

Kueen\$Bees Hold Em Hive Poker League

House Rules for Various Situations

The League uses the Tournament Directors Association (TDA) Rule of Poker. These rules assume that tournaments are being dealt by a professional Dealer, being managed by a team of professional tournament managers and seating is unlimited. Because of these assumptions, the Rules don't cover situations that arise in a home game in which the deal passes around the table and the game is managed by people who are playing in the game.

The Rules specified below fill the gaps left by the TDA Rules. They are intended to supplement, not supercede any rules in the TDA Rules.

In a few instances below, the stated rule clarifies a unnclear rule in the TDA Rules.

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Section 1 Management of Tournaments

Registered Player doesn't show for the game

Applicability Detail 1 - this policy is applicable to League Members; a separate policy applies to New Players and is communicated to New Players during the NP intake process..

Applicability Detail 2 - this policy is applicable while the League is still trying to routinely fill 20 seats each game. The policy *will* change when the League is running a waiting list for seats. The League will notify players when this policy changes.

Policy

1. The League discourages people from paying before they arrive for live games unless...
2. If you are going to be late to the game, pay ahead and your chip stack will be put on the table at the start of the game and blinded off. If you cancel before the first hand is dealt (assume this happens at 6:45 PM), you will get a refund of your buyin (chip stack taken off the table). After the first hand is dealt, no refunds will be paid. The deadline for arriving late is the end of the first break. If you don't show up before the end of the first break, you forfeit your buyin (it stays in the game pot) and your blinded-off stack will be taken off the table at the end of the first break.

Player Erroneously Mucks Another Player's hand

Policy

1. each player is responsible for protecting their hand from being mucked accidentally. Please take possession of your hand immediately and bring them close to you, etc. Consider marking your cards with a card protector - the league has many to choose from.
2. If a player's hand is accidentally mucked by another player
 - a. no attempt shall be made to extract the mucked hand from the muck - the hand is mucked.
 - b. the player who mucked the hand must sit out 6 hands as a penalty.

Section 2 - Situations that Arise Related to Dealing a Hand

Passing the Deal, Shuffle Behind, Counting the Deck

The League shall play with two decks of cards at each table. The cards in each deck will be counted by at least one player prior to the start of the game.

Any player can ask that the cards be counted at any point in the game and the game clock will be stopped for this purpose. If a card is missing in the counted deck, the deck will be replaced by a deck of a different color and the new deck will be counted, washed and shuffled by the person to the right of the current dealer and then cut by the dealer prior to starting the clock. The clock will be started when the dealer starts to deal the cards.

After the play of a hand is complete, the dealer of the hand will gather all the cards and thoroughly shuffle the deck. The shuffler may not look at any of the gathered cards.

When done shuffling, the shuffler will put a cut card at the bottom of the deck. The shuffler will wait to pass the cards to the player two seats to her/his left until the in-progress hand, being dealt by the player one seat to the left, is completed.

Upon receiving the shuffled deck, the new dealer will place the deck on the table, carefully pull out the cut card and then cut the deck onto the cut card, always taking care not to flash any card in the deck.

All players have a responsibility to the other players to declare if they see the face of any card at any point during the cut. If a player announces seeing a card during the cut, the deck is deemed fouled.

If a deck is fouled during the cut, the other deck at the table will be dealt instead after it has been shuffled and cut, in accordance with the procedures above. The fouled deck is then

shuffled, in accordance with the procedures above, by the player to the right of the active dealer.

The TDA rules cover all situations where a card is erroneously exposed by the dealer while dealing the hand.

Deck of Cards Remain Visible at all times

Rule - While dealing a hand, the dealer will keep the deck of cards visible to all above the table at all times.

Section 3 - Miscellaneous Situations

The Betting Line

Rule - When it is a player's turn to act, if the player moves multiple chips across the betting line, all the chips are deemed to have been bet. A smaller bet is allowed if the players verbally announces the exact amount prior to moving chips over the betting line.

Showing a Hand To a Fellow Competitor

TDA Rule 67 disallows a player showing a hand to another player if showing is not otherwise called for in the normal course of play (e.g. showdown).

A player who shows a hand to another player must turn the hand face up on the table and the hand is live until folded. The player to whom the hand was shown has an obligation to the other players at the table to ask that the shown hand be immediately tabled face up.

The league reserves the right to penalize a player for showing a pocket hand to others at the table. The league also reserves the right to penalize a player who is shown a hand but doesn't ask the hand be shown to all. The league will take this step only for situations it deems egregious, at its sole discretion.

Player Away From The Table During Play

This League rule covers all cases where a player is away from the table during play while still in possession of chips. It is intended to supplement, not replace, any TDA rules covering this subject.

Being away from the table while still in possession of chips *and still on the premises* is allowed in League games (the player is sitting out). The sitting out player's stack will be dealt to, blinded off and the dealt hand folded before any action takes place.

If a player leaves the premises with no intention to return (as determined by the

House), or is disqualified from the game by the House in accordance with Rule 71 D, the player is deemed absent.

An absent player's stack will be immediately removed from the table and the player will be busted out of the tournament in Tournament Director.

Section 4 - Paying Game Prizes

Players Chopping a Game Pot

Background: Because each game is part of a season of 8 games in which players are awarded points based on the place they finish in, each tournament needs to be played down to a winner in order to award game points correctly and fairly. *All league players*, even those not still in a game, have an interest in how the game plays out. The League cannot allow players to make agreements about how the game plays out and who finishes in any given place.

Players are not allowed to agree to chop the game pot in order to end the game. The League, via TDA Rule 69, also prohibits soft play (e.g. chip dumping) in all situations.

The League strongly prefers that players not chop the game pot. That said, the League cannot prevent players from agreeing to chop a game pot so long as they also agree to earnestly play out the game to a winner. In order to keep accurate payout records, the league will always pay each player the official amount won for the place the player finished (as recorded in Tournament Director using the bust out feature). If players agree amongst themselves to chop a game pot, they will need to both play out to a winner in good faith and execute the necessary Venmo transactions between themselves to effect the chop.

After a chop agreement is made, the House will have the sole discretion to determine if the remaining players are, in violation of this rule, playing hands in such a way as to end a game quickly after the chop. Additionally, players will not be allowed to take advantage of the absent player rule above to quickly end the game.

Violations of this rule will be met with severe penalties including but not limited to suspension from the league or league disqualification.