

WCPL

RULES AND REGULATIONS

PLAYER CONDUCT

1. All participants are entitled to expect civility and courtesy from one another at every Tournament table and throughout the Tournament area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way - is encouraged to immediately contact a Tournament official. Participants who violate this rule are subject to penalty.
2. This rule shall include, but is not limited to, any participant whose personal hygiene has become disruptive to the other participants seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other participants shall be determined by the Tournament Staff which may, in its discretion, implement sanctions upon any such participant who refuses to remedy the situation in a manner satisfactory to the WCPL.
3. The WCPL prohibits the use of obscene or foul language while at any WCPL table. Any participant who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another participant, a dealer or a Tournament staff member, will be penalized.
4. Any participant who taunts another participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other players in the tournament will be subject to penalty.
5. **Participant or staff abuse will not be tolerated.** A participant will incur a penalty up to and including disqualification for any abuse towards another participant or staff member, and the participant could be asked to leave the property. Repeated etiquette violations, including, but not limited to, touching another participant's cards or chips, body, or clothing, delay of game, talking and excessive chatter will result in penalties. Excessive chatter includes, but is not

limited to, talking or conversation that causes a disruption to participants who are in a hand.

6. **Players blinded in:** Players who check in but are late to the tournament will be blinded in for the first five rounds. No player will be allowed in after the beginning of the sixth round or final table, whichever comes first. Alternates will start with full stacks. No penalty will come to a player who must wait due to lack of available seats. The Director will always put extra stacks of starting chips for potential unchecked-in players (ghost stacks). Unchecked-in players will be allowed in until the break. It is imperative players check in with the Director to ensure their ability to participate in the tournament.

7. **Leaving early:** If a player must leave early, and has accumulated a minimum of \$1000 per player at their table, their chips will be distributed to the remaining players in increments of \$1000 per player. (*Example: If player has to leave and has \$22,000 in chips with 9 players left at the table, \$18,000 of his chips will be distributed and remaining chips removed.*) The bounty chip of the player leaving will be put into the next hand as a kill pot.

8. **Volunteer dealers:** Players who are willing to volunteer to deal the table will receive these amenities: \$2,000 in chips and the Ace position (until final table). At the final table, dealers will draw a card first for position. If they go out, they must continue to deal till the fifth round. If they refuse to stay and deal, they will no longer receive dealer amenities for volunteer dealing.

9. **Multiple Knock-outs:** When three or more players are all-in and two or more players with the same amount of chips are knocked-out, the player with the worst hand will be out first. In the case where players have the same hand, the one with the least amount of chips is out first.

10. **New Region Wins:** In the first season of all new regions, ANY win will count towards medallions for any WCPL member who supports the growth of this league by participates in a tournament.

POKER RULES

1. **Floor People:** The Tournament Director, dealers and the Commish are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The Tournament Director (“TD”) reserves the right to overrule any dealer decision.
2. **Official Language:** The English-only rule will be enforced at all WCPL tables during Tournament play. Participants who violate this rule are subject to penalty.
Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. The use of non-standard language is at participant’s risk because it may result in a ruling other than what the participant intended. It is the responsibility of participants to make their intentions clear.
3. **Non-Standard and Unclear Betting:** Participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, it will be ruled as the lesser value. For example, “I bet five.” If it is unclear whether “five” means 500 or 5,000, the bet stands as 500.
4. Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty. Example: “if – then” statements such as “If you bet, then I will raise.”
5. **Count of Opponent’s Chip Stack:** Players are entitled to a reasonable estimation of opponents’ chip stacks. Players may only request a more precise count if facing an all-in bet. The all-in player is not required to count; if he opts not to, the dealer or floor will count it. Accepted action applies.
6. **Communication:** At no time may a player talk on their cell phone while at the table. Please step away from the table if you wish to do so. Texting will be permitted as long as the player is not involved in a hand.

Participants are allowed to use, as approved electronic devices, iPods, MP3 players and other music player or noise reduction headsets during Tournament play until it becomes a distraction to other players.

