



THE INTERNATIONAL POKER RULES

*CREATED FOR THE BENEFIT OF THE NEW, NOVICE AND
PROFESSIONAL PLAYERS AND THE INDUSTRY.*

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THE INTERNATIONAL POKER RULES BY FIDPA.

“The International Poker Rules” (The IP Rules) consist of technical rules, policies and procedures. They provide the poker industry and its players with a standardized set of tournament guidelines to train, operate and play by. The Federation Internationale de Poker Association (FIDPA) created The IP Rules to promote fairness and to provide uniformity in poker tournaments and in card rooms worldwide. The IP Rules provide new, novice and professional players with the fundamentals needed to learn, play, and participate in poker tournaments held around the world. As an official resource, these technical guidelines and standard procedures allow the industry to train and operate with worldwide consistency.

In consideration of a Venue’s House Rules, in accordance to their State, Federal, and Country laws, statutes, regulations and their jurisdictional gaming control board, all rules, policies, and procedures are subject to the modifications made to The IP Rules. Prior to the start of the tournament, the tournament director and management are responsible to modify, announce and bring to the attention of its players and staff, any changes that have been made to the IP Rules.

Players are encouraged to familiarize themselves with The IP Rules, so that they can easily take notice and abide by the rules of play. All rules, policies, and procedures, modified, deleted, or added to The International Poker Rules will take precedence during the tournament.

To strictly ensure and maintain the integrity of a single set of international tournament rules, FIDPA will maintain The IP Rules for players and their non-commercial use, as well as for the official use by FIDPA Endorsed casinos, card rooms, tournaments, and leagues.

The International Poker Rules may not be reproduced in whole or part, and will be only made available on www.internationalpokerrules.com, to make certain that the same version and latest updates to the rules will be in use worldwide. Only casinos, card rooms, tournament organizers and leagues that have demonstrated their commitment and ability to operate in the fairest and professional manner are entitled to display the FIDPA Endorsed logo and permitted to officially use The IP Rules. Players are asked to report the misuse of The IP Rules. The official list of approved endorsed card rooms, along with their rule modifications, are provided on internationalpokerrules.com.

The game of poker relies on the integrity of an individual to play in a fair manner and to abide by the rules, as well as, the management and staff to be consistent and fair in their operations and rulings. All players should conduct themselves in a disciplined manner, demonstrating sportsmanlike behavior at all times. If a discrepancy or violation occurs, it is the right and responsibility of the Tournament Director to interpret how a rule will apply and are to use fairness as their top priority in the decision-making process. An unintentional error should be less serious than a deliberate violation and ruled as such. A player shall never benefit from their violation or an error caused by their action.

With permission from The Poker Tournament Directors Association, The International Poker Rules incorporates, references, and are compatible with the latest version.



BECOME LICENSED.

The mission of the FIDPA is “Promote and implement the International Poker Rules worldwide as a way to protect the mutual interest & safety of the game and its players worldwide.” A poker world with one standard set of poker rules is a better poker world. The International Poker Rules are free available for noncommercial use. For commercial use we offer casinos and poker rooms a license with extra benefits for a small monthly contribution.

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SECTION I: TOURNAMENT GUIDELINES

This section provides guidelines in a manner for which a tournament, venue, and staff shall operate. All guidelines are subject to applicable House, State, Federal, Country laws, statues, and regulations in accordance to their jurisdictional gaming control board. All rules, policies, and procedures, modified, deleted, or added to *The International Poker Rules* will take precedence during the tournament.

1. VENUES

- A. Venues should provide a player-friendly environment.

The following should be provided and/or posted in a manner that is clearly visible within the tournament area:

- a. *The International Poker Rules* alongside *Management's* modifications
 - b. Tournament structure sheet
 - c. Payout schedule sheet
 - d. List of tables in breaking order
 - e. Designated tournament clock(s)
 - f. Dress code requirements
- B. All printed material should be provided in a timely manner, posted in the tournament's "official language," and readily available upon request.
- C. Venues must ensure all players are informed when they are entering a tournament that is to be webcast or televised.
Players who then choose to enter this tournament are required/obligated to sign a standard talent release form and to cooperate as and when required with the filming personnel.
- D. Venues should attempt to provide the fairest playing conditions. Venues that utilize automated shuffling machines are encouraged to use these devices only if and when they are available to all tournament tables. Exceptions can be made on special occasions.
- E. Event organizers should have a clear Late Registration policy in place that outlines starting chip stack, seating procedures and determining when a late registrant can start tournament play. A late registrant will be required to accept the seat he/she is allocated randomly by the Tournament Director or Management, and must be in this seat as quickly as possible.

It is at the Tournament Director's discretion to determine the appropriate point at which each late registrant can start to play, and this decision should be based on fairness for all players and flow of the tournament.

- F. International events can be scheduled with or without dinner breaks but it is the responsibility of the Venue to ensure that they display this information in a clear and visible manner to all players.

Management reserves the right to customize the tournament schedule, including the timing of regular restroom and dinner breaks, which should always be scheduled in the interest of fairness for all players and the flow of the game.

- G. As stated in Guideline 1.a) the tournament schedule will be made transparent to all players before the event starts, with the number of levels to be played each day, outlined and posted by the venue in a clearly visible manner within the tournament area.

It is at Management's discretion to determine tournament start time, number of levels to be completed before the end of play procedures are enacted, the length of the levels, and in multi-day tournaments, to decide what time play will resume the following day.

The Tournament Director may modify this schedule or add additional levels to maintain the integrity of the game and in the best and fairest interests of the players.



2. MANAGEMENT

- A. Management will attempt to maintain a pleasant environment for their customers and employees, but is not responsible for the conduct of any player. Management reserves the right to refuse any player entry into the casino, card room, and/or tournament area(s).

The following will not be permitted or tolerated:

- Collusion with another player or any other form of cheating.
 - Verbally or physically threatening any customer or employee, or anyone.
 - Use of profanity and/or obscene language in an abusive manner.
 - 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.
- B. Management may reserve the right to amend or cancel any scheduled tournament. Notice should be posted on all printed and online material. Language shall include, "Management reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament without prior notice." This DOES NOT allow Management to cancel tournaments with Guarantees.
- C. In official events, Management reserves the right to enforce a general dress code on players entered in a tournament, Players are obligated to accept the dress code guidelines if they want to participate in the event. (See Guideline 1.a. and Rule 3.3.)
- D. Management is responsible to make changes in accordance to their House Rules and State, Federal or Country gaming laws, statutes, and regulations. Modifications, deletions, and/or additions to the IP Rules must be clearly stated, simply explained, and visibly posted by Management before the event starts.

3. TOURNAMENT DIRECTORS

- A. Tournament Directors are to control the progress of the tournament and are to consider the technical rules for the best interest of the tournament, the game, and its players. Their role is to provide knowledge and rulings regarding the technical rules in any discrepancies that occur, and are to use fairness as their top priority in the decision-making process.
- B. On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules. Tournament Directors have the authority to impose penalties. The Tournament Director's decision is final.
- C. When a situation arises that is not covered by these rules, the Tournament Director will have the authority to render judgment, including imposing a penalty, in accordance with the best interest of the tournament and the maintenance of its integrity and public confidence.

The Tournament Director retains the right to cancel or alter any tournament, in a manner fair to the players and for the best interest of the tournament.

It is the responsibility of the Tournament Director to bring these changes to the attention of the players as soon as possible.

- D. The Tournament Director is responsible for ensuring that the following is posted/provided and/or announced in a manner that is clearly visible within the tournament area:
- The International Poker Rules alongside Management's modifications
 - Tournament structure sheet
 - Prize pool and payout schedule of each tournament in a timely manner



- Breaking order of tables listed before the start of the tournament
 - Designated tournament clock(s)
 - Dress code requirements
- E. For tournaments that continue over multiple days, the Tournament Director is required to stop the clock within the last fifteen minutes of the final level of play for the day. A randomly selected active player in the tournament will be asked to draw a single card from five shuffled cards numbered from three to seven.

Whichever number card the player draws will be the number of hands remaining to be played that day.

The Tournament Director will announce to the field the number of hands remaining to be player in order to complete the day's play. The Tournament Director will also announce when the event will recommence.

4. FLOOR PEOPLE

- A. Floor People are to provide supervision and are to consider the technical rules for the best interest of the game and its players.
Their role is to provide knowledge and rulings regarding the technical rules in any discrepancies that may occur, and are to use fairness as their top priority in the decision-making process.
Floor People must act in a fair manner and remain neutral to all players.
- B. On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules.
Floor People have the authority to impose penalties and make rulings.
In certain situations, the Floor Person will bring a discrepancy to the attention of the Tournament Director for clarity.
A player has the right to appeal a ruling to the highest authority in the room.
The decision of the highest authority in the room will be final.

5. DEALERS

- A. Dealers are to control the progress of the game.
Their role is to state the action and facilitate the progress of a fair game; as to the technical rules, dealers should act in a fair manner and must remain neutral to all players.
- B. Dealers must clearly announce the action in the tournament's "*official language*."
Dealers will be responsible to announce and show "*exposed cards*."
Dealers should always count and announce the total amount of all bets when they occur (unless it is an all-in bet) in a neutral tone. This provides a much better service to the players as they do not have to go through the effort of asking every time the action gets to them. This will also massively speed up the game which is a must with the introduction of shotclock & timebank.
Dealers will only inform a player of the pot size in pot limit games.
- C. Dealers are responsible for reporting any violation by a player, or any discrepancy that occurs.
If a discrepancy arises, players are responsible for calling the dealer's attention to the situation.
Dealers must immediately stop all action and call for a "Floor Person" or the "Tournament Director."
- D. A dealer that is pushing another dealer must never disturb the working dealer during a hand in motion. Dealers are obligated to make sure they know what game they are about to deal, and avoid any conversations with other dealers while they are actually working.



SECTION II TOURNAMENT RULES, POLICIES AND PROCEDURES.

RULE 1: TOURNAMENT STAFF

1.1. Tournament Staff

If a discrepancy or violation occurs, Tournament staff will consider the technical rules to interpret how a rule will apply and are to use fairness as their top priority in the decision-making process.

On occasion, unusual circumstances may arise that could dictate decisions in the interest of fairness and will take priority over the technical rules. The decision of the highest authority in the room will be final.

- 1.2.** Floor People and Tournament Directors have the authority to make rulings and impose penalties. A Tournament Director is the highest authority and this person can overrule Floor People, also when a player thinks the decision of the Floor People is not right he may ask the Tournament Director to make a final decision.
- 1.3.** Dealers are responsible for reporting any player violations, or any discrepancy that may occur. Players also have a right to request/ call the floor should they feel it is warranted.
- 1.4.** Dealers, Floor People, and Tournament Directors must make all announcements in the tournament's "official language(s)." (see rule 10)
- 1.5.** Each venue or organizer is subject to their applicable federal, state, and local country laws and regulations, including gaming, and all aspects of their event(s)/tournament(s) that are subject to the approval of appropriate regulatory authorities at all times.
Organizers must ensure that they operate within these laws and regulations, and players will never be held responsible for this matter.

(TDA RULE #1) FLOOR PEOPLE

Floor People must consider the best interest of the game and fairness as top priorities in the decision-making process. Unusual circumstances can on occasion dictate decisions in the interest of fairness and will take priority over the technical rules. The Floor Person's decision will be final.

RULE 2: DEALER ERROR

- 2.1.** When a situation occurs due to a dealer error, including a dealer accidentally releasing the card deck before the hand is complete, dealers must immediately stop all action and notify a Floor Person or the Tournament Director of their error, only then the problem can be resolved.
- 2.2.** The *tournament staff* has the sole authority to resolve the situation in the fairest manner.
On occasion, unusual circumstances may arise that could dictate decisions in the interest of fairness and will take priority over the technical rules.
The decision of the highest authority in the room will be final. See Rule 1.1



RULE 3: PLAYERS

- 3.1. On occasions players may disagree with the ruling provided, players will always have the right to dispute a ruling and call for a follow up ruling by the highest authority in the room. Only the Tournament Director or his senior will be able to overrule the initial given ruling.
- 3.2. A player shall not benefit from an error caused by their action.
- 3.3. Players are encouraged to familiarize themselves with “*The International Poker Rules*” and to take notice of any forced changes and/or modifications that are posted in the tournament area.

These instructions or modifications may include information on the tournament structure, payout schedule, breaking tables, late registration, issues of player etiquette, and required dress code. (See Guidelines 1a, 2c & 3d)

Lack of knowledge regarding the rules may not be deemed as an excuse by a violator.

An unintentional error should be less serious than a deliberate violation and may be ruled as such.

- 3.4. The game of poker relies on the integrity of an individual to play in a fair manner and to abide by the policies, procedures, and rules of the tournament.
Players should conduct themselves in a disciplined manner, demonstrating sportsmanlike behavior at all times.
- 3.5. **Substantial Action:** Substantial action is defined as either:
 - any two actions in turn, at least one of which must involve putting chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR
 - any combination of three actions in turn (check, bet, raise, call, or fold).
- 3.6. Taking advantage of any unclear situation(s) created by other players can be seen as unsportsmanlike behavior and may be penalized as such. See Rule 5.1

(TDA RULE #2) PLAYER RESPONSIBILITIES

Players are expected to verify registration data and seat assignments, protect their hands, make their intentions clear, follow the action, act in turn, defend their right to act, keep cards visible, keep chips correctly stacked, remain at the table with a live hand, speak up if they see a mistake being made, transfer tables promptly, follow one player to a hand, know and comply with the rules, follow proper etiquette, and generally contribute to an orderly tournament.

(TDA RULE #32) SUBSTANTIAL ACTION

Substantial Action is defined as either: any two actions in turn, at least one of which must involve putting chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR any combination of three actions in turn (check, bet, raise, call, or fold).

RULE 4: DISCREPANCIES AND RULINGS

- 4.1. Players are responsible to report any errors, discrepancies or violations that promote an unfair game.
- 4.2. Any delay in reporting a discrepancy may affect a ruling; once a “*new deal*” has begun the result of the previous hand will stand.

The Tournament Director in his/her sole discretion may overrule this in the interests of fairness of the game and its players.

Errors clearly reported by any player(s) cannot be waived by the dealer starting a new hand. A new hand begins with the first riffle.

For tables using a shuffle machine, the dealer pushing the retrieve deck button will determine the start of a new hand.



RULE 5: ETHICAL PLAY

5.1. Poker is an individual game.

Actions, statements and/or behaviors that compromise the fairness of the game, whether knowingly or unknowingly, are considered unethical play and unsportsmanlike behavior.

Dealers are obligated to report this immediately to the management, who may then follow up with a penalty.

5.2. Tournament Directors and Floor People will penalize any player who acts in an unethical manner.

This shall include, but is not limited to, any player or person whose personal hygiene or health has become disruptive to the other players seated at their table.

Tournament Management shall determine whether an individual's personal hygiene or health is disruptive to other players.

Tournament Management will, in its sole discretion, implement sanctions upon any such player to solve this issue fairly.

5.3. Any player involved in collusion will be subject to "disqualification."

Soft playing and chip dumping are considered forms of collusion.

5.4. Cheating is defined as deliberately breaking the rules of the tournament to gain an advantage.

Cheating may include, but is not limited to:

- Collusion;
- theft of chips, and transfer of chips between participants in the same tournament or separate events;
- marking cards, substituting replacement cards or use of any other unauthorized methods or equipment.

The competitive integrity of all tournaments played in any country in the world is a basic requirement.

All participants must adhere to the spirit and letter of the International Poker Rules when playing events that are being run with IP Rules.

These rules forbid any play or action that is illegal, unethical, or constitutes cheating or collusion in any form, deliberately or unknowingly.

In certain situations Management can/will take **instant legal actions** and inform the authorities.

5.5. Collusion is defined as any agreement between two (2) or more competitors to share information and play together to achieve an advantage in the tournament above other opponents.

Collusion includes, but is not limited to:

- chip dumping (passing chips);
- soft play;
- sending or receiving signals to/from another competitor in any form;
- using electronic or other aids to exchange information.

5.6. Chip dumping is defined as any agreement amongst two (2) or more participants for one or more of the participants to bet chips with the intent of increasing another participant's stack.

Organizers will have to enforce the Showdown rule to deter and prevent players from chip dumping.

If this rule is strictly enforced, there will be fewer questionable situations arising, minimizing the need for tournament staff to make on-the-spot judgments.

5.7. Soft play is defined as any agreement amongst two (2) or more participants to not bet or raise each other in order to gain advantage.

Management will need to judge and penalize every situation on a case-by-case basis to avoid any reasonable doubt.

