access to future tournaments/games to anyone who violates it. The following are not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any player, volunteer 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

NOTE: Definitions for the words underlined in the following section are available upon request.

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.
- 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 multi-handed pot before the betting is complete.
- Players may not divulge the contents of a hand during a deal to any participant, including any players not in the pot. This ensures no information is transmitted to an active player.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck (discarding hands). 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.

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. Decisions of the Tournament Director are final.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by the Tournament Director is made in good faith, the licensee 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, but the time limit for a ruling request given in the previous rule has been complied with, the Tournament Director may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. 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.

PROCEDURES

1. Tournament Director will decide when to start or close any game.
2. Only tournament chips permitted at the table.
3. Tournament chips may not be removed when leaving the table, except where the player is moving to a different table under the direction of the Tournament Director. 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.
4. All tournament chips must be kept in plain view.
5. Only one person may play a hand.
6. No one is allowed to play another player's chips.
7. Pushing bets ("saving" or "potting out") is not allowed.
8. Pushing an ante or posting for another person is not allowed.
9. 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.
10. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.

11. No set-up request. No deck can be changed unless the cards are damaged.
12. Looking through the discards or deck stub is not allowed.
13. After a deal ends, dealers may not show what card would have been dealt.
14. 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.
15. A non-player may not sit at the table.
16. Speaking a language not understood by all players during a deal is not allowed.

SEATING

1. The Tournament Director has the right to require that any two players not play in the same game if collusion is suspected (husband and wife, relatives, business partners, and so forth).
2. All seating will be randomly assigned.

MISDEALS

1. 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):
 - (a) The first or second card of the hand has been dealt face-up or exposed through 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 dealer 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.
2. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. In button game, action is considered to occur when two players after the blind have acted on their hands.

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 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, 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 at the Dealer's discretion, if doing so is in the best interest of the game. The Dealer will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.
 3. Cards thrown into another player's hand are dead, whether they are face-up 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 a player instead tries to win a pot by taking aggressive action (trying for a free roll), 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. A card discovered face-up 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 face-up in the deck will be replaced after all other cards are dealt for that round.
7. 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.
8. 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.
9. One or more cards missing from the deck does not invalidate the results of a hand.

10. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.
11. 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.
12. 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.
13. If you drop a card on the floor out of your hand, you must still play that card.
14. 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.

TOURNAMENT PLAY RULES

AS DEVELOPED BY THE TOURNAMENT DIRECTORS' ASSOCIATION:

1. The designated supervisor (Tournament Director) must consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The designated supervisor's decision is final.
2. Odd chips: The odd chip(s) will go to the high hand. In flop games, when there are two or more high hands or two or more low hands, the odd chip(s) will go to the left of the button.
3. Side pots: Each side pot will be split as a separate pot. They will not be mixed together before they are split.
4. Calling for the clock procedures: Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time the minute is over, there will be a 10 second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.
5. Penalties: A penalty MAY be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs, or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behavior, or similar incidents.
6. A player must be at the table by the time all players have complete hands in order to have his hand live. Players must be at the table to call time. In flop games, the big blind's hand will be dead if he is not there to act on it before the flop.
7. All cards will be turned face up once a player is all in and all action is complete.
8. If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise allowed.
9. An oversized chip before the flop is a call; after the flop, an oversized chip by the initial bettor put in the pot will constitute the size of the bet. If a player states raise and throws in an oversized chip, the raise will be the maximum amount allowable up to the size of that chip.
10. The one-player-to-a-hand rule will be enforced.
11. Tournament seats will be randomly assigned.
12. The language intelligibility rule will be enforced during the play of hands.
13. A player who wants to use a cellular phone must step away from the table.
14. There will be no foreign chips on the table except for a maximum of one card cap.
15. When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. A hand has begun with the first riffle.
16. If a player leaves the table, their hand will be dealt in, chips blinded when appropriate, and the hand will be mucked by the dealer.
17. Players must keep their highest denomination chips visible at all times.

18. Verbal declarations as to the content of a player's hand are not binding; however at management's discretion, any player deliberately miscalling his hand may be penalized.
19. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.
20. Moving players: In flop games, players will be moved from the big blind to the worst position.
21. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.
22. Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.
23. Verbal declarations in turn are binding. Action out of turn may be binding.
24. Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the bar or its players.
25. Penalties available for use by the Tournament Director are verbal warnings, 10, 20, 30, and 40 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.
26. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed.
27. A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.
28. When raising, a player must either put the amount of the raise out in one motion or state the raise amount. By stating the word raise, a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.
29. Verbally disclosing the contents of your hand or advising a player how to play a hand may result in a penalty.
30. In no-limit, less than a full raise does not reopen the betting to a player who already has acted.
31. Chip race rule: When it is time to colour-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament. In the event that a player has only one chip left, the regular race procedure will take place. If that player loses the race, he will be given one chip of the smallest denomination still in play.
32. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button. A player moved to balance tables will take the worst position. A dead button situation may occur.