

This document is intended for use by casino employees.

Seminole Tribe of Florida
d/b/a
Seminole Gaming

Poker Rule Book / Procedures



2nd Revised Draft

Covered Casinos



Seminole Tribe of Florida – Poker –
Intended Recipient: Seminole Gaming Commission

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Introduction – Decision Making

Many situations arise in a multi-game and multi-limit poker room where the rules need interpretation, clarification and enforcement. Most table decisions that we face as a major poker room are adequately solved by simply following the appropriate passage in our rulebook. We have formulated several general guidelines to deal with the highly unusual situation that cannot be resolved in this manner.

The most important consideration in decision-making is following the concept of fairness. Despite the comprehensiveness of our rulebook and the meticulous care taken in striving to cover every situation properly, a situation will arise where strict adherence to the letter of the law would be obviously unfair. An unintentional error is less serious than a deliberate violation. The intent of an action will be taken into consideration. Therefore, in certain instances as deemed appropriate, a floor person's decision should be based upon the spirit of the rules rather than the inflexible interpretation of the rules.

A player should assume some of the responsibility for noticing and calling attention to mistakes, particularly when his own interests are involved.

The player who has done something improper to disrupt the normal course of a game is the person who bears the brunt of the responsibility for an error caused by that action. Therefore, they should not benefit from it.

All of the above factors will be carefully weighed in cases where the rules cannot be mechanically applied to a situation. The main purpose of rules is to provide a framework for sensible and fair decisions. Poker Room Management's decisions are final. Should a patron wish to dispute that decision, they may file a formal dispute with the Seminole Tribal Gaming Commission pursuant to the Tribe's Gaming Code.

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CARDROOM GENERAL PROCEDURES

1. “The List”

1. Player’s names will be called a maximum of three times prior to being erased from the list. Names removed in error may be placed back on the list.

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2. When there is a vacant seat that has been declined by everyone on the list, all names will be scratched from the list. A list may not be kept for a game with an open seat.
2. When a table breaks, each of those players present may draw a card to determine seating order in another game. Absent players, who do not have an absent button, or missed blind button will be drawn a card for by a floor person. A player at the table who does not want to play short-handed is entitled to equality in drawing a card, provided that this player stays at the table (not playing), allowing the game to fill should other players arrive.
3. The house may require a player making a voluntary table change to comply with the table stakes for that particular game.
4. The house may add an extra seat beyond the norm for a game for special circumstances, such as combining games or serious error involving the player reservation list (floorperson discretion).
5. The house does not allow the playing of chips for someone else. The house may provide play over boxes.
6. Players away from the table for an extended period of time may be at risk of having their chips removed from the table.
7. The changing of the limit or type of game may only be done if approved by the floor person. In order to raise the limit of a game in progress, all players must agree. The floor person may vote for an absent player on a conditional acceptance basis. The house retains the right to disallow the raising of the existing limit on any game. The purpose for disallowing a raising of the limit may include preserving a structure that new

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arrivals can reasonably expect to find in progress, the presence of a list and several other reasons.

8. The house has the right to control seating in all games. The floor person will be notified if someone wants a seat, regardless of whether there is a list for the game. If there are two or more games with the same structure having open seats, the house picks the game that gets the new player. Nobody may transfer games without house permission. All of this is in the best interest of the players and to maintain a balance of games in progress.
9. New Games will be opened at the discretion of the floor person. Must move games may be implemented on higher limit games as needed.
10. When two games of the same type are combined, the following rules apply:
 - a. A player with more than the minimum buy-in who moves to a new table may bring over their entire chip stack. A player with less than the minimum buy-in is not obliged to put any additional money on the table.
 - b. In games with blinds, the button moves to the player already at that table who was due for it and blinds are posted accordingly.
 - c. If two or more games are combined into one game at a neutral site, it is treated as a new game, except a player with less funds in play than the minimum buy-in is not required to add more money.
11. When there are two or more games of the same type in progress, the house has the right to seat a new player at the table that has the fewest

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number of players. If there are an equal number of players at each table, then the additional player will be seated at the game which started first. This guideline will be followed until a new shift comes in.