5.8. Organizers, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud and/or dishonesty such as:

- Violation of promotional rules or other misconduct while on the property;
- Acts otherwise occurring in relation to the existing terms and conditions of the event(s)/tournament(s) that all players are accountable to; or



- Acts that contravene any applicable statutes and regulations that the Organizer must comply with.

If deemed necessary, the act of misconduct will be reported to relevant gaming authorities, and legal action can or will be taken, in accordance with local laws, applicable statutes and regulations.

Any authoritative member of Management (Tournament Director or upwards) has the right at all times to control, or to exclude any individual(s) acting in a disruptive or inappropriate manner, in the best interests of the players and the event.

- 5.9.** Any act by any person to deliberately (or accidentally) damage, corrupt or undermine the operation of the premises or event may be a violation of criminal and civil laws, and be dealt with as such by Management.

Should such an attempt be made, Management reserves the right to seek damages from any such person to the fullest extent of the law.

Management will inform the authorities if legal charges need to be made.

(TDA RULE #64) ETHICAL PLAY

Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

RULE 6: ONE PLAYER TO A HAND, NO DISCLOSURE, NO ADVICE

- 6.1.** Players are obligated to protect and respect their opponents in the tournament.
- 6.2.** At any time during a live hand, people will be expected to not show any other people at the table there hold cards. In the event that this rule is breached, players will receive a penalty. When a player has a live hand, they can however say what they are holding as part of speech play, they cannot however predict out loud what the holding of another player is when in a multi-way pot.
- 6.3.** The “one player to a hand” rule will be strictly enforced. Tournament Directors and Floor People will issue penalties for the following violations, and whether a player is involved in the hand or not, a player may NOT:
- Disclose contents of live or folded hands.
 - Advise, coach or criticize play before or after the action is complete.
 - Read a hand out loud that hasn’t been tabled.
 - Discuss hands or strategy with any spectator during the game play or hand in motion.
 - Seek or receive consultation from an outside source during the game play or hand in motion.

(TDA RULE #62) NO DISCLOSURE

Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not: 1. Disclose contents of live or folded hands. 2. Advise or criticize play at any time. 3. Read a hand that hasn’t been tabled. The one-player-to-a-hand rule will be enforced.

Among others things, this rule prohibits showing a hand to or discussing strategy with another player, spectator, or advisor.



RULE 7: BEHAVIOR AND ETIQUETTE

7.1. Tournament Directors and Floor People will issue penalties for the following etiquette violations.

Repeated infractions are subject to escalating penalties.

To maintain the integrity and fairness of the tournament, and to provide a player friendly environment, the

following actions are considered improper and unsportsmanlike behavior:

- Acting out of turn, intentionally and/or repeatedly.
- Intentionally folding/mucking out of turn, including abandoning a hand.
- Miscalling a hand, intentionally and/or repeatedly.
- Exposing cards with action pending, intentionally and/or repeatedly.
- Needlessly stalling the action of a hand.
- Violating the “one player to a hand” rule, including coaching a player or talking about the hand to another person either at the table or on the rail, during a live hand.
- Revealing the contents of any live or folded cards during a live hand.
- Making unfair statements and/or promoting action that could influence any player’s decision.
- Any form of soft play, including verbally or mutually agreeing to check a hand down, when a third player is all-in.
- Incorrectly instructing or controlling the action of a player.
- Any form of “rabbit hunting.”
- Splashing chips directly into the pot, intentionally and/or repeatedly.
- Mucking a hand at the dealer, at a player, or in an abusive manner.
- Throwing or destroying card(s) intentionally.
- Abusive or disruptive behavior.
- Unnecessarily touching another player’s cards or chips.
- Wearing any clothing or other materials that carry words or images that display derogatory, offensive, racist, illegal or aggressive messages.
- Using masks or objects that hide a player's identity.
- Verbally or physically attacking other competitors, members of the tournament staff, or spectators.
- Displaying signs of alcohol intoxication, drunkenness or use of other substances that jeopardizes the smooth running of the tournament, or causes disrespect to other competitors, staff or spectators.
- Displaying unsocial conditions of hygiene, including excessive body odor or dirt that jeopardizes other players’ right to a pleasant and safe environment.
- Excessive chatter: Excessive chatter includes, but is not limited to, talking or having a conversation that disrupts participants who are in a hand.
- Any participant who displays any form of inappropriate behavior may be subject to a penalty.

7.2. Dress code: In special events covered (International media or other):

Players may be restricted from wearing hats, hoods, sunglasses, or any garment or device (except for religious reasons) that obscures any part of the face.

Smart-casual attire may be specifically required.

Shorts and sleeveless tops, and open shoes, such as sandals and flip-flops, may be deemed appropriate at some locations and prohibited at others, subject to house rules.

Players may use any device to insulate themselves from the sounds of the game, including but not limited to ear-plugs, personal stereos and noise-cancelling headphones. However, they will be held responsible for errors they may cause, if they are not paying attention to the game and that disturbs



the flow of tournament play.

Repeated violations will be subject to escalating penalties.

(TDA RULE #65) ETIQUETTE VIOLATIONS- Repeated etiquette violations will result in penalties. Examples include, but are not limited to, unnecessarily touching other players' cards or chips, repeatedly acting out of turn, betting out of reach of the dealer, abusive conduct and excessive chatter.

RULE 8: DEAL MAKING

- 8.1.** All players in an event are obligated to obey the Tournament Director's deal making policy. This information will be made available to players before the event starts.
- 8.2.** To maintain a high level of fairness, all prizes in deals will be decided using the Independent Chip Model (ICM) calculator. The Tournament Director will happily work out current deal offerings at request. It will be the Tournament Director's responsibility to ensure everybody is happy to do the deal, if not then the players will continue to play.
- 8.3.** Whenever seat tickets are part of any prize pool. If all players won a seat, they will receive the seat ticket and distribute only the cash as part of the deal. If it isn't the case of all parties in the deal have a guaranteed seat ticket, then ICM numbers will be given and the TD will suggest a fair offering should the seat tickets be weighed into the deal.
- 8.4.** The Tournament Director will ensure that all players unanimously agree with the deal. Any player not in agreement will cancel the deal.
- 8.5.** Any agreement that excludes one or more active competitors or is made without the Tournament Director's knowledge, is considered improper. By definition it may be judged as collusion, and can or may be deemed as grounds for disqualification.
- 8.6.** Any player who attempts to constrain, coerce or force another player to agree with a deal, will receive a penalty, and the deal will be deemed void.
- 8.7.** Deals will only be allowed in venues where it does not conflict with any gaming rules or regulations that applies to the venue, and in accordance with the local gaming laws.

RULE 9: PENALTIES AND DISQUALIFICATIONS

- 9.1.** Management and/or the Tournament Director or Tournament Staff may penalize any act that, in their sole and absolute discretion, is inconsistent with the official rules or best interests of the players and/or the event.
- 9.2.** A player will receive a penalty when they, knowingly or unknowingly, violate a rule that compromises the fairness of the game. Actions, statements and/or behavior that may take advantage of the procedures or technical rules of a fair game will incur a penalty. All infractions shall be brought to the immediate attention of the dealer before the start of the *new deal*.
- 9.3.** Tournament Directors and Floor people may issue any of the following:
 - Verbal Warnings
 - 1 Round of the table penalty
 - 2 Rounds of the table penalty
 - Disqualification

VERBAL WARNINGS

A *verbal warning* may be issued to a violating player as a penalty. A repeated *verbal warning* will result in a "1 round of the table penalty" or "disqualification."

ROUND OF THE TABLE PENALTY

A round of the table penalty is defined as a penalty whereby the player needs to leave the



tournament area for an orbit until the dealer button is back into the position in which it would be at the start of the following hand. For example: When the offence take place when the button is on seat 1, the offender will be able to return once the button has done the required number of table rotations and arrived back at seat 2. If seat 2 is an empty seat at that time the player may return when the button is at the first seat after seat 2.

DISQUALIFICATION

A player who is disqualified will have his or her chips removed from play.

The player must immediately leave the tournament area.

The Tournament Director's decision to disqualify a player is final.

A disqualified player cannot appeal the decision and will not be entitled to a refund.

Disqualified players may not make any claim for monetary damages.

9.4. penalty may be waived if the dealer misled the player.

An unintentional error is less serious than a deliberate violation, and should be ruled as such.

A player shall never benefit from their violation or an error caused by their action, regardless if it was intentional or not. The Tournament Director decides if the player has the right to collect his prize money case sensitive depending on the reason of disqualification.

(TDA RULE #66) WARNINGS, PENALTIES AND DISQUALIFICATION

A: Penalty options include verbal warnings, one or more "missed hands", one or more "missed rounds", and disqualification. Missed rounds are assessed as follows: the offender will miss one hand for every player (including him) at the table when the penalty is given multiplied by the number of penalty rounds. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be anted or blinded out of a tournament.

B: A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates one-player-to-a-hand, or similar incidents occur. Penalties will be invoked for soft play, abuse, disruptive behavior, or cheating.

C: A player on penalty must be away from the table. Cards are dealt to his seat, his blinds and antes are posted, and the hand is killed after each initial deal. In stud games if he is dealt the bring-in card he must post the bring-in.

D: Chips of a disqualified player shall be removed from play.

RULE 10: OFFICIAL LANGUAGE

10.1. The "official language" is defined as English along with a country's local or native language, determined by where the tournament venue is located.

In the United States, the English-only rule will be enforced during the play of hands.

Outside the US, the "official language" will be English, along with the local or native language of that country, during the play of hands.

Dealer who are dealing international poker events are expected to speak English.

10.2. During a live hand, the use of a foreign language, other than the tournament's "official language," is not permitted at the table, whether involved in the hand or not; this includes talking to players not at the table.

10.3. All announcements made by the Tournament staff must be made in the tournament's "official language."

(TDA RULE #5) OFFICIAL LANGUAGE- The English only rule will be enforced in the United States during the play of hands. At non-U.S. venues, the house will clearly post and announce acceptable language(s).



RULE 11: ELECTRONIC / COMMUNICATION DEVICES

- 11.1.** Players may only use “*electronic devices*” as approved and outlined by the existing Tournament Rules.
International Poker Rules apply above house rules for the use of electronic devices or devices that will be allowed or prohibited, during the event in motion as being instructed by the basic guidelines from the management while keeping in mind fairness and consistence alongside safeguarding the credibility of the Int. event at all times.
- 11.2.** Players must obey Management’s instructions regarding the use of electronic devices throughout the tournament.
- 11.3.** The use of “*electronic/ communication devices*” whilst a player is playing a hand will be strictly enforced.
Dealers WILL be responsible and MUST immediately report the use of a *communication device* when a player is playing a hand to a Floor Person or the Tournament Director.
- 11.4.** All cell phones and other voice enabled an “noise producing” devices must be turned onto silent mode during table time. Players will not be able to use phones in any way whilst holding a live hand, once the player has folded the player will be able to use the phone until they have been dealt in again.
During the period in which players are holding live hands the players are expected to have the device face down on the edge of the table or out of sight. Any player not adhering to the rule will be open to the possibility of having a hand killed and receiving penalties.
- 11.5.** Music playing devices with any types of communication functions (Cellular phones, internet, text messaging) are allowed, but with head/earphones. Players accept the responsibility of any unheard verbal declarations and announcements made during the tournament. Players who use noise reducing headsets will be held responsible for errors or delays that disturb the flow of the tournament. Music playing devices must be used with a headset and the volume must be kept at a level that can only be heard by that player, as to not disturb others.
- 11.6.** Communication devices of players on feature tables: Players will have any communication devices removed from the feature set, however they will be kept outside of the area, this way should a player wish to go to their phone they can do. In the instance that people user their communication devices in the Feature table area penalties will be given.
- 11.7.** Electronic/ communication devices during hand for hand play: Once players have reached the “*hand for hand*” action, the “*payout level,*” or as instructed, all “*electronic devices*” may no longer be used and must be removed from the table.
- 11.8.** To avoid all doubt: Players may not speak on the telephone while at the table, whether in a hand or not, and they must step away from the table to conduct their call if it was taken.
- 11.9.** Table Distractions: Management reserves the right to ask a player to cease using any and all Electronic Devices, or any other items, if they determine it is slowing down the pace of play, or disturbing the flow of the game, or otherwise affecting other players at the tables or any fair reason that happen to disturb the total flow.

(TDA RULE #4) ELECTRONIC DEVICES AND COMMUNICATION - Players may not talk on a phone at the table. Ring tones, music, etc. should be inaudible to others. House rules apply to other types of electronic devices and communication.



RULE 12: VALID IDENTIFICATION

- 12.1. Players are responsible to carry and present “*valid identification*” as required by Management (Driver’s license, passport, player’s card etc...) during the tournament.
- 12.2. A player may not register, take their seat, or receive a payout without proper “*valid identification*” and verification of tournament registration.
- 12.3. When returning for progressive days. Players will need to provide identification before they take a seat at their chip stack. If a player has no identification the floor will need to confirm that the player is expected.
- 12.4. Any player producing a fraudulent form of identification will be subject to “*disqualification.*”

RULE 13: REGISTRATION

- 13.1. A player must meet the minimum legal age requirement and must present a valid form of identification, as required by Management, at all times.
- 13.2. Players may register until close of registration.
Registration will open and close as dictated by the Venue and Management.
- 13.3. A player will only be allowed to register one time in any tournament, unless modifications posted prior to the tournament allows players to register more than once (i.e. second day re-entry/re-register events).
- 13.4. Players are responsible for verifying their registration receipt to ensure accuracy prior to leaving the registration window.
- 13.5. Entries will be non-negotiable and non-transferable. Refunds are subject to *Management’s* discretion.
- 13.6. **CANCELLATION POLICY:**
Management reserves the right at its sole discretion to cancel, modify or suspend the tournament without prior notice, and at any time, for any valid reason, subject to all applicable regulatory approval, provided that such modification shall not materially alter or change any participant’s prize already fairly awarded. Management must address how they will compensate the remaining players, doing so with transparency and in the fairest manner possible.
- 13.7. **MULTI-DAY TOURNAMENTS:**
Any player who registers for multiple-day events that happen to overlap do so at their own risk, and should never affect other players or Management.
A player who cannot participate in a second event simply because they are still an active player in another may request a refund for the buy-in of the event he/she is unable to play, but it is at Management’s discretion to approve a refund or not.



RULE 14: ALTERNATE PLAYERS

- 14.1.** When a Venue's seating capacity dictates the need for alternates, "alternate players" will enter the tournament on a first come, first serve basis, until all alternates are seated.
- 14.2.** The management decides till when alternate players are allowed to come in to the tournament, also the management has to communicate this before the start of the tournament. Alternate players will NOT be penalized by a reduced "starting chip stack."

(TDA RULE #7) Alternates, Late Registration & Re-Entries - Alternates, players registering late, and re-entries will be sold full stacks, randomly seated at any position, and dealt in except between SB and button.

RULE 15: LATE ENTRIES

- 15.1.** Players may register until close of registration.
- 15.2.** All late entries will sit to a full chip stack. In case a new table is opened, the seating of new players will be announced, they will then be dealt in once requested to start by the floor, all announced stacks will be dealt in and blinded away.
- 15.3.** 'Late entrants' can only play if they have a reserved and payed seat at the beginning and the players will be seated in the seat to play the remaining seat's 'starting chip' stack. Chips for obligated blinds and antes may be removed from the 'starting chip' stack, as the late entrant would be deemed an 'absent player'.
A late, entering, new player will be entitled to the amount of events 'starting chips'.
(To fairness of the event and its players these stacks will be at its best equally defided among all tables or can be taken).
- 15.4.** If there are no seats with "starting chip" stacks available, a player automatically becomes an Alternate, and they will receive a full "starting chip" stack.

(TDA RULE #7) Alternates, Late Registration & Re-Entries - Alternates, players registering late, and re-entries will be sold full stacks, randomly seated at any position, and dealt in except between SB and button.

RULE 16: ABSENT PLAYER/NO SHOW

- 16.1.** An "absent player" will maintain their obligations for blinds, antes, and forced bets. Blinds, antes, and forced bets will be taken in turn from all chip stacks regardless if the player is seated.
- 16.2.** On occasion, a situation may arise where a player may have to voluntarily leave the tournament due to unforeseen circumstances.
A player who leaves an Event at any stage, for whatever reason voluntarily, for an extended period of time (multiple tournament levels) may be deemed to have forfeited any right to the cost of entry. The chip stack of such player will continue to be blinded off.
However, should the player finish in the money once all chips have been blinded off, the player will remain eligible for the prize, which corresponds to the order of his or her finish.
Any player that is taken out of an event by disqualification cannot claim any refunds or pay out rights (Management's decision in situations like this is final).
- 16.3.** A "No Show" is defined as any player who has not taken any hand.
In special circumstances, a "No Show" player can request a refund, but it is at Management's discretion to judge whether the circumstances warrant a refund to the player.
This rule does not apply to Shootout or Heads Up events.
Players who "No Show" in Shootout or Heads Up events will be blinded off, including those who have pre-registered and failed to complete the registration process. It is Management's



responsibility to ensure any pre-registered player has completed the registration process, including payment.

