

# GENERAL POKER ETIQUETTE

## 1. No Disclosure, No Advice, One Player to a Hand

Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not:

- a. Disclose contents of live or folded hands
- b. Advise or criticize play before the action is complete
- c. Read a hand that hasn't been tabled

## 2. Ethical Play

Poker is an **individual** game. Soft play (collusion between players) will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.

## 3. Etiquette Violations

Repeated etiquette violations will result in penalties. Examples include unnecessarily touching other players cards or chips, delay of the game, and excessive chatter. Players are required to act in turn.

# TOURNAMENT STRUCTURE

## 1. Floor People

Floor people are to consider fairness & the best interest of the game when making decisions. Unusual Circumstances can occasionally dictate that decisions in the interest of fairness take priority over technical rules. **THE FLOOR PERSON'S DECISION IS FINAL.**

## 2. Breaking Tables

- a. In flop games when balancing tables, player will be moved from the big blind to the worst position (which is never the small blind). The table from which a player is moved will be as specified by a predetermined procedure. Play will halt on any table that is three or more players short.
- b. 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.

## 3. Penalties & Disqualifications

A Penalty MAY be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents take place. Penalties WILL be invoked in cases of soft play, abuse, or disruptive behavior. Penalties available to the TD include verbal warnings & "missed hand" penalties. A missed hand penalty will be assessed as follows: The offender will miss one hand for every player (including the offender) who is at the table when the penalty is given, multiplied by the number of rounds specified in the penalty. Tournament staff can assess 1,2,3 or 4 round penalties. A player that is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.

## 4. Player Breaks

- a. Break time will begin when announced by the TD. Tables may finish the current hand, and then players will be on break for the remaining time left on the clock. The TD will announce the end of the break. Play will resume regardless of number of players in their seats.

- b. Dealers will remain with the tables during the breaks to guard chips and color-up if required. Dealer breaks will be prescribed by the house.
5. **Blind Structure and Payouts subject to change based on Participation**
- a. Any published or printed Blind Structure for a specific tournament is subject to change at any time before and during the tournament based on how many people are playing in relationship to how many were expected. Blind Structure can also be changed to influence the tournament to end near a specific time to meet facility requirements.
  - b. Any published Payout Structure for a specific tournament is subject to change based on participation in number of Buy-ins, Re-buys, and Add-ons.
6. **Payouts**
- a. Unless otherwise noted in published material for a specific tournament, payouts for a poker tournament are paid in pre-paid credit cards. These credit cards can not be redeemed for cash, but can be spent at any vendor that accepts credit cards for payment.

## TOURNAMENT GENERAL RULES

1. **Communication Devices**  
A player may not use cell phone, text devices, or any other communication device at the table
2. **Random Seats**  
Tournament seats will be randomly assigned.
3. **Chips Visible**  
All chips must be visible at all times. Players may not hold or transport their chips in any way that takes them out of view. A player who violates this will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.  
Players must keep their higher denomination chips visible at all times.
4. **Pot Size**  
Dealers will not count the pot in no-limit games. Upon request, they may spread the pot for a player in the current hand.
5. **Deck Changes**  
Deck changes will be prescribed by the house. A player can not ask for a deck change unless a marked card has been noticed.
6. **Official Language**  
English will be the only allowed language at the table.
7. **New Blind Limits**  
When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A HAND BEGINS WITH THE FIRST RIFFLE.
8. **Coloring-up Chips**  
Chips can be colored-up during play at each individual table, but will be officially colored-up at the time designated by the Tournament Director. Chips will be rounded to the amount of the next chip value in line. EX: \$300 in leftover chips after coloring-up = 1 \$500 Chip.
9. **At Your Seat**

A player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand. Players must be at their seat to call time.

#### 10. Action Pending

Players must remain at the table if they still have action pending on a hand.

#### 11. Re-Buys (if applicable to specific tournament)

A player may not miss a hand. If a player announces the intent to re-buy before a new hand begins is obligated to make the re-buy. Player must be completely out of chips to re-buy.

#### 12. Paid No-shows or Late-shows

If a player pays their Buy-in, and does not show for the start of the tournament, that player will be blinded out by the dealer until the end of the third round. If a table is broken down, the chips will be moved to a vacant spot as if a player is physically there. If the player has not made an indication to tournament administrators that they will be at the tournament, but late, the player will forfeit their chips at the end of the third round.

#### 13. Add-ons (if applicable to specific tournament)

Add-on chips can be purchased after the beginning of the tournament up until the beginning of the 4<sup>th</sup> round as long as the player has less chips than they started with. Add-on chips can be purchased in the middle of the hand, but chips will not be granted until the hand is over. In between the 3<sup>rd</sup> and 4<sup>th</sup> round, all players qualify for the add-on. Player must have at least one chip in front of them to be able to purchase the add-on. If a player is about to be pulled all-in, the player can request the add-on and will be obligated to purchase add-on and receive the chips after the hand regardless of win or lose.

## TOURNAMENT PLAY

### 1. Verbal Declarations

- a. Verbal declarations of bets are binding in or out of turn.
- b. Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalling his or her hand may be penalized.

### 2. Exposing Cards

A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.

### 3. Rabbit Hunting

No rabbit hunting is allowed. EX: Everyone folded on the flop and the dealer was asked to deal to the river

### 4. Odd Chips

Odd Chips go to the high hand. If there are two or more high hands, odd chips go to the left of the dealer button.

### 5. Face Up

All cards will be turned face up once a player is all-in, and all betting action is complete.

### 6. Side Pots

Side pots are in use, and will be split separately.

### 7. Methods of Raising

A raise must be made by either:

- a. Placing the full amount in the pot in one motion
- b. Verbally declaring the full amount prior to the initial placement of chips into the pot

- c. Verbally declaring “raise” prior to the placement of the amount to call into the pot and then completing the action with one additional motion

#### 8. Raise Requirements

- a. If a player puts in a raise of 50% or more of the previous bet, but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
- b. In no-limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted
- c. Oversized chip rule (One-chip rule) – A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise, but does not state the amount, the raise will be the size of the chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with the single oversized chip a verbal declaration must be made before the chip hits the table surface.
- d. There is no cap on the number of raises in no-limit games. A raise must be at least the size of the previous raise.

#### 9. String Raises

String raises are not allowed. Dealers will be responsible for calling string raises.

#### 10. Showdown

At the end of last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet the player to the left of the button shows first and so on clockwise.

#### 11. Playing the Board

A player must show both cards when playing the board in order to get part of the pot.

#### 12. Misdeals

Exposure of one of the first two down cards dealt is a misdeal. Players may NOT be dealt two consecutive cards on the button.

#### 13. Unprotected Hands

If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if a player had raised and the raise had not yet been called, the raise will be returned to the player.

#### 14. Killing Winning Hands

Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Player are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

#### 15. Dead Button

Tournament play will use the dead button. If the small blind is knocked out of the tournament, the button will be passed to the empty seat. The players to the left of the button will be small and big blind as usual. There will be no person in the dealer position.

#### 16. Button in Heads-up

When heads-up the small blind is on the button and acts first. When beginning heads-up play the button may need to be adjusted to ensure that no player takes the big blind twice in a row.

#### 17. Calling for a Clock

Once a reasonable amount of time has passed, and a clock has been called for, that player has one minute to make a decision. If action has not been taken, he will receive a 10-second countdown. If the player still fails to make a decision, the player’s hand is dead.