- 12.** A player already on the list has precedence in seat selection when a new game is started, provided that player requested a particular seat from the host prior to the game being called. A player already in a game has precedence in seat selection over a new player. However, if the seat has not been specifically reserved by another player, once the new player has put up a full buy-in, they have the right to remain there, provided that player is not tying up a seat in another game. A player in the game who wants a new seat must take it without playing another hand, if requested to do so by the new player to the table. The new player is entitled to take their seat without excessive waiting. This does not preclude players from making a private agreement to let a player play out their position by playing the button, etc. A picked-up player returning to a game has the normal seat selection rights of a new player.
- 13.** An incoming player who locks up a seat in a game is expected to take that seat and play in the game. That player may not retain the right to that seat if the game is full and another new player is willing and able to play immediately.
- 14.** A player who locks up a seat with a full buy-in in a new game is entitled to a particular seat if they are present to play before ten deals have been played, provided there is no list. If there is a list, the seat must be taken immediately.
- 15.** The house has the right to move a game to a new location in the room.
- 16.** The use of electronic devices including cellular phones is allowed. Players may not talk on their electronic devices while a hand is in play. Players may not actively use (listening to music or watching video is not active use) electronic devices while in possession of a hand. An electronic device policy is available upon request. Reading materials are permitted, so long as it does not interfere with the smooth flow of play in the game.

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Any music or video being played must not be disruptive or offensive. At the floor person's discretion, a player's permission to watch or listen to disruptive or offensive music or video may be limited or revoked.

17. The casino reserves the right to bar any person from entering the poker room or facility without obligation to give an explanation or show cause.
18. Discourteous behavior toward our dealers and guests will not be tolerated.
19. The Poker Floor should be notified as soon as the dealer leaves the game. If actions by a player cannot wait until the dealer leaves the game, the floor person should be called at once.

ETHICS

There are many situations in poker where an action is considered improper, but it would be unwise to assign a specific penalty for an infraction. A specific penalty cannot be used because the severity of the infraction is determined by the intent of the person who commits it. These acts are often done unintentionally or without the realization they are improprieties. The following actions are considered unethical and continued, deliberate and/or flagrant use by a player is grounds for counseling, suspending and/or barring the player from the card room.

1. Holding one's cards in a concealed manner. All cards are to be kept in plain view of the dealer and other players at all times. At Texas Hold 'em and seven-Card Stud, hole cards should remain in contact with the table. At Omaha Hold 'em and Draw, cards should not ever be held below table level or closer to the player than the table edge.
2. Deliberately acting out of turn.
3. Arranging one's chips to conceal the higher denominations.

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4. Showing any hole cards before the showdown.
5. Showing or revealing the contents of one's hand when all-in before the betting is over, a player who shows that they have a strong hand for the center pot hinders the chance of a player who bets into a side pot getting called. If the all-in player shows that they have a weak hand, that player increases the chance of another player getting called.
6. In pot-limit, inquiring about a pot size out of turn as if intending to bet, when not intending to do so.
7. Deliberately changing the order of up cards in Seven-Card Stud to deceive an opponent.
8. Throwing chips into the pot so they become intermingled with chips that are already there, making the amount wagered unverifiable. This is called "splashing the pot". Only the amount to be 100% identifiable will be counted toward the wager.
9. Attempting to win the pot by a bet or raise after realizing one's hand or the deck is foul.
10. Playing in a manner to favor one player over another. These are some actions that are improper and a form of collusion. All of these rules apply at all times even if only two players are left in the hand.
 - a. Imparting information in any manner about one's hand to a player in the pot.
 - b. Advising someone on how to play a hand or suggesting a particular betting action.
 - c. Giving an opinion on what a player has when they bet.
 - d. Agreeing to check out a hand when a third person is all-in.

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- e. Agreeing to save a certain amount of money with another player if either wins the hand when there is potential betting left on a deal for one or both of the parties.
- f. Encouraging a person to spread their hand face up on the table and claim the pot at the showdown.
- g. Reading a hand for a player who has not yet shown their hand.
- h. Commenting on the number of cards a player drew.
- i. Having a “soft play” agreement not to bet or raise another player when heads-up.
- j. Refunding any money that was won from a player in a pot, such as the last bet.

SECTION E

STRUCTURE OF GAMES

BUY-INS

The buy-in for all games may fluctuate and may vary depending on business needs according to The Shift Manager or above. The buy-ins will be posted on the game plaque.

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MINIMUM BETTING UNITSA minimum betting unit is established for each game. Chips of a lower denomination than the minimum betting unit may not be wagered once the antes and blinds are posted, even if a player is going all-in, unless they are played in a combination that equals the minimum betting unit. In all games with Limits of \$5/\$10 and above, any chip smaller than the Small Blind Value does not play. Chips of so low a denomination as are not used in the ante, blind or rake-off structure of that game are not allowed in any combination.