RULE 17: TOURNAMENT FORMATS, RE-BUYS, ADD ONS and RE-ENTRIES

Freezeout: In this format of tournament, the players will only be allowed one buy in. Once a player has lost their chips they will be eliminated with no other option.

Re-Entry: In this format of tournament, it is similar to that of a freezeout in that once a player has lost their the chips the player is eliminated, however if eliminated during the late registration period the player will be allowed to re-enter for the amount of an original entry. The maximum number of re-entries can vary and will be advertised before the event has begun. Upon re-entry the Tournament Director will provide the player with a new randomly assigned seat.

Rebuy: This form of tournament allows players to rebuy as many times as they like, players will be allowed to rebuy if they have less than a specific amount of stack. This amount can vary and will be advertised before the start of the event. The maximum amount of rebuys can vary as well. This will be advertised before the start of the event as well. The Rebuy period will be completed with a last 3 hands at the end of the advertised level. At the last rebuy break players will have the option of an Add-On (double in some cases) & further rebuys if eligible. Whenever a player lost all the chips the player should decide before the start of the new hand to rebuy or not. In case a player misses a hand the player will be eliminated. A re-entry is not possible in rebuy formats.

Limited Rebuy / Reload: These tournaments allow players the option of having a rebuy or two(as advertised) at the table no matter the size of the stack. There will be an advertised period of the tournament of which will allow the rebuy(s) to take place. Generally these tournaments will also allow a re-entry.

- 17.1.** During a “re-buy” tournament, a player must always have chips on the table and must always be dealt a hand, as not to miss a hand due to a re-buy.
- 17.2.** If a player runs out of chips during the “re-buy” period, the player must “re-buy” or declare a “re-buy” before the start of the “new deal.”
- 17.3.** If a player announces the intent to “re-buy” before a “new deal” begins, that player is deemed to be playing with those chips, and is obligated to make the “re-buy.”
- 17.4.** If the player bets an amount to include chips from the intended “re-buy,” the player must present the funds before action can be completed.
- 17.5.** If the tournament has an add-on option, players may only add on during the period as prescribed by Management.
- 17.6.** Whenever a player busts in a re-entry tournament he or she can make a re-entry during the re-entry period. The management must communicate before the start of the tournament how long the re-entry period will be.
- 17.7.** Whenever a player does a re-entry the management will seat this player randomly.

(TDA RULE #26) RE-BUYS- Players may not miss a hand. If a player declares intent to rebuy before a hand, he is playing chips behind and must make the re-buy.



RULE 18: SEATING

18.1. Seat 1 will always be assigned to the seat immediately left of the dealer box and continue in a clockwise direction.

18.2. A non-player may NOT sit at the table or behind a player.

18.3. Tournament and satellite seats will be randomly assigned.

18.4. Management reserves the right to honour the request for a particular table and/or seat, to accommodate players with special needs.

This is included but not limited to the so-called "Family Rule".

The Family Rule:

Direct family members should be spread on different tables if possible to avoid having them playing on the same Table.

Family members can request this of Management or Staff, if this happens during the seat assignment, or after when breaking tables.

Management in its sole discretion can invoke the Family Rule, or grant a request to do so in the most appropriate manner, and in the best interests of fairness towards all players and the credibility of the event.

18.5. Players must present a copy of their tournament registration and/or a seating card, accompanied by a valid form of identification prior to taking their seat. (As requested by Venue's policy)

18.6. All players must immediately leave their seat after being eliminated from the tournament.

18.7. RANDOM CORRECT SEATING

A player who started the tournament in the wrong seat with the correct chip stack amount may be moved to the correct seat and will take his/her current total chip stack with him or her. This could also lead to a penalty.

18.8. Participants who start the tournament in the wrong seat in a Shootout or Heads-up event will be handled on a case-by-case basis.

18.9. Tournament staff reserves the right to relocate participants from their assigned seat to accommodate participants based on special needs, or to balance tables at the start of the tournament.

Tournament staff reserves the right to relocate direct family members from their assigned seat to Protect the integrity of the game. (Known as "**The Family Rule**").

This in order to avoid any questions that may arise when direct family members play on the same table, when more tables are available to spread them on.

Direct family members can be requested to be re-assigned to different tables by Management, the Tournament Director, other players, or direct family members themselves.

Management can avoid direct family members being seated at the same table at the time of the random seat assignment by redrawing direct family members.

(TDA RULE #6) RANDOM CORRECT SEATING- Tournament and satellite seats will be randomly assigned. A player who started the tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take his current total chip stack with him.

(TDA RULE #8) SPECIAL NEEDS - Accommodations for players with special physical needs will be made when possible.



RULE 19: AT YOUR SEAT

- 19.1.** “AT” your seat is defined as being within reach or touch of your chair. (In case of doubt, Management’s decision is final.)
- 19.2.** “IN” your seat is defined as being seated in your chair, with the exception of allowing a player to temporarily stand up.
- 19.3.** A player must be “AT” his or her seat when the dealer delivers the first card off the deck in order to have a live hand.
A player must be “IN” their seat by the time the last card is dealt, which completes the initial deal. (When the last card is dealt to the player with the 'dealer button,' it defines the completion of the initial deal.)
A player NOT “IN” their seat will have a “dead hand.”
- In Board playing / Flop games, a player must be “AT” their seat when the dealer delivers the first card off the deck in order to have a live hand.
 - In Seven-card and Razz type games, a player must be “IN” their seat by the time the last player receives their final UP card, which defines the completion of the initial deal.
 - Dealers are instructed to muck the hands of players not 'IN' or 'AT' his or her seat immediately after the final card is dealt to the button, or in Stud Games, the final up card is dealt on third street.
- 19.4.** Players must be “AT” their seats to call time.
- 19.5.** A player must remain “IN” his./her seat until their action has been completed.
A player LEAVING their seat before completing their action will be considered to have intentionally folded out of turn and will receive a penalty.
Dealers will be responsible to notify a *Floor Person* and/or *the Tournament Director* of any player with a live hand who intentionally leaves their seat prior to completing their action.
Repeated infractions are subject to escalating penalties.
- 19.6.** Players who have completed their action and are awaiting an opponent(s) action will not have to remain “IN” their seat, but must remain “AT” the table. (Venue's policy will apply in situations, which involve filming, televised events or other exceptions.) A player must be “AT” their seat by “call” time, in order to turn their hand “face up.”

(TDA RULE #29) AT YOUR SEAT- A Player must be at his seat when the first card is dealt on the initial deal or he will have a dead hand.

A player not then at his seat is dealt in, he may not look at his cards, and the hand is immediately killed after the initial deal.

His blinds and antes are posted and if dealt the bring-in card in a stud-type game he will post the bring-in.*

A player must be at his seat to call time.

“At your seat” means within reach of your chair. This rule is not intended to condone players being out of their seats while involved in a hand.

*[*Note: In stud, house rules may require additional card(s) be dealt to the killed hand in certain situations.]*

RULE 20: SEAT CARDS

- 20.1.** “Seat cards” will be randomly assigned.
- 20.2.** The Tournament Director reserves the right to issue a player a “seat card” in the event they need to “balance tables,” “break tables,” or “redraw seats.”
- 20.3.** When a player is eliminated, the dealer is responsible to place the “seat card” on the table and notify a Floor Person or the Tournament Director, in a timely manner.
- 20.4.** The management can decide to make a redraw, only for seats that block the “family rule”.



RULE 21: MOVING TABLES

- 21.1.** Players are to go immediately to the new table they are assigned to.
- 21.2.** Players going from a broken table to fill in seats assume the rights and responsibilities of that position.
- 21.3.** Players may be placed in the big blind, the small blind, or the dealer button position.
The only place the newly moved player will not get a hand is if he/she is assigned to sit between the small blind and the “*dealer button*.”
- 21.4.** Players may not hold or transport tournament chips in any manner that takes them out of plain view.
Tournament chips should never be transported without Management’s supervision.
- 21.5.** Players delaying or avoiding their move to the new table/seat assignment will incur a penalty, as it will be considered “*dodging blinds*.”
- 21.6.** The breaking order of tables for an event will be posted by Management in a location accessible to all players after the close of registration, and within a reasonable timeframe. The management has the right to change the breaking order for special contingencies.
- 21.7.** The table to which a participant is moved to will be specified by a predetermined procedure.
- 21.8.** Management reserves the right to alter the breaking order due to unusual circumstances.

RULE 22: RE-DRAWING OF SEATS

- 22.1.** The Tournament Director reserves the right to “*re-draw seats*” by issuing randomly assigned “*seat cards*.”
- 22.2.** Redraws in single day events will only take place when they arrive at the point of the final two tables and Final. The Redraw will be performed by the Tournament Director assigning seats to clockwise of the dealer after he shuffled the seating cards.
- 22.3.** Redraws in multiday events will take place overnight and when they arrive at the point of last two tables and the Final Table. Overnight and Final Table Redraws will be performed by the Tournament Director. Knowledge of overnight redraws will be made available at the earliest opportunity.

RULE 23: BREAKING TABLES

- 23.1.** Players going from a broken table, to fill in seats, assume the rights and responsibilities of their new position on their new table: (button, small blind, big blind.)
- 23.2.** New players are dealt in immediately unless they are seated between the small blind and the “*dealer button*.”
They can be seated in the big blind, the small blind, or the “*dealer button*” position.
The only place they cannot get a hand is between the small blind and the dealer button.
- 23.3.** The breaking order for any tournament will be made available to all players when registration for that tournament is closed.
- 23.4.** Management reserves the right to alter the breaking order.
- 23.5.** Tables will be broken by single randomization.
The floorman/tournament director will shuffle the seating cards and deal the seating cards starting in Seat 1 in a clockwise direction.
- 23.6.** Players are responsible for going directly to their new seats. A player who violates this rule will receive a penalty. Disqualification is possible for this violation.

(TDA RULE #9) BREAKING TABLES - Players from a broken table will be assigned new tables and seats by a 2-step random process.

They can get any seat including a blind or button and be dealt in except between the small blind and button.

See Illustration Addendum.

Rule 9: Breaking Tables, 2-Step Random Process.



*A 2-step random or “double-blind” process assures that there is no favoritism in distributing new seat assignments. An example of one such process: 1) show players at the breaking table the new seat cards then scramble the cards face down and form a stack;
2) the dealer then deals one playing card face up to each player.*

The seat cards are then dealt out with the first seat card going to the player with the highest playing card by suit showing.

RULE 24: BALANCING TABLES

24.1. The Tournament Director reserves the right to determine the number of players at each table in order to keep the tables reasonably balanced.

24.2. Players will be transferred / moved as needed.

- In Board playing / Flop games, the player who is next to post the big blind will be moved to the short handed table.
The player will be placed in the big blind position or, if not available, the WORST possible position available at the new table. The worst possible position is defined as the position closest to posting the big blind, which will never be the small blind.
- In Stud games, players will be moved by position; the last seat to open up at the short table is the seat to be filled.

24.3. Play will halt on any table that is 3 or more players short.

24.4. In certain situations, when the tournament is to be balanced to within 1 player, tables not balanced must halt play until the unbalanced table has been re-balanced.

24.5. In fields greater than 20 tables, participants will be moved from the next numerical table at full capacity to the short table.

Once a tournament is below 20 tables, participants will be moved from the next table in the breaking order that is at full capacity to the short table.

Participants moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 24.1 by breaking tables.

24.6. In flop and mixed events when balancing tables, the participant who will be the big blind next will be moved from the big blind to the worst position, including taking a single big blind.

Worst position is never the small blind.

In stud only events, participants will be moved by position (the last seat to open up at the short table is the seat to be filled).

24.7. In mixed events (i.e. HORSE), when the game shifts from Hold'em to Stud, after the last Hold'em hand the button is moved exactly to the position it would be if the next hand was Hold'em and then frozen there during the Stud round.

The participant moved during Stud is the participant who is the big blind if the game is Hold'em for that hand.

When Hold'em resumes, the button for the first hand will be at the position where it was frozen.

(TDA RULE #10) BALANCING TABLES-

A: To balance tables In flop and mixed games, the player who will be big blind next is moved to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice.

Worst position is never the small blind.

In stud-only events, players will be moved by position, (the last seat to open at the short table is the seat filled).

B: In mixed games (ex: HORSE), when the game shifts from hold'em to stud, after the last hold'em hand the button is moved exactly to the position it would be if the next hand was hold'em and then is frozen there during the stud round.

The player moved during stud is the player who would be the big blind if the game was hold'em for that hand.

When hold'em resumes the button for the first hand will be at the position where it was frozen.

C: The table from which a player is moved will be specified by a predetermined procedure.

D: In full-table events, play will halt on a table 3 or more players short of the table with the most players.

Play will halt on other game formats (ex:6-handed and turbos) at TDs discretion.

Not halting play is not a cause for a misdeal and TDs may elect not to halt play at their discretion.

As the event progresses, when manageable & appropriate for the type of game, at TDs discretion tables will be more tightly balanced.



RULE 25: CARDS

- 25.1.** A deck of 52 cards will be used in tournament play.
If any marked or damaged cards are discovered, the complete deck must be changed, and Management must be informed immediately.
- 25.2.** A tournament table will have 2 card decks available at all times. Those card decks will have different colored backs and will be changed on the dealer push, level change, or as prescribed by Management.'
- 25.3.** The international suit ranking from highest to lowest: Spades, Hearts, Diamonds, and Clubs

RULE 26: DEALING

- 26.1.** Cards will be dealt in a clockwise direction, left to right, with the first card going to the first player directly left of the dealer button position.
- 26.2.** All chip stacks at the table will be dealt a hand, regardless if a player is seated.
- 26.3.** A "new deal" is defined as the first riffle made by the dealer or when the dealer's cut is made after removing the cards from an automated shuffle machine.
- 26.4.** In the event of a dealerpush and a new hand, the hand starts when a new dealer takes place in his or her seat.

(TDA RULE #22) New Hand & New Limits – A new level will not be announced until the clock reaches zero. The new level applies to the next hand. A hand begins on the first riffle, push of the shuffler button, or on the dealer push.

RULE 27: DECK CHANGES

- 27.1.** "Deck changes" will or can occur on the dealer push, level change, or as prescribed by Management.
- 27.2.** Dealers will spread the deck to ensure that the card deck is complete and correct when changing decks.
- 27.3.** Players may not ask for "deck changes" unless cards are damaged, incomplete, or fouled in anyway.

(TDA RULE #25) DECK CHANGES- Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.

RULE 28: FOULED DECK

- 28.1.** If at any time during a hand, a card deck is found to have too few or too many cards, a different color back or two cards of the same suit and rank, it will be deemed a "fouled deck" and the hand will be declared a "misdeal."
All bets will be returned to players, and all previous action in that hand deemed invalid.
- 28.2.** Any player knowing or noticing, that the deck is defective, has an obligation to immediately bring this to the attention of the dealer.
A player using this information in an unfair way will be subject to a penalty or disqualification.
The dealer must report this immediately to Management.
- 28.3.** Players intentionally producing a "fouled deck" will be disqualified from the tournament.
- 28.4.** Players should be careful not to bend the cards in order to avoid marking them with their nails (or in any other way)unintentionally.
- 28.5.** Should a hand commence only for the dealer to then realize that there were not 52 cards in the deck at the point of shuffle, the hand will be void no matter how much action has taken place.



RULE 29: CARDS VISIBLE

- 29.1.** Players must keep their cards on the table and in full view at all times, above table-level and never past the edge or rail of the table.
- 29.2.** Cards should not be covered by a player's hand in a manner that completely conceals them. Players doing so may forfeit any right to action, and may be penalized, including the possibility of having their hand declared dead.
- 29.3.** Players may be permitted to use a card protector object (card cap), as long as it does not interfere with the visibility of anyone's cards or chip stack at the table. Management reserves the right to dictate the size and object appropriate for use as a card protector.
- 29.4.** There will be no foreign objects on the table except for a maximum of one card protector/card cap. This includes foreign gaming chips. Electronic Devices are also not permitted to be placed on the table or on the rail. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.

(TDA RULE #24) Cards and Chips Kept Visible, Countable and manageable. Discretionary color-ups. A: Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks.

The TDA recommends clean stacks in multiples of 20 as a standard.

Players must keep higher denomination chips visible and identifiable at all times.