7. **Number of Participants at Final Table:** No final table should seat more than ten.

8. **Declarations:** Cards speak to determine the winner. Verbal declarations as to the content of a participant's hand are not binding; however, at the WCPL's discretion, any participant deliberately miscalling his or her hand will be subject to penalty. Any player, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands.

9. **Face up for All-Ins:** All cards will be turned face up once a participant is all-in and all betting action for the hand is complete. If a participant accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.

10. **Killing Winning Hand:** A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. A tabled hand is defined as a hand that a participant places on the table such that the dealer and all participants at the table can read. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

11. **Showdown:** At the end of the last round of betting, the participant who made the last aggressive betting action in that betting round (last person to bet or raise on the final round of betting) must show first. If there was no bet in the last round, the participant to the left of the button shows first, and so on in a clockwise direction. The winning hand must be shown to claim the pot. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty.

12. **Awarding Odd Chips:** Odd chips will be broken into the smallest denominations possible. The odd chip goes to the first seat left of the button.

13. **Side Pots:** Each side pot will be split separately.

14. **Playing the Board:** A player must show both of his or her cards when playing the board to receive part of the pot.
15. **Disputed Pots:** The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
16. Participants may not ask for deck changes unless a card is damaged.
17. **New Hand and New Limits:** When time has elapsed in a round and a new round is announced by a member of the Tournament staff, the new limits apply to the next hand. A hand begins with the first riffle.
18. **Calling-for-clock:** Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a participant will be given 30 seconds to make a decision. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Tournament Directors reserve the right to speed up the amount of time allotted for a clock if it appears that a participant is deliberately stalling. Any participant intentionally stalling the progress of the game will incur a penalty.
19. **Rabbit Hunting:** No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.
20. **At Your Seat:** A participant must be at his or her seat by the time all participants have been dealt complete initial hands to have a live hand. “At your seat” is defined as being within reach or touch of your chair, not outside or at the bar. If a player leaves the table, he/she must leave instructions with the dealer otherwise the hand will be folded. (ex., fold my hand, check or call.)
21. **Dead Button:** Tournament play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a participant or the seating of a new participant into a position between the small blind and the button.
22. **Button in Head-Up Play:** 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 neither player has the big blind twice in a row. At heads-up, the big blind always advances to the next player.

23. **Misdeals:** In flop games, exposure of one of the first two cards dealt is a misdeal. The following situations may also be cause for a misdeal but are not limited to:

a) two or more extra cards have been dealt; b) two or more boxed cards; c) the first card was dealt to the wrong position; d) cards have been dealt to an empty seat or to a participant not entitled to a hand; e) a participant has been dealt out who is entitled to a hand, provided substantial action has not occurred. If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial action is considered: three folds, three checks, or any two actions consisting of a check/bet/call/fold except for two folds or two checks. Players **may** be dealt 2 consecutive cards on the button.

24. **Four-Card Flop:** If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. A Tournament official will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.

25. **Verbal Declarations / Action in Turn:** Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them. Violators will receive a penalty.

26. **All chips put into the pot in turn stay in the pot.** If a participant has raised and his or her hand is killed before the raise is called, the participant may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding" Rule 25.

27. **Methods of Calling:** Standard and acceptable forms of calling include: a) verbally declaring “call”; b) pushing out chips equal to a call; c) silently pushing out an oversized chip; or d) silently pushing out multiple chips equal to a call.

28. **Method of Raising:** In no-limit or pot-limit, a raise must be made by a.) placing the full amount in the pot in one or more continuous motion(s) without going back toward the participant’s stack or b.) verbally declaring the full amount prior to the initial placement of chips into the pot or c.) verbally declaring “raise” prior to the placement of the exact amount to call into the pot and then completing the action with one additional motion back to the participant’s stack. It is the participant’s responsibility to make their intentions clear.