SECTION F

HI LIMIT POKER (POT-LIMIT AND NO-LIMIT)

Hi-Limit Poker is the term we are using to describe a betting limit that is not fixed, but depends on the pot size or is unlimited as in pot-limit and no-limit play. Pot-Limit means the player may not bet more than the size of the pot. The pot size for betting purposes may be slightly larger than the actual amount in the pot because of rounding-off method of computation. No-Limit means the player is allowed to bet all money in play (according to the table stakes rule) at any time. A maximum bet restriction may be placed on a game, such as “pot-limit up to one hundred dollars”.

HI-LIMIT RULES

1. A player has the right to know approximately how much money an opponent is playing. Therefore, they are entitled to an unimpeded view of an opponent's chips if requested. The dealer is responsible for making

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sure the amount of chips bet is the amount represented by the bettor. All verbalized bets and raises should be counted by the dealer. Stacks of six or more chips should be broken down and counted.

2.

2. The round-off size of the pot for betting purposes is a number that is divisible by the minimum betting unit. The pot size is rounded off upwards, with any odd chips smaller than the minimum betting unit combined into one additional betting unit, unless the house feels a particular structure is better played with odd chips not counting as part of the pot.

3. Blinds of chips smaller than the minimum betting unit are combined when computing pot size; they are not counted individually as units. All chips from made-up blinds are counted as part of the pot in determining the maximum permissible raise of any player. Raked chips are counted as still in the pot. Time collection chips in the rake slot are part of the pot only if they were taken after the start of play on that deal. Extra chips that are in the pot as a result of the time collection being less than the amount actually put in the pot by the players will be counted in a manner prescribed by the house for each particular game. A frequent method is having the chips not count as part of the pot until after the flop.

7.

4. An over bet of the pot may be called down to proper size until:

- a. All players have acted on that round.
- b. Two players have called the bet.
- c. A player has announced their intention to raise the pot.
- d. Two players are heads-up and the second player announces their intention to call the full amount.

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The dealer should always call immediate attention to an over bet of the pot and return the excess amount at once.

The calling down of an over bet does not give any player the right to change their action.

5. An under bet of the pot by a player (because they have been given incorrect information by the dealer or they have miscalculated the pot size themselves) who has announced the intention to bet the full size of the pot must stand unless corrected immediately. A player shares the responsibility with the dealer in keeping accurate track of the pot size.
6. The dealer should announce the number of active players when spreading the flop. The dealer should not announce the size of the pot at any time except when specifically requested. The statement “I’m going to raise” is not to be taken as an inquiry about the pot size.
7. When a seat comes open, a player in the game who asked for it may move to

that seat. 2

SECTION G

RANKING OF HANDS

Poker at our gaming facilities is played with a standard bridge deck of 52 cards. The cards at high poker are ranked Ace, King, Queen, Jack, ten, nine, eight, seven, six, five, four, trey, deuce. An Ace may also be used as a card lower than a deuce in sequence.

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A poker hand at the showdown consists of precisely five cards (possibly the best five selected from a greater number by some pre-determined rule) ranked according to the following list from highest to lowest, in the order of their probability of occurrence from least likely to most likely:

1. Royal Flush – An Ace-High straight flush is nicknamed a “Royal Flush”
2. Straight Flush- - five cards of the same suit in sequence. 4 of a Kind- - four cards of the same rank.
3. Full House- - three cards of the same rank and two cards of the same rank.
4. Flush- - five cards of the same suit
5. Straight- - five cards in sequence
6. 3 of a Kind- - three cards of the same rank
7. 2 Pair- - two cards of the same rank and two other cards of the same rank
8. 1 Pair- - two cards of the same rank
9. High Card- - The highest-ranking card in the hand

Some forms of poker, especially Draw, permit the addition of a Joker to the deck. The Joker may be used at high poker, either as an Ace or as any card not already in the player’s hand to complete a straight flush, flush or straight. Five Aces becomes the highest-ranking hand. The Joker is used at low poker as a card of the lowest rank not already in the player’s hand.

BETTING TERMS

Poker has a special word used to state each type of action a player may take at their turn to bet. The standard terms are as follows:

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Ante – A forced bet put in play before the cards are dealt. Typically paid by each player in the game. Common in Stud Games.

All-In – A player bets all the chips they have in play.

Blind – A forced bet put in play before the cards are dealt. They are typically paid by the 2 players in order, clockwise from the button. All remaining players must either call or raise to remain in the hand.

Call – A player matches the amount of a previous bet.

Check – When no one has bet, a player chooses not to bet. The action then moves to the next player.

Fold – To discard or throw away your hand, releasing any claim to the current pot.

Muck – To discard your hand without revealing the cards at showdown. This is also the term for the cards near the dealer that are no longer in play.