B: TDs will control the number and denomination of chips in play and may color up at their discretion.

Discretionary color ups are to be announced.

C: Players with live hands must keep their cards in plain view at all times.

RULE 30: UNPROTECTED CARDS

- 30.1.** A player is responsible to protect their cards at all times. A protected hand is defined as a hand sitting on the table surface with a card cap placed on the top of the hand or when the cards are totally behind the betting line in the safe zone. When the cards are not totally behind the betting line with or without a card cap, the player takes the risk that the dealer could fold his cards in the muck. In this situation the hand is folded. If a dealer accidentally kills a "protected hand", the Floor Staff should be notified immediately, and it will be dealt with on a case-by-case basis.
- 30.2.** If a dealer accidentally kills "unprotected cards," a player will have no redress and will NOT be entitled to a refund of bets. However, if that player had raised and the raise had not yet been called, the raise will be returned to that player. On occasion, a Floor Person or the Tournament Director, at their sole discretion, may rule that unusual circumstances may have occurred and the ruling may dictate a decision in the interest of fairness and will take priority over the technical rule.

(TDA RULE #60) ACCIDENTALLY KILLED/FOULED HANDS – A player must protect his hand at all times, including at showdown while waiting for the hand to be read.

If the dealer kills a hand by mistake or if in TDs judgement a hand is fouled and cannot be identified to 100% certainty, the player has no redress and is not entitled to a refund of called bets.

If the player initiated a bet or raise and hasn't been called, the uncalled amount will be returned to him.

If a hand is fouled but can be identified, it remains in play despite cards exposed in the process.



RULE 31: RABBIT HUNTING

- 31.1.** “*Rabbit hunting*” is defined as looking through the discards or card deck after a hand is completed.
- 31.2.** Dealers are not permitted to show cards that have not been dealt and players should not ask the dealers to show the card(s) that would have been dealt.
- 31.3.** “*Rabbit hunting*” is not allowed; any player found “*rabbit hunting*” will incur a penalty.
- 31.4.** A player is not allowed to ask for “*rabbit hunting*”. If he/she does, the dealer needs to bring this to the attention of the Tournament Director.

(TDA RULE #28) RABBIT HUNTING- Rabbit hunting or revealing cards that would have come if the hand had not ended is not allowed..

RULE 32: CHIPS

- 32.1.** Non-value chips are used for tournament play and may NOT be removed from the tournament area.
- 32.2.** Tournament chips are solely used to determine the outcome of the tournament.
- 32.3.** All chips must be clearly visible at all times during the tournament.
- 32.4.** Chips should not be stacked in a manner that interferes with the dealing or the visibility of any player’s cards.
- 32.5.** Participants found to be transferring chips from one event to another, or from one participant to another, will be subject to disqualification in accordance with the International Poker Rules.
- 32.6.** Any unintended violation will not be penalized in the same manner as any intended violation, but the appropriate penalties will be Management’s decision, and they are binding.
- 32.7.** Chips should be stacked in a manner that shows their estimated value transparently. International Poker Rules advised to make stacks of 10 or 20 to give each player and dealer a clean view on each stack on the table to keep the game moving smooth.

TDA RULE #24) Cards and Chips Kept Visible, Countable and manageable. Discretionary color-ups. A: Players are entitled to a reasonable estimation of an opponent’s chip count; thus chips should be kept in countable stacks.

The TDA recommends clean stacks in multiples of 20 as a standard.

Players must keep higher denomination chips visible and identifiable at all times.

B: TDs will control the number and denomination of chips in play and may color up at their discretion.

Discretionary color ups are to be announced.

C: Players with live hands must keep their cards in plain view at all times.

(TDA RULE #55) Count of Opponent’s Chips Stack.

Players are entitled to a reasonable estimation of opponents’ chip stacks (Rule 24).

A player may only request a more precise count if the action is on him and he faces an all-in bet.

The all-in player is not required to count; on request the dealer or floor will count it.

Accepted action applies (See Rule 49).

The visible and countable chipstack rule (Rule 24) greatly helps accuracy in counting.

RULE 33: STARTING CHIPS

- 33.1.** At the start of the tournament, the appropriate amount of “*starting chips*” will be placed at each seat.
- 33.2.** At close of registration, any unsold seat’s “*starting chip stack*” will be removed and chips will be taken out of play.
- 33.3.** Late registering players will receive a full starting stack.



RULE 34: CHIPS VISIBLE

- 34.1.** All chips must be clearly visible at all times during the tournament. The International Poker Rules advised to make stacks of 10 or 20 to give each player and dealer a clean view at each stack on the table to keep the game moving smooth.
- 34.2.** Players may not hold or transport tournament chips in any manner that takes them out of plain view. A player, who does so, may be subject to disqualification. The forfeited chips will be taken out of play. (Management's decision is final.)
- 34.3.** Players must keep their higher denomination chips in a separate stack, either in front or on top of their chip stack.
- 34.4.** All players are entitled to a clear view of an opponent's chips.

(TDA RULE #21) CHIP STACKS KEPT VISIBLE & COUNTABLE- Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. The TDA recommends clean stacks in multiples of 20 as a standard. Players must keep their higher denomination chips visible and identifiable at all times. Tournament directors will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced.

(TDA RULE #47) CHIPS IN TRANSIT- Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.

RULE 35: COLOR UP

- 35.1.** When the lowest denomination of chip will no longer be used in the blind or ante structure, they will be removed from the tournament.
- 35.2.** All lower-denomination chips will be exchanged or "colored up" for chips of the next lowest denomination that will be used in play.
- 35.3.** The "tournament staff" will announce the "color up" process. The "color up" will be done on all tables, and only at the time as prescribed on the tournament structure sheet.
- 35.4.** The "color up" process will begin at the end of a level, prior to the new level. Players are to present their lower denomination chips to the dealer for exchange.
- 35.5.** Any remaining "odd chip" will be entered into the "chip race."
- 35.6.** Players are encouraged to witness the entire "color up" process.
- 35.7.** Management may request players for earlier color up support in order to speed up the flow of the event, and to keep the chip count clearer and more transparent to all participants.

(TDA RULE #23) Chip Race, scheduled Color Ups.

A: At scheduled color-ups, chips will be raced off starting in seat 1, with a maximum of one chip awarded to a player. Players can't be raced out of play: a player losing his last chip(s) in a race will get 1 chip of the lowest denomination still in play.

B: Players must have their chips fully visible and are encouraged to witness the chip race.

C: If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value.

Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.

RULE 36: CHIP RACE

- 36.1.** A "chip race" or "chip-race-off" is defined as removal of a denomination of chips that will be no longer in use at the next level of the event in progress.
- 36.2.** A "chip race" will occur after each "color up" process.
- 36.3.** When it is time to "color up" the chips, they will be raced off with a maximum of one chip going to the participant showing the highest card. The total of odd chips on the table will depend how many next denomination chips will be rewarded to players with high cards. The total denomination chips



on the table will always be rounded up towards the player favour. (For example: 325 will be 4 one hundred chips). In case there is only one player with a 25 chip, he is rewarded a one hundred chip. Cards will be dealt in a clockwise direction, starting in the Seat 1.

A player will receive all his/her cards before any cards are dealt to the next player.

A player will receive one card face up, for each "odd chip" in their possession.

A chip will be awarded to the player based on their single highest card.

36.4. If players receive a card of identical value, "suit ranking" will apply.

36.5. A player cannot win more than one chip during the "chip race."

36.6. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a "chip race" will be given one chip of the lowest denomination chips still in play.

36.7. Players are encouraged to witness the "chip race."

36.8. Participants found to have lower denomination chips still remaining in their stack after the race-off will forfeit those chips.

(TDA RULE #23) CHIP RACE- A: At scheduled color-ups, chips will be raced off starting in seat 1, with a maximum of one chip awarded to a player.

Players can't be raced out of play: a player losing his last chip(s) in a race will get 1 chip of the lowest denomination still in play.

B: Players must have their chips fully visible and are encouraged to witness the chip race.

C: If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value.

Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.

RULE 37: DEALER BUTTON

37.1. A "dealer button" will be used in all board playing /flop games.

37.2. A "dealer button" is a round disk placed in front of the player to indicate the position of the dealer.

37.3. The "dealer button" will move in a clockwise direction at the end of a hand to the next player.

37.4. In certain situations, the dealer button" will be deemed a "dead button."

37.5. It is the responsibility of each player, along with the dealer, to ensure that the dealer button is in the correct position.

37.6. In Board playing / Flop games, the player with the "dealer button" is last to receive a card on the initial deal and has the right of last action after the first round of betting.

37.7. The dealer button will start all tournaments in seat 1.

37.8. In case a player is not drawn in seat 1 at the start of the tournament the button will be moved backwards one position to keep the blinds in the same position.

RULE 38: DEAD BUTTON

38.1. Tournament play will use a "dead button."

38.2. A "dead button" is defined as a "dealer button" that cannot be advanced due to elimination of a player.

38.3. A "dead button" will occur when a new player is seated between the small blind and the "dealer button", or when the dealer button is moved in front of an empty seat.

38.4. When a "dead button" situation is present, the "dealer button" will be moved in such a way as to allow the maximum number of players to be dealt in, provided that the existing player is still able to post a full set of blinds, prior to receiving the dealer button.

(TDA RULE #31) DEAD BUTTON- Tournament play will use a "dead button."



RULE 39: BUTTON IN HEADS UP

39.1. When heads-up, the small blind will be in the “dealer button” position and the first to act before the flop.

After the flop the first to act is the original big blind player.

In heads up play the last card will always be dealt to the button player.

39.2. When beginning heads-up play the “dealer button” may need to be adjusted to ensure that no player takes the big blind twice in a row.

(TDA RULE #33) BUTTON IN HEADS UP- In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button.

When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row..

RULE 40: MISPLACED BUTTON

40.1. In board playing /flop games, if a button has been moved twice in a clockwise direction, and substantial action has taken place the hand will be played out to completion. Following the hand the button will move back one position and then after the next hand it will move forward 2 positions so that all players have played the required positions on the orbit. If the blinds increase in the meantime, the new blinds will be adhered to.

40.2. If a button has not been moved but the hand has begun with sufficient action taking place, the hand will be played to completion. Following the hand the button will continue to move clockwise around the table.

RULE 41: BLINDS & ANTES

41.1. “Blinds” should be posted before the start of a “new deal” and before the players look at their cards. (Dealers should encourage players to place their blinds in time to avoid misunderstandings.)

41.2. “Blinds” will be taken in turn from all chip stacks regardless if the player is seated.

In Board playing / Flop games that require two blinds, the small blind will be immediately left of the “dealer button” and the big blind will be 2 positions left of the “dealer button.”

In games that require an “Ante,” the Ante will be posted by the low or high card according to suit.

If a player is not seated, he/she will maintain their obligation for the Ante.

41.3. Tournament Staff has the option to use ‘button antes’ in their tournament structure to speed up the game and to minimize the amount of small chips at the tables.

Size of button ante:

9 or 10 max play:

When 7-9 handed, the button ante is equal to the size of the Big Blind.

When 3-6 handed, the button ante is equal to the size of the Small Blind.

8 max play:

When 6-8 handed, the button ante is equal to the size of the Big Blind.

When 3-5 handed, the button ante is equal to the size of the Small Blind.

6 max play:

The button ante is equal to the size of the Small Blind.

When play reaches Heads Up, there is no Ante.

In case the Small Blind position busts out the tournament there will be a dead button. In this case there will be no button Ante during the hand.



RULE 42: DODGING BLINDS

- 42.1.** A player must go directly to their new seating assignment to ensure he/she does not miss a hand.
- 42.2.** When moving from a seat, a player who intentionally delays taking their new seat to avoid their blind(s) or antes will be penalized.
- 42.3.** Management reserves the right to impose penalties according to the severity of the situation, and in the interests of fairness for all participants. See Rule 1.1

(TDA RULE #32) DODGING BLINDS- Players who intentionally dodge any blind when moving from a broken table will incur a penalty.

RULE 43: NEW LIMITS

- 43.1.** "Tournament staff" will announce the level change and "new limits," once time has expired.
- 43.2.** Players are obligated to notify the "tournament staff" if level changes and/or "new limits" have started.
- 43.3.** The "new limits" will apply to the next hand, on the "new deal," after the announcement is made
- 43.4.** A "new deal" is defined as the first riffle made by the dealer or when the dealer's cut is made after removing the cards from an automated shuffle machine. In case of a "dealerpush" the new deals begins when a new dealer takes place in his or her seat.

*(TDA RULE #22) NEW HAND & NEW LIMITS- A new level will not be announced until the clock reaches zero. The new level applies to the next hand.
A hand begins on the first riffle, push of the shuffler button, or on the dealer push.*

RULE 44: HAND FOR HAND

- 44.1.** Approaching the point at which prize money will be distributed ("The Money Bubble"), the Tournament Director will reserve the right to dictate "hand for hand" action during a tournament. This will continue until enough players have been eliminated to reach the prize money stage of the tournament.
- 44.2.** When "hand for hand" action is announced, all "electronic devices" may NO longer be used and must be removed.
- 44.3.** During "hand for hand" play, all tables will begin the "new deal" at the same time. When all players at a table have completed their hand, all play will halt. Dealers will not begin a "new deal" until instructed.
 - Called All-in – During hand for hand play, when a Dealer has a called 'All-in' at their table, they are instructed to freeze all action remaining at that table, including asking the players to not reveal their hands.
 - This 'All-in' table will wait to finish its hand until all other tables remaining in the tournament have completed that specific hand. At that point, Floor staff will attend the All-in table and instruct them when to complete the hand.
- 44.4.** During "hand for hand" play, the Tournament Director reserves the right to control street for street action.
- 44.5.** During "hand for hand" action, when players seated at different tables are eliminated on the same hand, all eliminated players will share the same finishing place. Players will evenly share the finishing place and payout. When one or more players at the same table are eliminated on the same hand, the player with the lower chip count will be considered to be eliminated first.



RULE 45: PAYOUT LEVEL

- 45.1.** Prior to the “*payout level*,” “*hand for hand*” action will be in play.
- 45.2.** Once players have reached the “*hand for hand play*,” all “*electronic devices*” may NO longer be used and must be removed.
- 45.3.** Players eliminated must immediately proceed as instructed, to ensure proper finishing place and payout.
- 45.4.** Once the “*payout level*,” is reached, if players seated at different tables are eliminated on the same hand, all eliminated players will share the same finishing place.
Players will evenly share the finishing place and payout.
When one or more players at the same table are eliminated on the same hand, the player with the lower chip count is considered to be eliminated first.
- 45.5.** Players are responsible for the filing and payment of any and all taxes associated with tournament winnings according to their personal obligations.
- 45.6.** Prizes are non-transferable. A player will not receive a payout without proper “*valid identification*” and verification of tournament registration.
- 45.7.** The Tournament Director is responsible for making the payout structure readily available to all players, announcing the prize pool and payout schedule in a timely manner. See Guideline 1.a)

RULE 46: FINAL TABLE

- 46.1.** A “*final table*” will be created as predetermined by the Tournament Director.
- 46.2.** When a “*final table*” is created, all remaining players must “*redraw*” for seats.
In Board playing / Flop games, The dealer button will always start at seat 1.
- 46.3.** In flop games, the final table will consist the same number of players as the tournament is played with exceptions on management decisions are always final.
In six-handed games, the final table will consist of 7 players.
In eight-handed games, the final table consist of 9 players.
In stud games, the final table will consist of 9 players.
In a seven-handed event (i.e. 2-7 draw lowball) the final table will consist of 8 players.

(TDA RULE #11) NUMBER OF PLAYERS AT THE FINAL TABLE - Final tables will have the number of players at a full table for the event, plus one more player. (ex: 9-handed events seat 10 at the final table, 8-handed stud seats 9, 6-handed seats 7, etc.).

*No final table should seat more than 10.
This rule does not apply to heads-up events.*

RULE 47: BETTING LINE

- 47.1.** A “*betting line*” is defined as the line that shows players and dealers very clearly the working space of the dealer and the personal space of the player.
Dealers have the inside of the betting line known as the field to work with, and no player is allowed to interfere in that space.
The dealer will collect Antes, bets, place the board cards (flop-turn-river), as well as the mucked cards pile.
The dealer will control all action inside the betting line at all times.
- 47.2.** For a bet to stand without verbal declaration, chips must cross the betting line in one motion and touch the surface.
- 47.3.** Should a player facing a bet pick up his stack and forward motion across the line and drop an amount of chips not amounting to the whole amount in the hand, only the chip(s) dropped in one motion will stand whether it be a calling or raising amount. In case the dealer feels the player is doing this to gain knowledge the floor must be called, etiquette warnings/penalties could be awarded in such cases.