29. **Raises:** If a participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. In no-limit and pot-limit, all raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all in wager of less than a full raise does not reopen the betting to a participant who has already acted. **Exception** - two consecutive all in wagers that exceed the minimum allowable bet or raise. By way of example, participant A - bets 500, participant B - raises to 1,000, participant C - calls 1,000, participant D - moves all-in for 1,300, participant E - moves all-in for 1,700. If participant A calls or folds, then participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, participants B or C could raise more than 500.

30. **Oversized Chip Betting:** Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the participant doesn’t announce a raise. For example, pre-flop, blinds are 200-400: A raises to 1,200 total (an 800 raise), B puts out two 1,000 chips without declaring raise. This is just a call because removing one 1,000 chip leaves less than the amount needed to call the 1,200 bet. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a participant

says "raise" as an oversized chip is placed into the pot (with the word raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.

31. **Strings Bets and Raises:** Dealers will be responsible for calling string bets/raises. All participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. String bets/raises called by a participant must be verified by a floor person. **A string bet/raise is defined** as attempting a bet or raise in multiple movements that include a return to a participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a participant's action is complete.

32. **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 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 action and is subject to the correct wager or all-in amount.

33. **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 Tournament Director will determine if the chip behind is part of accepted action or not. 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 Tournament Director may award the chip(s) to the winning caller.

34. **Cards and Chipstacks Kept Visible, Countable, and Manageable:** Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times. Floor People will control the number and denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. **Players with live hands must keep their cards in plain view at all times.**

35. **Chips in Transit:** All chips must be visible at all times. Participants may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A participant who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. It is never acceptable to conceal chips in any manner, whether in pockets, under clothing or in closed hands, etc. Chips must remain visible to floor staff, dealers and other participants at all times.

36. **Protect Your Hand:** Participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap placed on top of the hand. If a dealer or participant kills or fouls an unprotected hand, the participant will have no redress and will not be entitled to his or her money back. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.

37. **Foreign Objects:** There will be no foreign objects on the table except for a maximum of one card cap (also known as a card protector). Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.

38. **Penalties:** In its sole and absolute discretion, WCPL may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Tournament. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a participant:

- throws a card off the table,
 - forcefully mucks their cards causing one or all cards to turn over,
 - violates the one-participant-to-a-hand rule or engages in similar behavior.
- One-participant-to-a-hand means a participant may not receive advice from anyone while in a hand and may not provide advice to any participant while that participant is in a hand.

It should be noted that penalties may not always be imposed in successive manner. Tournament staff in their sole discretion, for example, can disqualify a person for a first offense if action of participant is deemed worthy. Or a participant, for example, may forego a warning and be assessed a three round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.

39. **Table Talk/Disclosure:** Participants are obligated to protect the other participants in the Tournament at all times. Therefore, whether in a hand or not, participants 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,
4. Discuss strategy with an outside source.

The one-participant-to-a-hand rule will be enforced.

Special Exceptions:

A participant is allowed to mention the strength or content of his/her hand if no other participant in the hand will have a decision to make. In heads-up events or when down to the last two participants in a Tournament, participants may speak freely regarding the contents of their hands.

The Tournament Director reserves the right to use his/her judgment to determine if one participant intentionally helped another participant. Participants who violate this rule are subject to penalty.

40. **Exposing Cards:** A participant exposing his or her cards with action pending will incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. All participants at the table are entitled to see the exposed card(s), if requested.

41. **Ethical Play:** Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.

42. **Awarding Bounty Chips:** Players are awarded a bounty for every player they knock out. In the event Players 1 and 2 have the exact same hand to eliminate Player 3, both Players 1 and 2 will be awarded a bounty chip.

NOTE:

- These rules are subject to change.
- Directors have final say in matters not covered in these rules.
- Players, who argue with Directors during a game, regarding these rules, can be eliminated.
- If there are any unresolved issues, players may contact the Commissioner for clarification via Facebook Messenger.

ACKNOWLEDGEMENTS:

Thanks to Louise Naples for the revision and typing of these rules.
September 2015