Pot – The total amount of money from all bets which the best hand will win.

Raise – When a player has already bet, a player chooses to bet a larger amount.

Rake – The amount of money taken by the house for each hand dealt.

Showdown – After the final round of betting, all players reveal their hand to determine the winner of the pot.

Table Stakes – The minimum and maximum buy-ins allowed for a specific game. In Limit poker, this can also refer to the amounts that can be bet at any given time.

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SECTION H

ETIQUETTE

1. A player who expects to be showing down the winning hand should show it immediately.
2. Waving one's cards up and down at showdown means "I have a very weak hand; show your hand and take the pot" (and should only be done if that is actually the case).
3. When one's opponent waves their cards up and down at showdown, a player who has a reasonable hand should show the hand with the expectation of taking the pot, regardless of who is technically required by the rules to show first.
4. It is considered impolite to ask to see a hand of a player just beaten in a pot or to use the request as a "needle".
5. Although deception is a necessary part of poker, it is not polite to use an excessive amount of time to make a play one knows will be made.
6. Language, dress and behavior should be appropriate.
- 7.
8. A player going all-in should announce the fact.
9. A raise should be announced.

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10. A player should turn all their cards facedown when folding, to assist the dealer in maintaining a comfortably fast pace of play.
11. Lengthy post-mortems about a hand are unwelcome.
12. Criticism of the way another player has elected to play the hand or the general style of play is impolite and undesirable.
13. A player is entitled to quit the game any time they choose without suffering criticism.
14. Players should speak up and assist the dealer by calling attention to an error in the amount of a bet or improper reading of a hand.
15. It is improper to make an effort to see another's hole cards, such as leaning or ducking the head. One is not obliged to look away if cards are openly exposed to view. It is proper for an opponent to complain when a player is constantly getting the opportunity to see another's hole cards.
16. The dealer is not to be held responsible for anything totally beyond their control, such as the identity of the cards they deal.
17. Discard hands should be released on a low line of flight and a moderate rate of speed. They should be directed toward the muck, not the dealer's hands.
18. Talk or action demeaning to the dealer will not be tolerated. Throwing cards, name-calling and other such uncivilized behavior will be grounds for suspending or barring any player from the card room.

SECTION I

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TOURNAMENT RULES

The tournament rules listed below will supersede any rules that differ when compared to cash game rules.

1: Floor Decisions

The best interest of the game and fairness are top priorities in decision-making. Unusual circumstances occasionally dictate that common-sense decisions in the interest of fairness take priority over technical rules. Floor decisions are final. Should a patron wish to dispute that decision, they may file a formal dispute with the Seminole Tribal Gaming Commission.

2: Player Responsibilities

Players should verify registration data and seat assignments, verify they're dealt the correct number of cards before Significant Action occurs, protect their hands, make their intentions clear, follow the action, act in turn with proper terminology and gestures, defend their right to act, keep cards visible and chips correctly stacked, remain at the table with a live hand, table all cards properly when competing at showdown, speak up if they see a mistake, play in a timely manner, call for a clock when warranted, transfer tables promptly, follow one player to a hand, know and comply with the rules, practice proper etiquette, inform the house if they see or experience discriminatory or offensive behavior, and generally contribute to an orderly event where all players feel welcome.

3: Official Terminology and Gestures

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.

4: Player Identity

Players must be clearly identifiable at all times. Tournament staff may request a player to remove any item (sunglasses, hood, or other facial covering) which inhibits their identification or is a distraction to other participants.

5: Electronic Devices and Communication

Players may not talk on or use an electronic device including a cellphone at the table.

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Ring tones, music, images, video etc. should be inaudible and non-disturbing to others. Betting apps and charts and other poker strategy tools may not be used by players with live hands. These and other devices, tools, photography, videography, and communication must not create a nuisance, delay the game or create competitive advantage and are subject to house and gaming regulations. Violations of this paragraph are subject to penalties in Rule 71.

6: Official Language

The house will clearly post and announce acceptable language(s) at the table.

Seating, Breaking & Balancing Tables

7: Random Correct Seating

Tournament and satellite seats will be randomly assigned. A player starting in a wrong seat with a correct chip stack will move to the correct seat with their current total chip stack.

8: Alternates, Late Registration, Re-Entries

A: Alternates, players registering late, and re-entries will be sold full stacks. They will randomly draw a seat and table by the same process and from the same seat pool then in place for new players and are dealt in except between the small blind and button.

B: In re-entry events, if a player is permitted to forfeit chips and buy a new stack, the forfeited chips will be removed from play.