- 47.4.** If an amount of chips cross the line and touch the surface as a whole, the whole amount must stand even if the intention was to cut off a bet and take some back.
- 47.5.** In the event a player makes a forward motion with chips (off the felt) across the line and not complete his action by releasing, the floor staff will consider penalizing the player with etiquette penalties for abusing the rule to pick up additional knowledge.
- 47.6.** Cards released in a forward motion, inside and over the “*betting line*” face down will be considered a “*folded hand*,” unless the player is in a “*showdown*” situation with an “*all in*” player. Then these cards should be tabled. This is NOT optional.
- 47.7.** Cards placed outside the “*betting line*,” in the “*safe zone*,” will be considered a live hand. When a player is seated, the dealer will not take cards from outside the “*betting line*.”(Named the “*safe zone*”)
- 47.8.** A “*betting line*” is considered a courtesy line and provides a defined area of action. Management is strongly encouraged to use betting line rules on events that have betting lines on their tables.
- 47.9.** Management is obligated to provide ALL tables with a betting line, in order to meet the standards required by International Poker Rules and of events run with I P Rules. Management should avoid using a mix of tables with and without betting lines. Consistency is the objective, creating an environment of fairness for ALL players.

(TDA RULE #14) LIVE CARDS AT SHOWDOWN - Discarding non-tabled cards face down does not automatically kill them; a player may change his mind and table his cards if they remain 100% identifiable. Cards are killed by the dealer when pushed into the muck.

RULE 48: SAFE ZONE

- 48.1.** The surface area of a table outside the “*betting line*” is considered the “*safe zone*.”
- 48.2.** Cards and chips placed in the “*safe zone*” are to be a player’s personal responsibility.
- 48.3.** Dealers will NOT take cards from the “*safe zone*” when a player is involved in a hand or present at the table.
- 48.4.** Dealers should not count any chips in the “*safe zone*”, unless the chips are part of a current bet.
- 48.5.** Players are not allowed to touch cards or chips placed in other players’ safe zones, and if requested by a player the dealer will ask permission from the player to do so first. Players may reject this request. In the event that a player repeatedly slows down the game the player could receive an etiquette penalty.
- 48.6.** A player’s safe zone is designated as the space directly in front of him/her on the table. This is the area a player should place his/her cards and chips.
- 48.7.** Management should provide enough seating space for each player within the dynamics of the event, with a maximum seating of 10 players at each table for any International event

RULE 49: VERBAL or PHYSICAL DECLARATION OF ACTION

- 49.1.** A “*declaration of action*” may be an obvious physical motion or verbal statement: a *fold, check, bet, call, raise, re-raise* or “*all-in*.”
- 49.2.** Players are strongly encouraged to verbally declare their action IN TURN.
- 49.3.** A player is responsible for clearly stating their action in turn, and must act in turn. Verbal declarations must be clearly announced in turn, and will be binding. Chips placed in the pot in turn must stay in the pot.
- 49.4.** A “*declaration of action*” IN TURN will be binding; the player will be forced to take the declared action.
A “*declaration of action*” OUT OF TURN will only be binding if the action to that player has not changed. An action out of turn can be verbal or it can be that the player puts his chips over the betting line.
A *check, call, or fold* is not considered action changing.



A player intentionally acting out of turn will receive a penalty.

The penalty may be waived if the dealer misled the player, if the interim player had his/her chips concealed appearing to be “all-in”, or if the interim player had their cards concealed appearing not to have a live hand.

49.5. Players are strongly encouraged to use the OFFICIAL TERMINOLOGY OF TOURNAMENT POKER: Official terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, pot (in Pot limit only), and complete. Regional terms may also meet this standard.

49.6. The use of non-standard language is at a player’s own risk because it may result in a ruling other than what the player intended. It is the responsibility of players to make their intentions clear to the dealer at all times before their actual physical action.

(TDA RULE #33: Official Terminology of Tournament Poker

Official betting terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, complete, and pot (pot-limit only).

Regional terms may also meet this test.

Also, players must use gestures with caution when facing action; tapping the table is a check.

It is the responsibility of players to make their intentions clear: using non-standard terms or gestures is at player’s risk and may result in a ruling other than what the player intended.

See also Rules 2 & 42.

(TDA RULE #37: Methods of Betting: Verbal and Chips

A: Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play.

B: Verbal declarations may be general (“call”, “raise”), a specific amount only (“one thousand”) or both (“raise, one thousand”).

C: For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring “two hundred” is the same as silently pushing out 200 in chips.

38: Acting in Turn

A: Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits chips to the pot that stay in the pot.

B: Players must wait for clear bet amounts before acting. Ex: NLHE, A says “raise” (but no amount), and B quickly folds. B should wait to act until A’s raise amount is clear.

39: Binding Declarations / Undercalls in Turn

A: General verbal declarations in turn (such as “Call” or “Raise”) commit a player to the full current action. See Illustration Addendum.

B: A player undercalls by declaring or pushing out less than the call amount without first declaring “call”.

An undercall is a mandatory full call if made in turn facing 1) any bet heads-up or 2) the opening bet on any round multi-way. In other situations, TD’s discretion applies.

The posted BB is the opening first round bet in blind games.

All-in buttons greatly reduce undercall frequency (See Recommended Procedure 1).

This rule addresses when a player must make a full call and when, at TDs discretion, he may forfeit the underbet and fold.

(TDA RULE #40: Action Out of Turn (OOT)

A: Any action out of turn (check, call, or raise) is subject to penalty and is binding if action to the OOT player does not change.

A check, call or fold by the rightful player does not change action.

If action changes, the OOT action is not binding; any bet or raise is returned to the OOT player who has all options including: calling, raising, or folding. An OOT fold is binding.

B: A player skipped by OOT action must defend his right to act.

If there is reasonable time and the skipped player does not speak up before substantial action (Rule 35) OOT occurs to his left, the OOT action is binding.

The floor will rule on how to treat the skipped hand. See Illustration Addendum.

Rule 40-B: Substantial Action Out of Turn (OOT).

A player skipped by OOT action must defend his right to act.



If there is reasonable time and the skipped player has not spoken up by the time substantial action (see Rule 35) OOT occurs to his left, the OOT action is binding.

The floor will be called to render a decision on how to treat the skipped hand.

RULE 50: CHECKING

- 50.1.** A “*check*” must be a clearly stated verbal declaration or an obvious physical movement in turn. A player wishing to “*check*” their option to bet should clearly announce “*check*” or visibly tap the table with an empty hand or fist.
“*Checking*” OUT OF TURN may be binding and will be binding if the action to that player has not changed.
A player intentionally *checking* out of turn will receive a penalty.
- 50.2.** A player *checking* their action waives their right to initiate the betting round, but retains the right to “*call*,” “*raise*,” “*re-raise*,” or “*fold*,” if another player initiates the betting.
- 50.3.** A “*check*” is not considered action changing.
- 50.4.** A check-raise will be allowed.
- 50.5.** Any player intentionally misleading their intention to “*check*,” by placing chips in his/her hand prior to checking, may be obligated to commit those chips to the pot and may incur a penalty.
- 50.6.** In certain situations, a player with the last right of action that “*checks*” an undisputable winning hand, “*the nuts*,” will face the possibility of being penalized and may be found guilty of soft playing; that may result in “*disqualification*.”

RULE 51: CALLING

- 51.1.** It is a player’s responsibility to clearly announce his or her intention to “*call*” before moving any chips into the pot.
- 51.2.** A call is not valid until the chips are actually released, unless the player has made a “*verbal or physical declaration of action*” to do so.
Calling IN TURN, any chips pushed over the “*betting line*” and/or released into the pot will be considered a valid bet.
If a player is unaware that a raise has been made and has released the incorrect amount of chips into the pot, that player must either: “*fold*” and forfeit the released chips or add the additional amount required to complete the action of calling the actual current bet amount.
Calling OUT OF TURN may be binding, and will be binding if the action to that player has not changed.
A *check*, *call*, or *fold* is considered action not changing.
Any chips over the “*betting line*” or verbally committed will remain in the pot.
A player intentionally calling a bet out of turn will receive a penalty.
- 51.3.** If a player uses a single “*oversized chip*” without verbally declaring the exact amount of their bet, it will be considered a call.
- 51.4.** Dealers should always announce all bet amounts unless they are all-in bets, announcing the betting amounts speeds up the game, also the players deserve to know what the bet is without having to ask every time.
- 51.5.** Players are responsible to visually verify the amount of the bet. If a situation arises where a wrong bet amount is announced, the calling player will be obligated to correct the amount of the bet.

(TDA RULE #41) METHODS OF CALLING - Standard and acceptable forms of calling include:

A) saying “call”;

B) pushing out chips equal to a call;

C) silently pushing out an overchip; or

D) silently pushing out multiple chips equal to a call under the multi-chip rule (Rule 46).

Silently betting chip(s) relatively tiny to the bet (ex: blinds 2k-4k. A bets 50k, B then silently puts out one 1k chip) is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TDs discretion, including being ruled a full call.



RULE 52: ACTION PENDING

- 52.1.** It is the player's responsibility to protect their hand while awaiting an opponent's pending action, or during the hand in motion.
- 52.2.** A player must remain *in* their seat until their action in the hand has been fully completed.
A player should wait for the completion of the hand before leaving his/her seat if they are still in the hand.
On occasion, special circumstances may allow players to move away from their seats (i.e. poker shows, televised events etc...).
- 52.3.** Any player with a live hand that can still act must remain *at* the table while awaiting an opponent's pending action.
- 52.4.** Any player still in the game is expected to stay at the table during play in action at all times; any player who disrespects this rule will be subject to an official warning, with the potential for escalating penalties to be imposed for repeat offences.

*(TDA RULE #30) AT THE TABLE WITH ACTION PENDING - 30: At the Table with Action Pending
Players with live hands (including players all-in or otherwise finished betting) must remain at the table until the showdown concludes. Leaving the table is incompatible with protecting your hand and following the action, and is subject to penalty.*

RULE 53: SHOT CLOCK

- 53.1** To speed up the game, tournament organization is able to use the 'Shot Clock' rule. The Shot Clock rule gives players a maximum amount of seconds per decision they have. This is enforced by dealers who can track the time, based on the tournament clock or other technology provided. Each player gets a predetermined amount of 'time extension cards or chips' at the start of the tournament. Whenever a player needs more time than for a decision he can use the 'time extension card'. This time extension card add a certain amount of time to the action of the player.
- 53.2** Dealers will provide a 10 second warning and a 5 second countdown, if players have not requested additional time with the passing of a timebank card, there hand will be deemed dead.
- 53.3** Whenever a player wants to use the 'time extension card'. He or she has to put it over the betting line. A predetermined amount of time will be added to the players decision from that moment of time.
- 53.4** Players may use more than 1 'time extension' per decision.
- 53.5** The Tournament organization has the right to decide how many time extension cards will be added to the game and when. This should be communicated before the start of the tournament in a transparent way.
- 53.6** A time extension card will be valid during the whole tournament.
- 53.7** The International Poker Rules recommend a shot clock of 30 seconds and a time extension of 30 seconds per time extension. It is tournament managements responsibility to predetermine the length of the shot clock and to communicate this in a transparent way to the players.
- 53.8** Should there be any disagreements regarding the enforcing of the shot clock rules at the table, the floor must be called to resolve the situation, the Tournament Directors ruling shall be final.

RULE 54: CALLING FOR A "CLOCK"

- 54.1.** Any player in the tournament may put another player on the "Clock," if a player is taking more than a reasonable amount of time to make a decision.
- 54.2.** Once a reasonable amount of time has passed and a "Clock" is called for, a Floor Person or the Tournament Director will be called to the table.
A player will be given a maximum of 1 minute to complete their action and will be given a verbal 10-second countdown within that 1 minute.



If a player has not acted when the “1” second mark is announced, the player’s hand will be declared a “dead hand.”

54.3. A player intentionally stalling the progress of the game will incur a penalty.

54.4. The Tournament Director reserves the right to put a “Clock” on any player taking more than a reasonable amount of time to make a decision.

54.5. As a guideline for all International tournaments with a level time of fifteen minutes or less, the clock will be thirty seconds, with a five second countdown.

54.6. In special circumstances, players from one table may like to call the “Clock” on players from other tables.

If this situation occurs, the player must address this to the dealer at the table in order to have the Floor staff make a decision according to the given situation at that time.

54.7. In case a player delays the gameflow with intention, the management can decide to change the clock/time procedure instant.

(TDA RULE #27) CALLING FOR A CLOCK - A clock will be approved only after reasonable time passes.

Any player in the event may request a clock. If the floor approves the request, a player has up to 50 seconds to act.

If action is not taken before time expires, there will be a 10-second count.

If the player does not act by the end of the count, the hand is dead. A tie goes to the player.

TDs may reduce the time allowed to act and take other steps to fit the game format and stop persistent delays. See also Rules 2 and 65.

RULE 55: BETTING

55.1. Players are strongly advised to verbally declare their exact bet amount and to arrange their chips in the “safe zone” before making a bet.

- A bet can be announced verbally or made physically, with a movement of chips. In the event of a player making a verbal and a physical declaration, whichever occurs first will be binding.
- If there is a betting line, then chips being pushed forward over the line by the player will be binding at all times.

55.2. Chips must be pushed over the “betting line” and/or released into the pot in one motion.

- If a “betting line” is NOT present on the tournament table, any chips released or pushed in a forward motion, in turn, without a verbal declaration will be considered a binding bet.
- If a “betting line” is present, any chips moved in a forward motion, in turn, without a verbal declaration that does not completely cross over the betting line, will be considered part of that total bet amount.

55.3. Verbal statements of action should be clearly stated as to a *call, bet, raise, re-raise or all-in.*

55.4. A bet is not valid until the chips are actually released, unless the player has made a “verbal or physical declaration of action.”

- Betting IN TURN, any chips pushed over the “betting line” and/or released into the pot will be considered a valid bet.

If a player is unaware that a previous bet has been made, the player will still be bound by that action.

Any chips over the “betting line” or verbally committed will remain in the pot.

- Betting OUT OF TURN may be binding and will be binding if the action to that player has not changed. A *check, call, or fold* is considered action not changing.

A player intentionally betting out of turn will receive a penalty.

The penalty may be waived if the dealer misled the player, or if the interim player had his/her chips concealed appearing to be “all-in” or if the interim player had their cards concealed appearing not to have a live hand.



- When in the blinds, any chips in the pot for blinds will not be considered part of the future bet unless they are interacted with when placing the new bet
- 55.5.** Dealers should not count any chips in the “safe zone.”
 Players wishing to obtain information about an opponent’s total chip stack will be entitled to voluntary information provided only by that opponent or a clear view for a visual estimate.
 Dealers may assist a player with providing this information about his/her chips in the “safe zone,” if requested.
 Dealers should never advise or provide a player with information that may provide an unfair advantage or disadvantage.
- 55.6.** The “pot size” amount will only be given to players in pot -limit games.
 In no-limit games, a dealer may only spread the pot for a player, if requested to do so.
 A player must state their exact bet or raise amount as an actual value.
 In certain situations, where a player states a vague amount, that player will be obligated to the minimum bet or raise required.
- 55.7.** Dealers should only count and inform players of the chips pushed over the “betting line” and/or released into the pot, if requested by a player with a live hand. Players should allow the dealer to accurately count the chips without interfering.
- 55.8.** Players are responsible to visually verify the amount of the bet.
 If a situation arises where a wrong bet amount was announced, the calling player will be obligated to correct the amount of the bet.
- 55.9.** If a player is unaware that there has been a raise and the player has released chips into the pot, the player can either “fold,” and forfeit the released chips or complete the “call” action.
 If the player has verbally announced “raise,” that player will be obligated to the minimum raise required.
- **NON-STANDARD & UNCLEAR BETTING**
 Players use unofficial vocabulary and gestures at their own risk.
 These may be interpreted to mean other than what the player intended.
 Also, whenever the size of a declared bet can have multiple meanings, it will be ruled as having the smallest legitimate value compared to the pot size. (i.e. “I bet five”. If it is unclear whether “five” means \$500 or \$5000 the bet stands as \$500 if the pot is \$4999,- or less and the bet stands as \$5000 if the pot is \$5000 or more).
 - **ACCEPTED ACTION**
 Poker is a game of alert, continuous observation.
 It is the caller’s responsibility to determine the correct amount of an opponent’s bet before calling, regardless of what is stated by the dealer or the players.
 If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct amount and is subject to the correct bet or all-in amount.
 As with all tournament situations, Rule 1.1 may apply at the Tournament Director’s discretion.