9: Special Needs

Accommodations for players with special needs will be made when possible.

10: Breaking Tables

A: New players entering the tournament and players from broken tables can get any seat including the small or big blind or the button and be dealt in except between the Small Blind, hereby referred to as "SB." and button.

|B: Players from a broken table will be assigned new tables and seats by a 2-step random process. See Illustration Addendum.

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11: Balancing Tables and Halting Play

A: To balance in flop & mixed-games, the player to be big blind next moves to the worst position, including single big blind if available, even if that means the seat is big blind twice. Worst position is never the small blind. In stud-only, players move by position (last seat 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 moves to the position it would be if the next hand was hold'em and is frozen there during stud. The player moved in stud is the player who would be big blind if the game were hold'em for that hand. Shifting to hold'em the button starts where it was frozen.

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

D: Play will halt on tables 3 or more players short (by elimination) than the table with the most players once the blinds are impacted (See Illustration Addendum). Play halts on other formats (ex: 6-hand and turbos) at TDs discretion. TDs may waive halting play and waiver is not a misdeal. As the event progresses, at TD's discretion tables should be more tightly balanced.

Pots / Showdown

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. Dealers should read and announce hand values at showdown. Any player, in the hand or not, should speak up if they think a mistake is made in reading hands or calculating and awarding the pot.

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 players must protect their hands while waiting for cards to be read (See also Rule 65). Players who don't fully table all cards, then muck thinking they've won, do so at their own risk. If a hand is not 100% retrievable and identifiable and the TD rules it was not clearly read, the player has no claim to the pot. The TDs decision on whether a hand was sufficiently tabled is final.

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

14: Live Cards at Showdown

Discarding non-tabled cards face down does not automatically kill them; players may change their minds and table cards that remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck or otherwise rendered irretrievable and unidentifiable.

15: Showdown and Discarding Irregularities

A: If a player tables one card that would make a winning hand, the dealer should advise the player to table all cards. If the player refuses, the floor should be called.

B: If a player bets then discards thinking they have won (forgetting another player is still in the hand), the dealer should hold the cards and call the floor (a Rule 58 exception). If cards are mucked and not retrievable and identifiable to 100% certainty, the player is out and not entitled to a refund of called bets. If cards are mucked and the player initiated a bet or raise not yet called, the uncalled amount will be returned.

16: 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 their hand without tabling. All hands in both the main and side pot(s) must be tabled and are live. See Illustration Addendum.

17: Non All-In Showdowns, Showdown Order

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 final round bet, the player who would act first in a final 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 is not required to table the cards.

18: 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 have the last aggressor's hand tabled on request ("the hand they paid to see") provided the caller tabled or retains

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his or her 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].

19: Playing the Board at Showdown

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

20: 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 player's 5-card winning hand. C) H/L split: the odd chip in the total pot goes to the high side.

21: Side Pots

Each side pot will be split separately.

22: Disputed Hands and Pots

The reading of a tabled hand may be disputed until the next hand begins (see Rule 23). Accounting errors in calculating and awarding the pot may be disputed until substantial action occurs on the next hand. If a hand finishes during a break, the right to any dispute ends 1 minute after the pot is awarded.

General Procedures

23: New Hand & New Limits

A new level starts on announcement by the floorperson or audio signal by the clocking system. . The new level applies to the next hand. Hands begin on the first riffle, push of the shuffler button, or on the dealer push. If a hand starts at the prior level by mistake, the hand will continue at the prior level after SA occurs (Rule 36).

24: 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 or her 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

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

25: Cards & Chips Kept Visible, Countable, & Manageable. Discretionary ColorUps

A: Players, dealers, and the floor are entitled to a reasonable estimation of chip counts; thus, chips should be kept in countable stacks. The TDA recommends clean vertical stacks of 20 same denomination chips each as a standard. Higher denomination chips must be visible and identifiable at all times. If a floorperson cannot look at a chipstack and quickly estimate its value, players likely can't either.

B: TDs control the number and denominations of chips in play and may color up one or more players at their discretion at any time. Discretionary color ups are to be announced.

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

26: 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.

27: Re-buys

Players may not miss a hand. Players declaring intent to rebuy before a hand are playing chips behind and must make the re-buy.

28: Rabbit Hunting

Rabbit hunting (revealing cards that would have come if the hand had not ended) is not allowed.