(TDA RULE #47) Previous Bet Chips Not Pulled In

A: If a player bets when facing a raise and has chips in front of him not yet pulled in from a prior bet, the “prior” chips (and any change due) may affect whether his action is ruled a call or re-raise.

Because several possibilities exist, players should declare their bets before putting out new chips on top of prior-bet chips not yet pulled in.

B: If facing action, clearly pulling back prior bet chip(s) binds a player to call or raise.

(TDA RULE #49) Accepted Action

Poker is a game of alert, continuous observation.

It is the caller’s responsibility to determine the correct amount of an opponent’s bet before calling, regardless of what is stated by others.

If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount, the caller has accepted the full correct action & is subject to the correct wager or all-in amount.



As with all situations, Rule 1 may apply at TD's discretion.

(TDA RULE #52) Non-Standard & Unclear Betting

Players use unofficial betting terms and gestures at their own risk.

These may be interpreted to mean other than what the player intended.

Also, if a declared bet can reasonably have multiple meanings, it will be ruled the lesser value.

Ex: NLHE 200-400 blinds, player declares "I bet five." If it is unclear whether "five" means 500 or 5,000, the bet is 500. See Rules 2, 3 & 42. See Illustration Addendum.

(TDA RULE #52) Non-Standard and Unclear Betting

"Also, whenever a declared bet can reasonably have multiple meanings, it will be ruled the lesser value."

If a declared bet technically has multiple values, TDs may use discretion to determine what value is most reasonable and in the best interest of the game. Decision factors may include but are not limited to such considerations as: 1) keeping it the lower amount to enforce betting discipline, 2) recent betting increments and 3) bet values relative to the current pot size.

(TDA RULE #55) Count of Opponent's Chip Stack

Players are entitled to a reasonable estimation of opponents' chip stacks (Rule 24).

A player may only request a more precise count if the action is on him and he faces an all-in bet.

The all-in player is not required to count; on request the dealer or floor will count it.

Accepted action applies (See Rule 49).

The visible and countable chipstack rule (Rule 24) greatly helps accuracy in counting.

RULE 56: POT SIZE

- 56.1.** Players are entitled to be informed of the "pot size" ONLY in pot-limit games.
- 56.2.** Dealers will not count or inform players of the "pot size" in limit and no-limit games.
- 56.3.** Players shall allow the dealer to accurately count the chips without interfering.
- 56.4.** Players are responsible to visually verify the "pot size" amount before *calling or raising*.
- 56.5.** If an error occurs regarding an incorrect pot size amount, the calling player will still be obligated to the actual pot size amount, and will be held responsible to correct the amount.
- 56.6.** If requested, dealers may spread the pot so that a player may count it.
- 56.7.** The verbal announcement of "I bet the pot" or "I raise the pot" in no-limit games is not a binding raise amount, but can be judged to be so by Management in unclear situations; the player causing this dispute may be subject to a penalty according to Rule 7.2.
Dealers should request the player to announce a valid bet or raise amount.
- 56.8.** The dealers are instructed to verify the players verbal declarations, and to announce any action that contributes to the flow of the game.
They are not obligated to provide the amount of the bet, raise or all-in, unless requested by other players still live in the hand.
- 56.9.** Dealers are not allowed to provide any player information, such as who raised pre flop, etc...

(TDA RULE #50) POT SIZE & POT-LIMIT BETS - A: Players are entitled to a pot count in pot-limit only. Dealers will not count the pot in limit and no-limit.

B: Pre-flop a short all-in blind will not affect calculation of the maximum pot limit bet. Post-flop, bets are based on actual pot size.

C: Declaring "I bet the pot" is not a valid bet in no-limit but it does bind the player to making a valid bet (at least a minimum bet), and may be subject to penalty. If the player is facing a bet he must make a valid raise.

RULE 57: ALL-IN

- 57.1.** Players betting "all-in" must clearly declare their action and move an obvious amount of their entire chip stack forward, unless an "all-in button" is used.
- 57.2.** An "all-in" bet (the rest of a player's remaining chips) of less than a full raise does not reopen the betting to the previous bettor.
- 57.3.** An "all-in" bet binds a player's entire chip stack to the hand, including any hidden chips.
Discovered chips are to be considered in the outcome as if the chips were in plain view. An



eliminated “all-in” player will have no redress if they discover hidden chips, provided that the opponent(s) had sufficient chips to cover the hidden one(s) as well.

57.4. When a player is “all-in” and no further betting action is possible, the dealer must stop all action and instruct the players to turn their cards “face up”, and players will be in a “showdown” situation. Dealers must ensure that all cards are exposed before continuing with any action.

57.5. If a player is “all in” or any player involved in the “showdown,” accidentally or intentionally “folds/mucks” their hand before cards are turned “face up,” the dealer must immediately bring this to the attention of a *Floor Person or Tournament Director*.

Management reserves the right to retrieve the folded/mucked cards, if the cards are clearly identifiable.

Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.

57.6. All-in with Hidden Chips:

An acknowledged all-in bet commits a player’s entire stack to the hand, including any hidden chips. However, if the opponent covers the entire stack amount and the player loses, he/she will be eliminated from the tournament, unless the caller is unable to cover the amount.

Exception – Player A goes all-in for 50,000 and Player B calls with a stack of 55,000.

Upon pushing the chips to the middle, Player A discovers a 10,000 chip under his arm. If Player A wins the pot, he will only be paid 50,000 in chips.

If Player A loses the pot, his opponent will receive the entire 55,000 of Player A’s actual stack for the double up.

(TDA RULE #57) ALL-IN WITH CHIPS FOUND BEHIND LATER

If A bets all-in and a hidden chip is found behind after a player has called, the TD will determine if the chip behind is part of accepted action (Rule 49).

If not part of the action, A will not be paid off for the chip(s) if he wins.

If A loses he is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.

RULE 58: ALL-IN BUTTON

58.1. If an “all-in button” is used in the tournament, it is the dealer’s responsibility to immediately announce and ensure that the “all-in button” is in front of the player.

58.2. If one or more players announce “all-in,” multiple “all-in buttons” will be placed on the table.

58.3. The dealer should still make sure that the ‘all-in’ is clearly announced.

RULE 59: RAISE REQUIREMENTS

59.1. The minimum raise required must always be equal to or larger than the amount of the previous bet or raise on that betting round, unless a player has moved “all-in” for less; then it’s a call of the total amount bet and can never be seen as a raise.

59.2. If a player puts in a raise of fifty percent (50%) or more of the previous bet, but less than the minimum raise required, he or she will be required to make a full raise.

The full raise amount required to complete the action will be the amount of the minimum raise required.

In NO-LIMIT, the first minimum bet, after the flop, must be at least double the big blind amount. Additional raises may be in increments equal to or more than the previous raised amount.

In NO-LIMIT and POT-LIMIT, an “all-in” bet of less than a full raise does not reopen the betting to a player who has already acted. There is NO cap on the number of raises in no-limit and pot-limit games.

In LIMIT betting structured games, the maximum number of raises will be 1 bet and 4 raises, until



“heads up” play; in certain situations, a venue’s house limit will apply. If the player raises “all-in” for LESS, a raise must be at least half of the limit to constitute a raise.

59.3. When facing a bet, unless a raise is first declared, multiple same-denomination chips are a call. When you take away one chip the other chips are not enough to make a call. For example when facing a bet of 30.000 a player places two chips of 25.000. This is a call. 50% rule does not apply in this case.

59.4. There is no cap on the number of raises in no-limit and pot-limit play. In limit events there will be a limit to raises even when heads-up until the tournament is down to 2 players; the house limit applies.

(TDA RULE #42) 42: Methods of Raising

In no-limit or pot-limit, a raise must be made by A) pushing out the full amount in one motion; B) verbally declaring the full amount prior to pushing out chips; or C) verbally declaring “raise” prior to pushing out the exact call amount then completing the raise in one additional motion. In option C, if other than the exact call amount but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the responsibility of players to make their intentions clear.

(TDA RULE #43) Raise Amounts

A: A raise must be at least equal to the largest prior bet or raise of the current betting round. If a player raises 50% or more of the largest prior bet but less than a minimum raise, he must make a full minimum raise. If less than 50% it is a call unless “raise” is first declared. Declaring an amount or pushing out the same amount of chips is the same (See Rule 37-C).

Ex: NLHE, opening bet is 1000, verbally declaring “Fourteen hundred” or silently pushing out 1400 in chips are both calls unless raise is first declared. See Illustration Addendum.

B: Without other clarifying information, declaring raise and an amount is the total bet. Ex: A opens for 2000, B declares “Raise, eight thousand.” The total bet is 8000.

(TDA RULE #44) Re-Opening the Bet.

In no-limit and pot limit, an all-in wager of less than a full raise does not reopen betting for a player who has already acted and is not facing at least a full raise when the action returns to him. In limit, at least 50% of a full raise is required to reopen betting for players who have already acted. See Addendum.

(TDA RULE#45) Oversized Chip Betting

When facing a bet or blind, pushing out a single oversized chip is a call if raise isn’t first declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared but no amount, the raise is the maximum allowable for the chip. When not facing a bet, pushing out an oversized chip without declaration is a bet of the maximum for the chip.

(TDA RULE #46) Multiple Chip Betting

When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200). If the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 43. See Addendum.

(TDA RULE #47) Previous Bet Chips Not Pulled In

A: If a player bets when facing a raise and has chips in front of him not yet pulled in from a prior bet, the “prior” chips (and any change due) may affect whether his action is ruled a call or re-raise. Because several possibilities exist, players should declare their bets before putting out new chips on top of prior-bet chips not yet pulled in.

B: If facing action, clearly pulling back prior bet chip(s) binds a player to call or raise.

(TDA RULE#48) Number of Allowable Raises

There is no cap on the number of raises in no-limit and pot-limit. In limit play there is a limit to raises even when heads-up until the event is down to 2 players; the house limit applies.

TDA RULE #43: The largest prior bet or raise of the current betting round.

This line refers to the largest additional action or “last legal increment” by a preceding bettor in the current round. The current round is the “current street”, i.e. pre-flop, flop, turn, river in board games; 3rd– 4th – 5th – 6th – 7th street in 7-stud, etc..

(TDA Rule #46) Multiple Chip Betting.

“When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount... If the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 43.”



RULE 60: METHODS OF RAISING

- 60.1.** Raises must adhere to the “*raise requirements.*”
- 60.2.** Raises must either be verbally declared or be made clearly by a physical action.
- 60.3.** A raise must be made by one or more of the following:
Placing the full amount in the pot in one motion.
Verbally declaring the full amount prior to the initial placement of chips into the pot.
Verbally declaring “*raise*” prior to the placement of the call amount into the pot and then completing the action with one additional motion.
- 60.4.** If a player puts in a raise of 50 percent 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 then be exactly the minimum raise allowed.
It’s a player’s responsibility to make his/her intentions clear.
- 60.5.** Any player putting in a raise of less than 50 percent of the previous bet, without any clear verbal announcement of ‘raise’ will be required to just call the previous bet, and the extra chips placed will be returned.

(TDA RULE #42) METHODS OF RAISING- In no-limit or pot-limit, a raise must be made by

A) pushing out the full amount in one motion;

B) verbally declaring the full amount prior to pushing out chips; or

C) verbally declaring “raise” prior to pushing out the exact call amount then completing the raise in one additional motion.

In option C, if other than the exact call amount but less than a minimum raise is first put out, it will be ruled a minimum raise.

It is the responsibility of players to make their intentions clear.

RULE 61: STRING RAISE

- 61.1.** A string bet or raise is defined as: attempting a bet or raise in more than one movement without the clear verbal declaration of that bet amount.
- 61.2.** It is a player’s responsibility to clearly announce their intention to “*raise*” before moving any chips into the pot.
- 61.3.** Chips placed in the pot in multiple movements, without a prior “*verbal declaration,*” will be considered a “*string raise*” or “*string bet*”.
- 61.4.** A “*string raise*” is NOT a valid bet.
- 61.5.** Dealers will be responsible for calling a “*string raise.*”
- 61.6.** A player wishing to call attention to a possible “*string raise*” should immediately notify the dealer, who will immediately call for a Floor Person or the Tournament Director.
- 61.7.** If a player commits a “*string raise,*” the player will be obligated to commit the chips to the pot during their first movement or to the minimum amount required.

(TDA RULE #43) STRING BETS AND RAISES- Dealers will be responsible for calling string bets and raises.



RULE 62: OVERSIZED CHIP

62.1. To make a raise with a single “oversized chip,” a verbal “*declaration of action*” must be made BEFORE the chip hits the table surface.

PRE-FLOP or with any existing call amount (blinds), if a player uses a single “oversized chip” without verbally declaring a “raise,” it will only be considered a “call.”

AFTER THE FLOP, if you are the player to act in turn, and no other player has made a bet before you, and you use a single “oversized chip” without verbally declaring the exact amount of that bet, it will signify a bet equal to the size of the chip (in No Limit Hold’em).

62.2. If a player puts an oversized chip into the pot and says “Raise”, but doesn’t state the amount, the raise will be the maximum allowable up to the denomination of that chip.

(TDA RULE #45) OVERSIZED CHIP BETTING- When facing a bet or blind, pushing out a single oversized chip is a call if raise isn’t first declared.

To raise with an oversized chip, raise must be declared before the chip hits the table surface.

If raise is declared but no amount, the raise is the maximum allowable for the chip.

When not facing a bet, pushing out an oversized chip without declaration is a bet of the maximum for the chip.

RULE 63: FOLDING/ MUCKING

63.1. Cards should be released in a low line of flight, face down in a forward motion, over and inside the “betting line,” if a betting line is present.

63.2. Players are responsible for holding onto their cards until the winner is declared.

63.3. Cards released face down in a forward motion or over and inside the “betting line,” will be considered a “folded/mucked hand,” unless a player is in a “showdown” situation with one player being “all in”, then all cards have to be tabled.

63.4. “Folding/mucking” OUT OF TURN, any player intentionally “folding/mucking” out of turn will receive a penalty. A player leaving their seat before completing their action will be considered as intentionally “folding/mucking” out of turn.

The penalty may be waived if the dealer misled the player, or it was unclear that other players still had a live hand.

63.5. “EXPOSING CARDS” when “folding/mucking,” during a live hand, a player intentionally flashing or “exposing cards” while “folding/mucking” will incur a penalty.

If all action is complete, a player intentionally flashing or exposing his/her card(s) while “folding/mucking,” will entitle all players to see the cards, if requested.

The dealer will kill the hand and show the player’s ENTIRE hand.

63.6. A hand is considered to be folded once the hand is in the “muck”, mixed with the burn cards, the board, or the discard pile while face down, either by the player or the dealer.

If a betting line is in place and in use, then all cards released by the player in a forward motion, face down or over and inside the betting line will be considered a ‘folded/mucked’ hand, whether intentionally or not.

63.7. Utilizing Rule 1.1, the Floor Person may retrieve a technically mucked hand and declare it live if they believe there is good cause to do so, and the correct hand is clearly retrievable.

(TDA RULE #45) NON-STANDARD FOLDS – Anytime before the end of the final betting round, folding in turn if there’s no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are binding folds subject to penalty.



RULE 64: MUCKED HANDS

64.1. Cards released in a forward motion, face down or over and inside the “*betting line*,” face down will be considered a “*folded/mucked hand*.”

64.2. A Player may not retrieve a “*folded/mucked*” hand once released.

64.3. Dealers may not retrieve and/or return the “*folded/mucked hand*” to a player.

64.4. Players are responsible for holding onto their cards until the winner is declared.

A player, who accidentally or intentionally folds/mucks their hand before the winning hand is determined, will forfeit his or her rights to be awarded the pot.

The hand will be considered a “*folded/mucked hand*” and declared a “*dead hand*,” unless a player is “*all-in*” and players are in a “*showdown*” situation.

64.5. If a player is “*all in*” or any player involved in the “*showdown*,” accidentally or intentionally folds/mucks their hand before cards are turned “*face up*,” the dealer must immediately bring this to the attention of a Floor Person or Tournament Director.

Management reserves the right to retrieve the “*folded/mucked*” cards, if the cards are clearly identifiable.

Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.

(TDA RULE #14) LIVE CARDS AT SHOWDOWN - Discarding non-tabled cards face down does not automatically kill them; a player may change his mind and table his cards if they remain 100% identifiable.

Cards are killed by the dealer when pushed into the muck.

RULE 65: EXPOSING CARDS

65.1. An “*exposed card*” is defined as any card intentionally or accidentally shown to or seen by at least one player at the table.

65.2. It is a player’s responsibility to inform the dealer of any “*exposed cards*” or flashed card(s).

65.3. Anytime an exposed card is not 100% identifiable, the dealer will show the player’s entire hand.

65.4. Dealers must “*show one player, show all players*,” any “*exposed cards*.”

- If ALL ACTION IS COMPLETE, and a player exposes his/her card(s) to at least one player before “*folding/mucking*,” all players are entitled to see the “*exposed card(s)*,” if requested.