29: Calling for a Clock

Players should act in a timely manner to maintain a reasonable pace of the game. If in TD's judgement reasonable time has passed, they may call the clock or approve a clock request by any player in the event. Players must be at their seats to call for a clock (Rule 30). A player on the clock has up to 25 seconds plus a 5 second countdown to act. If the player faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. A tie goes to the player. TDs may adjust the time allowed and take other steps to fit the game and stop persistent delays. See also Rules 2 and 70

Player Present / Eligible for Hand

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30: At Your Seat and Live Hands

To have a live hand, players must be at their seats when the last card is dealt to all players on the initial deal. Players not then at their seats may not look at their cards which are killed immediately. Their posted blinds and antes forfeit to the pot and an absent player dealt the stud bring-in card posts the bring-in. "At your seat" means in reach of your chair. This rule is not intended to encourage players to be out of their seats while in a hand.

31: At the Table with Action Pending

Players with live hands (including players all-in or otherwise finished betting) must remain at the table for all betting rounds and showdown. Leaving the table is incompatible with protecting your hand and following the action and is subject to penalty.

Button / Blinds

32: Dead Button

Tournament play will use a dead button.

33: Dodging Blinds

Players who intentionally dodge any blind will incur a penalty.

34: Button in Heads-up

A: If incorrect button movement is discovered before SA occurs, the error will be corrected. However, if SA has occurred, play will continue. Ex: If the button is moved twice and SA occurs the error will stand, the button will not be backed-up on the next hand. All players have a responsibility to monitor button placement and speak up if they see a mistake (Rule 2)

B: Heads-up, the small blind position is given the button, is dealt the last card, and acts first pre-flop and last on all other betting rounds. Starting heads-up play, the button may need to be adjusted to ensure no player has the big blind twice in a row.

Dealing Rules

35: Misdeals and Fouled Decks

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) the wrong number of cards is dealt to any player (except Rule 37); 6) Before SA, a non-standard card for the game type is found (example: jokers, 2-3-4-5 in short deck); 7) In flop games, if 1 of the first 2 cards

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dealt off the deck or any other 2 downcards are exposed by dealer error. House rules apply for draw games (ex: lowball).

B: Players may be dealt 2 consecutive cards on the button (see also Rule 37).

C: In misdeals, 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 who were dealt in but not at their seats for the original deal (Rule 30). Players on penalty who were originally dealt in will receive cards 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 (see Rule 36) a misdeal cannot be declared; the hand must proceed unless the deck is fouled. Non-standard cards found after SA are treated as scraps of paper (exception: fouled decks).

35-ii: Fouled decks.

If 2 or more cards of the same suit and rank are found, the deck is fouled. Other fouled deck conditions may be defined by local gaming regulations and house policy. If a fouled deck is discovered, regardless of SA, play will stop and all bets will be returned. Once a hand concludes, the right to dispute based on a fouled deck ends according to Rule 22.

36: Substantial Action (SA)

Substantial Action is either A) any 2 actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds) or B) any combination of 3 actions in turn (check, bet, raise, call, fold). Posted blinds do not count towards SA. See Rules 35-D & 53-B.

37: Button with Too Few Cards

A player on the button dealt too few cards should announce it immediately. Missing button cards may be replaced even after substantial action if permitted for the game type. However, if the button acts on a hand with too few cards (by check or bet), the button's hand is dead.

38: Burns After Substantial Action

The burn card is to protect the stub, not "preserve card order". If SA occurs and a hand is killed due to the wrong number of cards, all cards of the killed hand are mucked and randomness applies to further dealing (See also RP-14 Randomness). The stub is treated as a normal stub and one and only one card is burned off the stub for each subsequent street. The burn is always one card per street, never more. See Illustration Addendum.

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39: Irregular Flops & Premature-Dealt Cards

A: 4-Card Flops. If the flop has 4 rather than 3 cards, exposed or not, and regardless of whether the door card is presumed known, the floor will be called. The dealer then scrambles the 4 cards face down, the floor randomly selects 1 as the next burn card and the other 3 are the flop (See also RP-14 Randomness).

B: If there was no burn on a 3-card flop, exposed or not and regardless of whether the door card is presumed known, if no action has occurred, the 3 cards are scrambled face down, one chosen as the burn. The flop will be the other 2 cards plus the next card off the stub. If any action (even one check) has occurred, play proceeds with the initial 3 cards. Only one card is burned for the turn.

C: For prematurely dealt cards, see Recommended Procedure 5.

D: Reshuffling During a Hand. To protect game integrity, anytime the stub must be reshuffled during the play of a hand, the cards must be shuffled face-down and unexposed. Examples include premature cards (Rule 39 and RP-5), disordered stub (RP-4), extra draw or stud cards (RP-10-H), etc.

Play: Bets & Raises

40: 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. In unclear situations or where verbal and chips are contradictory, the TD will determine the bet based on the circumstances and Rule 1. See Illustration Addendum. See also Rule 57.

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.

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 45). Silently betting chip(s) relatively

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

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. It is the responsibility of players to make their intentions clear. Note: 2-motion raises eliminated in 2019.

43: Raise Amounts

A: A raise must be at least equal to the largest prior full bet or raise of the current betting round. A player who raises 50% or more of the largest prior bet but less than a minimum raise must make a full minimum raise. If less than 50% it is a call unless “raise” is first declared or the player is all-in (Rule 45-B). Declaring an amount or pushing out the same amount of chips is treated the same (Rule 40-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.

44: Oversized Chip Betting (Overchips)

If facing a bet or blind, pushing out a single oversized chip (including your last chip) is a call if raise isn’t first declared. To raise with an overchip you must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an overchip silently (no declaration) is a bet of the maximum for the chip.

45: Multiple Chip Betting

A: If facing a bet, unless raise or all-in is declared first, a multiple-chip bet (including a bet of your last chips) 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. Ex-1: Player A opens for 400: B raises to 1100 total (a 700 raise), C puts out one 500 and one 1000 chip silently. This is a call because removing the 500 chip leaves less than the 1100 call amount. Ex2: NLHE 25-50. Post-flop A opens for 1050 and B puts out his last chips (two 1000’s). B calls unless raise or all-in was first declared.

B: If every chip is not needed to make the call; i.e. removing just one of the smallest chips leaves the call amount or more: 1) if the player has chips remaining, the 50%

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standard in Rule 43 governs the bet. 2) A bet of a player's last chip(s) is an all-in bet whether reaching the 50% threshold or not. See Addendum.

46: Prior Bet Chips Not Pulled In

A: To avoid confusion, players with prior-bet chips not yet pulled in who face a raise should verbalize their action before adding chips to the prior bet.

B: If facing a raise, clearly pulling back a prior bet chip binds a player to call or raise; they may not put the chip(s) back out and fold.

C: If new chip(s) are added silently and the bet is unclear to the house, the call and raise rules 41-45 apply as follows: 1) If prior chips don't cover the call AND are either left alone OR fully pulled back, an overchip is a call and multiple new chips are subject to the 50% raise standard (Rule 43). 2) If prior chips are partly pulled back OR if prior chips cover the call, the combined final chip bet is a raise if reaching the 50% standard (Rules 43 & 45), if less it is a call. See Illustration Addendum.

47: Re-Opening the Bet.

A: In no-limit and pot limit, an all-in wager (or cumulative multiple short all-ins) totaling less than a full bet or raise will not reopen betting for players who have already acted and are not facing at least a full bet or raise when the action returns to them. If multiple short all-ins re-open the betting, the minimum raise is always the last full valid bet or raise of the round (See Rule 43).

B: In limit, at least 50% of a full bet or raise is required to re-open betting for players who have already acted. See Illustration Addendum.

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.

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 or declares call, 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. See also RP-12.

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50: 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.

51: 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 opening bet is the first chip bet of each betting round (not a check). In blind games the posted Big Blind, hereby referred to as “BB.” is the pre-flop opener. All-in buttons reduce undercall frequency (See Recommended Procedure 1). This rule governs when players must make a full call and when, at TDs discretion they may forfeit the amount of the intended undercall and fold (see Illustration Addendum). For underbets and underraises, see Rule 52.

C: If two or more undercalls occur in sequence, play backs up to the first undercaller who must correct his or her bet per Rule 51-B. The TD will determine how to treat hands of the remaining bettors based on the circumstances.

52: Incorrect Bets, Underbets & Underraises

A: In limit and no-limit, opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Ex: NLHE 100-200, post-flop A opens for 600 and B raises to 1000 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the bet to 1200 total for all bettors any time before the turn is dealt. After the turn the error stands. For undercalls, see Rule 51.

B: In pot limit, if a player underbets the pot based on an inaccurate count, if the pot count is too high (an illegal bet), it will be corrected for all players anywhere on the current street; if too low, corrected until substantial action occurs after the bet. See Illustration Addendum.

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53: Action Out of Turn (OOT)

A: Any action out of turn (check, call, or raise) will be backed up to the correct player in order. The OOT action is subject to penalty and is binding if action to the OOT player does not change. A check, call or fold by the correct 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: call, raise, or fold. An OOT fold is binding. See Illustration Addendum.