The dealer will kill the hand and show all players the EXACT card(s) shown.

“Exposing cards” due to dealer’s error, dealers must announce and show the exposed card to all players.

The exposed card must remain “*face up*” on the card deck, until the next action.

The exposed card will be taken out of play.

65.5. A player intentionally exposing his/her card(s) to a player during a live hand will NOT have a “*dead hand*,” but will incur a penalty.

The penalty will begin at the end of the hand.

65.6. “Exposing cards” to a player with NO LIVE HAND: Anytime a player “*exposes cards*” to a player, any player at the table may REQUEST to see the exposed card(s), whether he/she is in the hand or not.

At the end of the hand, the dealer will kill the hand and show the player’s show all players the EXACT card(s) shown.

65.7. “Exposing cards” to a player WITH A LIVE HAND, anytime a player “*exposes cards*” to a player who has NOT completed their action, the dealer will immediately show all players the EXACT card(s) shown.

This is done because all players involved are entitled to the same information.

At the END of the hand, the dealer will kill the hand and show all players the EXACT card(s) shown.

The player that exposed his/her card(s) will incur a penalty.

65.8. A card accidentally exposed by a dealer or dealt off the table is ruled an “*exposed card*” and may be the cause for a “*misdeal*.”



If more than 1 of the hole cards from any player is exposed during the initial deal, the hand will be declared a “misdeal.”

- 65.9.** In Flop games, if during the initial deal, the dealer accidentally “exposed” a player’s card, that card will be taken out of play, shown to all players and used as the burn card. The player will then receive a new card from the top of the deck, once all players have received their initial hand. If 2 or more cards are “exposed” during the initial deal, the hand will be declared a “misdeal.”

(TDA RULE #63) Exposing Cards and Proper Folding

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. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”). See also Rule 61.

RULE 66: SHOW ONE PLAYER, SHOW ALL PLAYERS

- 66.1.** Any cards shown to ONE player will be shown to ALL players and deemed “*exposed cards*.” Dealers will treat the cards as prescribed in “*exposing cards*.”
- 66.2.** Players may be penalized for showing or exposing their cards to others whether in the hand, before or after, if deemed inappropriate by Management. Dealers are obligated to inform Management immediately when this occurs.
- 66.3.** Showing one card to other players may entitle all other players to see the total hand, if it’s unclear which card was actually exposed. The player who showed/exposed the card will receive a penalty.
- 66.4.** The one card to a hand policy prohibited players from showing their cards to third parties unless they show them first to the other players at the table.

(TDA RULE #62) NO DISCLOSURE - Players must protect other players in the tournament at all times.

Therefore players, whether in the hand or not, must not:

- 1. Disclose contents of live or folded hands,*
- 2. Advise or criticize play at any time,*
- 3. Read a hand that hasn’t been tabled.*

One-player-to-a-hand is in effect. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.

RULE 67: FACE UP

- 67.1.** “*Face up*” or “*tabled*” is defined as revealing the card’s identity and actual value.
- 67.2.** All cards will be turned “*face up*” once a player is “*all-in*” and all betting action is complete, players will be in a “*showdown*” situation.
- 67.3.** If a player in the showdown situation accidentally folds/mucks their hand before cards are turned face up, Management reserves the right to retrieve the folded/mucked cards if they are clearly identifiable.
- 67.4.** Players are obligated to show their cards face up.

Any player that is part of and/or present in a showdown needs to table his/her hand face up.

(TDA RULE #15) FACE UP FOR ALL-INS - All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete.

No player who is either all-in or has called all betting action may muck his hand without tabling.

All hands in both the main and sidepot(s) must be tabled and are live. See Illustration Addendum.

(TDA RULE #15) FACE UP FOR ALL-INS “All cards will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete”. This rule means that all downcards of all players will be turned up at once when at least one player is all-in and there is no chance of further betting action by the other player(s). Do not wait for the showdown to turn the cards up; do not wait for sidepots to be divided before turning up the all-in who is only in for the main pot; if betting action is finalized on any street prior to the showdown, turn the cards up at that point and then run out the remaining cards.



RULE 68: SHOWDOWN

68.1. If all betting has been completed and no further action is possible, players will be in a “showdown” situation.

A “showdown” is defined as the period at the end of each hand in which active players reveal their facedown cards.

Players show and compare the strength of their hands to determine the winning five card hand combination, and so declaring the winner of the pot.

68.2. An aggressive action is defined as a bet, raise or all in move. A call is not an aggressive action.

68.3. Order of showdown with aggressive action on the river street: The last aggressor has to show first. The other players have to show in a clock wise order.

68.4. Order of showdown without aggressive action on the river street: The first active player left to the button has to show first and the other players follow in a clock wise direction.

68.5. If players do not wait and show their hand against the order of showdown they will lose the right of seeing the previous players cards.

68.6. LAST MAN STANDING RULE: At showdown, if a player would prefer to muck than show their cards, the remaining player can win the pot without having to show any cards as he is the last live hand. However, should the player want to see the other players cards, the player would be forced to show his live hand.

68.7. “All-In,” if a player is “all-in” and no further betting action is possible, the dealer must stop all action and instruct the players to turn their cards “face up”; players will be in a “showdown” situation.

- Dealers must ensure that all cards are exposed before continuing with any action.
- If a player is “all in” or any player involved in the “showdown,” accidentally or intentionally folds/mucks their hand before cards are turned “face up,” the dealer must immediately bring this to the attention of a *Floor Person* or *Tournament Director*.
- Management reserves the right to retrieve the folded/mucked cards, if the cards are clearly identifiable.
- Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.
- If there is a “side pot,” players involved in the “side pot” should show their hands first. The “Side pots” will always be awarded before the main pot.
- In Stud games, the player with the high board must show first.
- In Razz, the lowest board shows first.

(TDA RULE #14) 14: LIVE CARDS AT SHOWDOWN

Discarding non-tabled cards face down does not automatically kill them; a player may change his mind and table his cards if they remain 100% identifiable. Cards are killed by the dealer when pushed into the muck.

(TDA RULE #15) FACE UP FOR ALL-INS

All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck his hand without tabling. All hands in both the main and sidepot(s) must be tabled and are live. See Illustration Addendum.

(TDA RULE #16) NON ALL-IN SHOWDOWNS

A: In a non all-in showdown, if cards are not spontaneously tabled or discarded, the TD may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, the player who would act first if it were a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand in razz, etc.).

B: A non all-in showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and he is not required to show his cards.

17: Asking to See a Hand



A: Players not still in possession of cards at showdown, or who have mucked their cards face down without tabling, lose any rights or privileges to ask to see any hand.

B: If there was a river bet, any caller has an inalienable right to see the last aggressor's hand on request ("the hand he paid to see") provided the caller retains or has tabled his cards. TDs discretion governs all other requests such as to see the hand of another caller, or if there was no river bet. See Illustration Addendum [adopted 2013].

(TDA RULE #18) Playing the Board at Showdown

To play the board, a player must table all hole cards to get part of the pot (See Rule 13-A).

RULE 69: KILLING WINNING HANDS

69.1. On occasion, a dealer error may occur that results in accidentally "killing a player's winning hand."

The dealer cannot kill a winning hand, if the player has clearly turned his or her cards "face up" and is obviously holding and tabled the winning hand.

In these situations, the dealer's error will be corrected and the player's hand will be retrieved and the pot will be awarded accordingly.

69.2. Players are encouraged to assist in reading tabled hands, if it appears that an error is about to be made.

69.3. A tabled hand is defined as a hand that a participant places on the table face up, such that the dealer and all participants at the table can read.

(TDA RULE #13) TABLING CARDS & KILLING WINNING HAND

A: Proper tabling is both 1) turning all cards face up on the table and 2) allowing the dealer and players to read the hand clearly. "All cards" means both hole cards in hold'em, all 4 hole cards in Omaha, all 7 cards in 7-stud, etc.

B: At showdown a player must protect his hand while waiting for it to be read (See also Rule 60).

If a player does not fully table his cards, then mucks thinking he has won, he does so at his risk.

If the cards are not 100% identifiable and the TD rules the hand was not clearly read, the player has no claim to the pot.

The TDs decision on whether a hand was sufficiently tabled is final.

C: Dealers cannot kill a hand that was properly tabled and obviously the winner.

(TDA RULE #60) ACCIDENTALLY KILLED / FOULED HANDS.

A player must protect his hand at all times, including at showdown while waiting for the hand to be read.

If the dealer kills a hand by mistake or if in TDs judgement a hand is fouled and cannot be identified to 100% certainty, the player has no redress and is not entitled to a refund of called bets.

If the player initiated a bet or raise and hasn't been called, the uncalled amount will be returned to him.

If a hand is fouled but can be identified, it remains in play despite cards exposed in the process.

RULE 70: VERBAL DECLARATION OF HAND

70.1. A verbal declaration as to the content of a player's hand is NOT binding, "Cards speak for themselves."

70.2. Any player intentionally "miscalling" his/her hand will be penalized.

Dealers are obligated to inform the floor staff if this happens.

70.3. "Conditional statements" regarding future action are non-standard and strongly discouraged, although they may be binding and/or subject to penalty at the Tournament Director's discretion (i.e. "if-then" statements such as "if you bet, then I will raise").

(TDA RULE #12) DECLARATIONS. CARDS SPEAK AT SHOWDOWN

Cards speak to determine the winner.

Verbal declarations of hand value are not binding at showdown but deliberately miscalling a hand may be penalized.

Any player in the hand or not, should speak up if he thinks a mistake is being made in reading hands or awarding the pot.

(TDA RULE #54) CONDITIONAL STATEMENTS

Conditional statements of future action are non-standard and strongly discouraged.

At TDs discretion they may be binding and/or penalized. Example: "if - then" statements such as "If you bet, I will raise."



RULE 71: MISCALLING A HAND

71.1. “Miscalling” a hand is defined as a false verbal statement as to the actual value of a player’s hand - “Cards speak for themselves.”

Miscalling a hand may be subject to a penalty if the dealer brings it to the attention of Management.

71.2. Any player intentionally “miscalling” his/her hand will be penalized.

71.3. A player “folding/mucking” their hand as a result of another player intentionally “miscalling a hand” will have the right to bring this to the attention of the Tournament Director.

The Tournament Director reserves the right to render judgment in the interest of fairness that may take priority over the technical rules. See Rule 1.1.

(TDA RULE #12) DECLARATIONS. CARDS SPEAK AT SHOWDOWN

Cards speak to determine the winner.

Verbal declarations of hand value are not binding at showdown but deliberately miscalling a hand may be penalized.

Any player in the hand or not, should speak up if he thinks a mistake is being made in reading hands or awarding the pot.

RULE 72: PLAYING THE BOARD

72.1. A player must show both cards when “playing the board” in order to be awarded any part of the pot.

72.2. A player who intentionally “miscalls” their hand to deceive another player will incur a penalty.

72.3. It is a player’s responsibility to determine the winning hand before “folding/mucking.”

A player who folds/mucks will have no redress as their hand will be non-retrievable.

(TDA RULE #18) PLAYING THE BOARD AT SHOWDOWN- A player must show all hole cards when playing the board in order to get part of the pot.

RULE 73: POT AWARDING

73.1. To be awarded a pot, a player must show their entire hand, if there are one or more players involved with a live hand.

73.2. Last live hand dictates that in the event players muck their live hand and only one live hand remains, the pot will be awarded to the last live hand without showing the cards.

73.3. The pot will not be awarded until all losing hands have been killed.

73.4. The winning hand should remain “face up”, until the pot is awarded.

73.5. Players are responsible to ensure that the pot is awarded correctly.

73.6. If by dealer error, the pot is awarded to the wrong player, the error must be corrected before the start of the “new deal.”

Once a “new deal” has begun, the result of the previous hand must stand. (Unless Management overrules this in the interests of fairness to the players and the event).

If the wrongly awarded pot has been mixed with a player’s chip stack, Management will at its best effort try to reconstruct the pot accurately.

In certain situations, the tournament clock will pause and all tournament play will stop, until the error is corrected.

73.7. Management has the right to reclaim winnings that are proven to be received incorrectly by players, or from a player who is proven to have received winnings through violation of tournament rules. See Rule 1.1.

(TDA RULE #21) DISPUTED POTS -The right to dispute a finished hand ends when a new hand begins (see Rule 22).

If a hand finishes during a break, the right to dispute ends 1 minute after the pot is awarded.

22: New Hand & New Limits



A new level will not be announced until the clock reaches zero. The new level applies to the next hand. A hand begins on the first riffle, push of the shuffler button, or on the dealer push.

RULE 74: ODD CHIP

74.1. An “*odd chip*” is defined as any leftover remaining chip resulting from a split pot or from the “*color up*” process.

74.2. If a split pot contains an uneven amount of chips, the pot will be split down and divided as evenly as possible.

Any remaining chip will be broken down to the lowest denomination of chip still in play and the remaining “*odd chip*” will be awarded accordingly.

- In Board playing / Flop games, when there are two or more winning hands, the “*odd chip*” will be awarded to the entitled player left of the “*dealer button*.”
- In High-Low split games, the “*odd chip*” will be awarded to the high hand, if there are two or more high hands with identical values, the “*odd chip*” will be awarded to the entitled player left of the “*dealer button*.”
- In Stud games, when there are two or more hands that have identical values, the “*odd chip*” will go to the high card by “*suit ranking*.”
- In High-Low split games, the “*odd chip*” will be awarded to the high hand, if there are two or more high hands with identical values, the “*odd chip*” will go to the high hand by “*suit ranking*.”
- In Low games, the “*odd chip*” will be awarded to the lowest hand by lowest “*suit ranking*.”

(TDA RULE #19) AWARDING ODD CHIPS- First, odd chips will be broken into the smallest denomination in play.

A) Board games with 2 or more high or low hands: the odd chip goes to the first seat left of the button.

B) Stud, razz, and if 2 or more high or low hands in stud/8: the odd chip goes to the high card by suit in the best 5-card hand.

C) H/L split: the odd chip in the total pot goes to the high side.

D) If identical hands win both high and low (ex: 2 Omaha/8 wheels) the pot is split as evenly as possible. See Illustration Addendum.

RULE 75: SIDE POT

75.1. When one or more players are “*all-in*” and the other players involved in the hand have chips in excess of the “*all-in*” amount, a “*side pot*” will be created.

75.2. In certain situations, multiple “*side pots*” may exist.

75.3. “*Side pots*” will NEVER be combined.

75.4. The “*side pots*” will always be awarded before the main pot.

75.5. Players involved in the “*side pot*” should show their hands first.

75.6. Each “*side pot*” will be split separately among the winning players entitled to that pot.

(TDA RULE #17) SIDE POTS- Each side pot will be split separately.



RULE 76: DEAD HAND/VALID HAND

76.1. In certain situations, a player may have their hand declared a “*dead hand*.”

76.2. Floor People and Tournament Directors reserve the right, at their sole discretion, to declare a player’s hand dead.

76.3. A hand will be declared dead if:

- A player folds or announces that he/she is folding when facing a bet or a raise.
- A player throws his/her hand away, in over and inside the betting line or in a forward motion, facedown, causing another player to act behind them.
- In stud, when facing a bet, a player picks up cards off the table, turns his/her up cards facedown, or mixes his/her up cards and down cards together.
- The hand does not contain the proper number of cards for that particular game.
- In Omaha games when action has occurred and a player finds out not having the correct amount of cards (with exception of the last player who’s dealt cards).
- In Stud games, a hand missing a card, before the draw, will not be a dead hand if the draw is still live.
- In drawing games, a hand missing a card, before the draw, will not be a dead hand if the draw is still live.
- A player acts on a hand with knowledge that the deck is “fouled.”
- A player has the “clock” on him/her when facing a bet or raise and exceeds the specified time limit.
- Cards thrown into the muck will be ruled a “*dead hand*,” unless a player is involved in an “*all in, showdown*” situation.
- However, House Rules will take precedence. Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.
- A player is not in his/her seat by the time the first card is dealt out to the first player by the dealer.
- A player uses a “*communication device*” at the table with his/her action still pending.

(TDA RULE #61) DEAD HANDS IN STUD – In stud poker, if a player picks up the upcards while facing action, the hand is dead.

Proper mucking in stud is turning down all up cards and pushing them all forward face down.