B: Players skipped by OOT action must defend their right to act. If a skipped player had reasonable time and does not speak up before substantial action (Rule 36) OOT occurs after the player, the OOT action is binding. Action backs up and the floor will rule on how to treat the skipped hand given the circumstances, including ruling the hand dead or limiting the player to non-aggressive action. See Addendum.

54: 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 dead or short all-in blind will not affect calculation of the maximum pot limit bet.. All pre-flop pot and re-pot bets will assume full blinds were posted. Ex 1: PLO, 100-200 blinds, dead SB, BB posts 200. Ex 2: SB posts 100, BB short posts 100. In both examples the pot-limit bet for first player to act is 700.

C: Post-flop, bets are based on actual pot size.

D. 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. Players facing a bet must make a valid raise.

55: Invalid Bet Declarations

If a player faces no bet and: A) declares “call”, it is a check; B) declares “raise”, the player must make at least a minimum bet. A player declaring “check” when facing a bet may call or fold, but cannot raise.

56: String Bets and Raises

Dealers will call string bets and raises.

57: 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

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legally have multiple meanings, it will be ruled the highest reasonable amount that is less than or equal to the pot size* before the bet. Ex: NLHE 200-400, the pot totals less than 5000, player declares "I bet five." With no other clarifying information, the bet is 500; if the pot totals 5000 or more, the bet is 5000. *The pot is the total of all prior bets including any bets in front of a player not yet pulled in. See Rules 2, 3, 40 & 42

58: Non-Standard Folds

Any time 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. See also 15-B.

59: Conditional & Premature Declarations

A: 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."

B: If Player A declares "bet" or "raise" and B calls before A's exact bet amount is known, the TD will rule the bet as best fits the situation including possibly obliging B to call any amount.

60: Count of Opponent's Chip Stack

Players, dealers, and the floor are entitled to a reasonable estimation of opponents' chip stacks (Rule 25). A player may request a more precise count only if facing an all-in bet and it is his or her turn to act. The all-in player is not required to count; on request the dealer or floor will count it. Accepted action applies (Rule 49). Visible and countable chip stacks (Rule 25) greatly improve counting accuracy.

61: Over-Betting Expecting Change

Betting should not be used to obtain change. Pushing out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted in the bet. Ex: the opening bet is 325 to player A who silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under the multiple chip rule (Rule 45).

62: All-In with Chips Found Behind Later

If A bets all-in and a hidden chip is found behind after a player calls, the TD will determine if the chip behind is part of accepted action (Rule 49). If not part of the action, A is not paid off for the chip(s) if he or she wins. If A loses, he or she is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.

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Play: Other

63: Chips Out of View and in Transit

Players may not hold or transport chips in a way 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. The TDA recommends the house provide racks or bags to transport chips when needed.

64: Lost and Found Chips

Lost and found chips for which ownership cannot be determined will be taken out of play and returned to tournament inventory.

65: Accidentally Killed / Fouled / Exposed Hands

A: Players must protect their hands at all times, including at showdown while waiting for hands 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.

B: If a hand is fouled but can be identified, it remains in play despite any cards exposed.

66: Dead Hands and Mucking 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.

Etiquette & Penalties

67: No Disclosure. One Player to a Hand

Players must protect other players in the tournament at all times. Therefore players, whether in the hand or not, must not:

1. Discuss contents of live or mucked 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.

68: Exposing Cards and Proper Folding

Exposing cards with action pending, including the current player when last to act, may result in a penalty but not a dead hand. Any penalty begins at the end of the hand. When

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folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”). See Rule 66.

69: 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.

70: Etiquette Violations

Etiquette violations are subject to enforcement actions in Rule 71. Examples include but are not limited to: persistent delay of the game; unnecessarily touching another player’s person, cards or chips; repeatedly acting out of turn; maintaining poor card or chip visibility and countability; betting out of reach of the dealer; abusive conduct; offensive hygiene; and excessive chatter.

71: Warnings, Penalties, & Disqualification

A: Enforcement options include but are not limited to verbal warnings, one or more “missed hand” or “missed round” penalties, and disqualification. For missed rounds, the offender will miss one hand for every player (including him or her) 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 for etiquette violations (Rule 70), card exposure with action pending, throwing cards, violating one-player-to-a-hand, or similar incidents. Penalties will be given for soft play, abuse, disruptive behavior, dodging blinds or cheating. Checking the exclusive nuts when last to act on the river is not an automatic soft play violation; TD’s discretion applies based on the situation.

C: Players on penalty must be away from the table. Cards are dealt to their seats, their blinds and antes posted, their hands are killed after the initial deal, and if dealt the stud bring-in they must post the bring-in.

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

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