RULE 77: MISDEALS

77.1. In certain situations, a dealer error will cause a “*misdeal*.”

77.2. If a “*misdeal*” is declared, all bets will be returned to players, and all action is deemed invalid.

77.3. The following circumstance can/will be cause for a “*misdeal*,” if during the initial deal:

- The first or second hole card of a player’s hand has been dealt face up or exposed through dealer error.
- The dealer has exposed two or more cards.
- BOXED CARD (A boxed card is a card discovered wrongly shuffled face up in the deck when it should be face down.)
- More than two improperly faced cards are found.
- Two or more extra cards have been dealt on the initial deal.
- An incorrect number of cards have been dealt to a player, with the exception of the top card. The top card may be dealt if a player receives it in proper sequence and it can be returned to the deck.
- Any card is dealt out of the proper sequence (except an exposed card may be used as the burn card).
- Anytime a player’s initial card has been mixed with another player’s card.
- The dealer button is out of position and noticed before action has begun.
- The first card is dealt to the wrong position.
- Cards have been dealt to an empty seat or a player not entitled to a hand.
- A player has been dealt out who is entitled to a hand.
- In Stud games, during a deal, if any player’s down cards are exposed.

77.4. After the initial deal has been completed, a “*misdeal*” will only be declared in the event a “*fouled deck*” is found.

Once action has occurred, a “*misdeal*” cannot be declared.

In Flop games, action is considered to occur when two players after the big blind have acted.

When a player has one card and the situation is binding a player is allowed to play with that one card. When a player has three or more cards in a two card game and the situation is binding the hand is a dead hand. Management can, in certain situations for reasons of fairness, look into the investment made into that pot and overrule to adjust a decision.

In flop games, misdeals include but are not necessarily limited to:

- exposure of one of the first two cards dealt;
- two or more exposed or boxed cards;
- first card dealt to the wrong seat;
- cards dealt to a seat not entitled to a hand;
- a seat entitled to a hand is dealt out.

Players may be dealt two consecutive cards on the button.

In Stud-type games, If any of the players’ two down cards are exposed due to dealer error it is a misdeal.

If the dealer mistakenly deals the first player an extra card (after all players have received their initial hands,) the extra card will be returned to the deck and used for the burn card.

If the dealer mistakenly deals more than one extra card, it is a 'misdeal.'

IN STUD-TYPE GAMES, substantial action is considered to occur when two players after the forced bet have acted in turn. If substantial action occurs, a misdeal cannot be declared and the hand must proceed.



77.5 Omaha and various picked or dealer Choose games.

This includes, but is not limited to Omaha Hi, Omaha Hi-Lo or other similar (4,5,6) card game with extension of dealers choice variations.

- When more or less cards have been dealt towards any player at any seat a misdeal will be announced with one exception, when the last player is one card short this player will be dealt the top card of the deck and the hand will continue like nothing happened.
- It will always be up to management's decision to look extra in to the situation the control fraud, fairness or any possible compensation, just in café of a clear mistake was made by the house or dealer at that time making sure this can be avoided next time.
- Players are always obligated and hand accountable at all times to familiarize themselves with the game they play before they start playing. Players will be 100% responsible to make sure they do have the correct amount of cards in any hand to play.
- Any situation can be looked into if there is any exception to these basic rules of responsibility.

77.6 Extension on: Flop games/ Hold em game.

- In case a player has more than two cards before action has occurred a misdeal will be declared.
- In case a player has the incorrect amount of cards and action has occurred this players hand will be declared dead. The player has no right to refunds.
- In case the last player of a deal finds out having 1 card less this player receives the top card of the deck.
- Any player during a hold em game in motion finding out to have only one card, can stay in the game with that one card and play the hand as a complete hand.
- Whenever a player finds out having only one card this player is obligated to inform the dealer directly.
- In cards missing situations management decision will always be final.

77.7 Crazy Pineapple games.

- In case any player has more than three cards and action has already been made, the player with the incorrect number of cards will be declared a dead hand. (with exception when the last player being dealt cards finds out preflop and before he makes action one card is missing. This player receives the top card op the deck).
- In case no action took place and a player finds out to have not the right amount of cards.
 - In case any player has more than three cards, the hand will be declared a misdeal.
 - In case the last player on the table misses one card, this player receives the top card of the deck.
- In case a player finds out to have only one or two cards and action has already been made this player has the right to play this hand like it is a complete hand and continue game with only one or two cards.
- Whenever a player finds out having the incorrect number of cards this player is obligated to inform the dealer when this player folds or when the hand has ended and the player won the pot.
A player does not have to inform the dealer during the hand, so players can take advantage of this situation.
- In cards missing situations management decision will always be final.
- Dealers are obligated to call the floor at any time when a cards missing situation occurs.

(TDA RULE #34) MISDEALS

A: Misdeals include but are not necessarily limited to: 1) 2 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; 5) In stud, if any of the first 2 down cards are exposed by dealer error; 6) In flop games, if either of the first 2 cards dealt off the deck or any other 2 downcards are exposed by dealer error. House standards apply for draw games (ex: lowball).

B: Players may be dealt 2 consecutive cards on the button.



C: In a misdeal, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, then their hands are killed.

The original deal and re-deal count as one hand for a player on penalty, not two.

D: Once substantial action occurs a misdeal cannot be declared; the hand must proceed (See Rule 35).

RULE 78: BOARD ERRORS

- 78.1.** In Flop games, if at any time, a board error occurs, the dealer **MUST** immediately **STOP** all action and report the error to a Floor Person or the Tournament Director.
- 78.2.** Anytime a board error or any unclear discrepancy occurs or is noticed after any action has started, it is the right and responsibility of the **dealer to notify the Tournament Director**.
The Tournament Director will interpret how a rule will apply and how the hand should continue based on fairness towards all players and the event.
On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules.
- 78.3.** Any time action has begun with an error on the board, a “*misdeal*” cannot be declared. The only time a misdeal will be declared on a board with action is when there is a “*fouled deck*.”
- 78.4.** The idea of correcting any mistakes/board errors is to keep the original game as close to perfect as possible, and the Tournament Director should always act in the interests of minimizing the damage and give the best possible percentage of the original board.
- 78.5.** In the event of a premature flop: The flop will be added back into the deck and re-shuffled.
- 78.6.** In the event of a premature turn: The original river will be dealt facedown, the turn will be reshuffled. Once flop action has been completed the turn can then be re-dealt.
- 78.7.** In the event of a premature river: The river will be reshuffled and re-dealt once action has completed on the turn.
- 78.8.** Should the floor person feel that the player who missed their action had more than an adequate amount of time to make the dealer aware, the following will be ruled:
When facing a bet: Hand ruled dead and the flop/turn/river will stand.
When facing a check: Player will be forced to check and the flop/turn/river will stand.

(TDA RULE #36) Four-Card Flops and Premature Cards

If the flop has 4 rather than 3 cards, exposed or not, the floor will be called.

The dealer then scrambles the 4 cards face down, the floor randomly selects one as the next burn card and the other 3 are the flop.

For prematurely dealt cards, see Recommended Procedure 5.

RP-5. Prematurely Dealt Cards

Board and burn cards are sometimes dealt prematurely by mistake, before action on the preceding round is finished. The following are general procedures for dealing with these situations:

A: For a premature flop, the flop burncard is left in place as the burn. The premature flop board cards are returned to the deck stub and reshuffled. The flop is then re-dealt (without another burn card) from the newly shuffled stub.

B: A premature turn card is put to the side. Another card is burnt, and the normal river card is used as the new turn card. After action on the turn, the premature turn card is placed back in the stub, the stub is reshuffled and a river card is dealt without an additional burn.

C: A premature river card is placed back into the remaining stub, and the premature river burn card is left in place as the river burn.

Once action on the turn is completed, the stub is reshuffled and the river is dealt without a new burn card.

D: For a premature card in stud, additional cards are dealt and placed to the side along with the premature card(s) to represent an entire round of cards for the remaining live players.

Once action on the round is complete, the next street is burned and dealt as normal.

Once the final street is reached, the premature and additional cards set to the side are placed back into the stub.

The stub is re-shuffled then the final street is dealt.



The Tournament Director should apply the following procedure for the prescribed board errors:

PREMATURELY EXPOSED CARDS		
FLOP	TURN	RIVER
<p>If a dealer accidentally exposes on the flop cards before the betting round is complete:</p> <ol style="list-style-type: none"> 1. All flopped cards and the burn card, not including discards, will be returned on the deck. 2. The cards will be shuffled back into the remaining deck, as if no flop cards were exposed. 3. After the betting round is complete the dealer will shuffle the cards, cut the deck, burn the top card and deal a new flop. 	<p>If a dealer accidentally burns and exposes the turn/ fourth card, before the betting round is complete:</p> <ol style="list-style-type: none"> 1. The dealer burns a card and the original river will be dealt facedown. 2. The turn card will be reshuffled without adding the burn cards to the deck. 3. The betting round will be completed. 4. The dealer will NOT burn the top card and deal a new turn/fourth card. 5. After this round of betting on the turn is completed the dealer will turn over the river card. 	<p>If a dealer accidentally burns and exposes the river/fifth card before the betting round is complete;</p> <ol style="list-style-type: none"> 1. The exposed river/fifth card will be taken out of play and betting will be completed. 2. After this round of betting is complete, the dealer will shuffle the deck, including the exposed river/fifth card that was taken out of play, but not including the burn cards or discards. 3. The dealer will then shuffle and cut the deck, and deal a new final (river/fifth) card without burning a card.

NO BURN CARD- NO PLAYER HAS ACTED		
FLOP	TURN	RIVER
<p>If a dealer accidentally deals a flop without burning a card, and no player has acted:</p> <p>In the event the dealer is 100% sure which card was the first card. This card will be replaced by the first card in the deck. The exposed card will be deemed to be an “exposed card”, and used as the burn card.</p> <p>In the event a dealer is not 100% sure which card should have been the burn card, the flopped cards will be turned facedown at the table, randomly shuffled, and the floor man will pick one random card. This card will be deemed to be an “exposed card” and used as the burn card. The top card in the deck will be added as flop card. The three (corrected) flop cards will be turned face up.</p>	<p>If a dealer accidentally deals the turn/ fourth card without burning a card and no player has acted:</p> <ol style="list-style-type: none"> 1. The exposed turn/fourth card will be deemed to be an “exposed” card, and used as the burn card. 2. The subsequent cards will be used if no mistake was made. 	<p>If a dealer accidentally deals the river/fifth card without burning a card and no player has acted:</p> <ol style="list-style-type: none"> 1. The exposed river/fifth card will be deemed to be an “exposed card”, and used as the burn card. 2. The subsequent cards will be used as if no mistake was made.



NO BURN CARD- AT LEAST ONE PLAYER HAS ACTED

FLOP	TURN	RIVER
<p>If a dealer accidentally deals a flop without burning a card, and any action on the flopped card has been taken by at least one player:</p> <ol style="list-style-type: none">1. The flopped cards must stand, and betting continues, whether or not the error can be corrected. The subsequent cards should be those that would have come if no error had occurred.2. The dealer will burn 2 consecutive cards before dealing the turn/fourth card.	<p>If a dealer accidentally deals a turn/fourth card without burning a card, and any action on the turn/fourth card has been taken by at least one player:</p> <ol style="list-style-type: none">1. The turn/fourth card must stand, and betting continues, whether or not the error can be corrected. The subsequent cards should be those that would have come as if no error had occurred.2. The dealer will burn 2 consecutive cards before dealing the river/fifth card.	<p>If a dealer accidentally deals the river/fifth card without burning a card, and any action on the river/fifth card has been taken by at least one player:</p> <ol style="list-style-type: none">1. The river/fifth card must stand, and betting continues, whether or not the error can be corrected. The river/fifth card will be used as if no error had occurred.2. The betting round will be completed and the pot awarded accordingly.



TOO MANY BURN CARDS- NO PLAYER HAS ACTED

FLOP	TURN	RIVER
<p>In the event of the dealer burning twice before showing the flop, the floor person will be able to correct the flop by working out which of the current 3 flop cards was the last in the deck, this card will be removed from the flop and returned to the top of the deck (so it will be later the turn burn card). The extra flop burn card will then take its rightful place on the flop.</p> <p>In the event the floor person is not 100% sure which card was the last flop card in the deck, then all 3 cards will be placed facedown, and randomly shuffled. The floor man will pick one random card. This card will be deemed the 'extra flop card' and will be placed to the top of the deck.</p> <p>In the event the floor person is not 100% sure which card was the extra burn card. Both burn cards will be placed facedown at the table, randomly shuffled, and the floor man will pick one random card. This card is the flop card that should be the correct flop card. The other cards stays the flop burn card.</p>	<p>Turn card. The turn will be deemed an "exposed card" and becomes the river burn card.</p> <p>Burned cards. In the event the dealer is 100% sure which card was the second burned card. This card will become the turn card.</p> <p>In the event the dealer isn't 100% sure which card was the second burned card. Both burn cards will be placed facedown at the table, randomly shuffled, and the floor man will pick one random card. This card will be the new turn card and replace the turn card that was wrongly placed. The card the floor man didn't pick will be the original turn burn card.</p> <p>In the event the dealer mixed the two turn burn cards with the flop burn card. The dealer will shuffle all the burn cards.</p>	<p>River card. The river card will be deemed an "dead exposed card" that should not have been in the game.</p> <p>Burned cards. In the event the dealer is 100% sure which card was the second burned card. This card will become the river card.</p> <p>In the event the dealer isn't 100% sure which card was the second burned card. Both burn cards will be placed facedown at the table, randomly shuffled, and the floor man will pick one random card. This card will be the new river card and replace the river card that was wrongly placed. The card the floor man didn't pick will be the original river burn card.</p> <p>In the event the dealer mixed the two river burn cards with the flop and turn burn card. The dealer will shuffle all the burn cards.</p>



TOO MANY BURN CARDS- AT LEAST ONE PLAYER HAS ACTED.

FLOP	TURN	RIVER
<p>1. The flopped cards must stand, and betting continues, whether or not the error can be corrected. The subsequent cards should be those that would have come as if no error had occurred.</p> <p>2. The betting round will be completed and the dealer will deal the turn/fourth card without burning a card.</p>	<p>1. The burn cards and turn/fourth card must stand, and betting continues, whether or not the error can be corrected. The subsequent cards should be those that would have come as if no error had occurred.</p> <p>2. The betting round will be completed and the dealer will deal the river/fifth card without burning a card.</p>	<p>1. The burn cards and the river/fifth card will stand.</p> <p>2. The betting round will be completed and the pot awarded accordingly.</p>

TOO MANY BOARD CARDS- NO PLAYER HAS ACTED

FLOP	TURN	RIVER
<p>If the flop is 100% identifiable.</p> <p>1. The additional (wrongly placed) card will be deemed to be an exposed burn card and play will continue.</p> <p>2. After the betting round is complete, the dealer will deal the turn/fourth card without burning a card.</p> <p>If the flop is not 100% identifiable.</p> <p>1. All 4 flopped cards will be turned face down and shuffled among themselves. A new flop will be dealt using 3 of the 4 exposed cards, the additional card will be treated as an “exposed” burn card and play will continue as normal.</p> <p>2. After the betting round is complete, the dealer will deal the turn/fourth card without burning a card.</p>	<p>If the right turn is 100% identifiable.</p> <p>The right turn card will stay the turn card. The other card becomes the river burn card.</p> <p>If the turn is not 100% identifiable.</p> <p>Both turn cards will placed facedown at the table, randomly shuffled, and the floor man will pick one random card. This card will be the original turn card. The other card becomes the river burn card.</p>	<p>If the right river is 100% identifiable.</p> <p>The right river card will stay the river card. The other card will be deemed a “dead exposed card”.</p> <p>If the river is not 100% identifiable.</p> <p>Both river cards will placed facedown at the table, randomly shuffled, and the floor man will pick one random card. This card will be the original river card. The other card will be deemed a “dead exposed card”.</p>

TOO MANY BOARD CARDS – AT LEAST ONE PLAYER HAS ACTED

Anytime a board error occurs or is noticed after any action has started, it is the right and responsibility of the Tournament Director to interpret how a rule will apply and how the hand will continue. On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules.



RULE 79: CRAZY PINEAPPLE

79.1. In crazy pineapple players start with three hole cards.

79.2. After the flop has been dealt players must continue with 2 hole cards.

- The player has to discard one of his three hole cards facedown into the muck when the player has made his action.
- The next player is in turn when the previous player made action and discarded one card.
- When all players have discarded one card, the game continues like a normal hold em game.

79.3. Whenever a player acts before the previous player has discarded his third hole card, the player acts out of turn. In these cases the out of turn rule will apply.

79.4. It is the players responsibility to be aware of previous players discarding their third card, since players can get illegal advantage of late discarding their third card.

79.5. A player who 'forgets' to discards a third hole card can be penalized.

