

Chip, Chair and a Prayer Card Club



Rulebook 2013.02 Edition

Covers No Limit Texas Hold'em and Pot Limit Omaha

CCP Tournament Rulebook - General Rules

CCP No-limit Texas Hold'em and Pot Limit Omaha poker tournament rules are to be used in conjunction with published house rules. Where there is discrepancy, published house rules take precedence over these rules. League Management may modify these rules without notice. Your presence in our club means that you agree to abide by our rules and procedures. By taking a seat in one of our card games, you are accepting our management to be the final authority on all matters relating to that game.

MEMBERSHIP AND TOURNAMENT PARTICIPATION All participants at CCP events must be 21 years or older and be a member in good standing of the Chip, Chair, and A Prayer Card Club. Players must register for events online at <http://www.chipchairprayer.com/>. The online registration system will indicate the maximum number of participants as well as the number of players currently registered for each event. Tournaments will not be expanded past the published seating limit. If a player registers for an event and subsequently needs to cancel their reservation, they must do this online. The Registration/Cancellation system will be closed 2 hours prior to each event. If a seat is made available after registration closes, league officers will first attempt to fill the seat based on the waiting list; if the waiting list has been exhausted or there is no waiting list, seats may be filled on a first come, first served basis. If a tournament is not filled to capacity, seats may be filled on a first come, first served basis.

PLAYER CONDUCT Players are expected to conduct themselves appropriately. Inappropriate behavior such as verbal or physical threats, obscene or profane language, creating a disturbance by arguing, shouting, or making excessive noise, throwing equipment, destroying property, or carrying a weapon will not be tolerated and may result in the ejection of the player from the tournament and possibly the club, based on the League Commissioner's discretion. Excessive celebration is strongly discouraged. Additionally, collusion between players or other forms of cheating will not be tolerated and will result in expulsion from the CCP league.

ETIQUETTE Players are expected to adhere to fair and proper etiquette. Improper etiquette such as touching other players' cards or chips, rabbit hunting, intentionally acting out of turn, splashing the pot, revealing their or another player's hand, interfering with the visibility of cards or chips, making statements or actions that might influence play in an unfair manner will not be tolerated. Cell phones should not be used while at the table; players shall excuse themselves from the table for this purpose.

LATE PLAYERS Players who have committed their attendance to an event but have not arrived by the deal of the first hand will, at the League Commissioner's discretion, be assigned a seat, issued chips, and dealt hands. Players are encouraged to contact the host, any league officer, or another player to communicate their intentions in terms of attendance and bounty participation. If you have called ahead and confirmed your attendance, your chips will be put into play and blinds posted until you arrive. A 300 chip penalty will be assessed at the start of each of the first 3 blind levels. All appropriate blinds will be posted on behalf of the late player. Failure of a confirmed player to arrive by the start of the 4th blind level will result in forfeit and removal of chips from play. If the late player has not confirmed and has not arrived before the first hand of the second blind level is dealt (typically 20 minutes), the player is considered absent, their chips are removed from play and s\he forfeits any chance to play.

ABSENT PLAYERS Players who have committed their attendance to an event but have not arrived by the first hand of the second blind level are considered absent and forfeit the right to play on the next scheduled date, regardless of the number of tournaments scheduled for that date.

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THE LEAGUE COMMISSIONER The League Commissioner is responsible for all table, seating, and dealer decisions. The League Commissioner is responsible for the handling of the timer although may delegate this task to any dealer/player at his discretion. In the case of disputes and rules interpretations, the League Commissioner will have final authority. If the dispute directly involves the League Commissioner, a third-party will be appointed to resolve the dispute.

BUYIN\REBUY\ADD-ON The dollar amount of the initial buyin and the number of corresponding chips for each event shall be published on the league website. The number of chips may only be changed by unanimous vote of the players at an event. You may rebuy into the tourney if *you have lost all your chips* before the first hand of the fourth blinds level is dealt. Unless modified by house rule, rebuys will be in the same dollar amount and chips as the initial buyin. For *example*, if the initial buyin of \$25 purchased 2,000 chips, the rebuy will be \$25 and will purchase 2,000 chips. Unless specified in advance, each player is allowed only one rebuy per tourney. Unless specified in advance, there are no *Add-ons* allowed in this league. Chips have no monetary value.

PAYOUT For each tournament, 80% of all monies paid in will be paid out with the remaining 20% being dedicated to the Championship Prize pool. The prize structure shall be posted in plain view of the playing table(s). The prize structure will be similar to the following: first prize will be 40% of the purse, second prize will be 25%, third prize will be 20%, fourth prize will be 10% and fifth prize will be 5%. The purse is 80% of the total of all the buyins and rebuys.

WINNING THE TOURNEY The final player remaining with all the chips will be the first prize winner. The last player eliminated will be the second prize winner; the second last player eliminated will be the third prize winner, etc. If more than one player is eliminated on the same hand, the player(s) with the highest chip count at the start of the hand will be awarded the highest place(s). Players may 'cut side deals' to split prizes but the League Officership is never responsible for the execution of these deals.

TIMER USE AND BREAKS When the blinds timer expires, it shall be immediately restarted. The next hand will be dealt at the new blind level. For the purpose of this rule, a hand is considered currently in play once one blind is posted AND the dealer has begun shuffling (riffles the deck). Breaks will be scheduled at approximately 60 minute intervals -for example, for 20 minute blinds, a break will occur after 3 blind levels. Breaks may be skipped or shortened if all active players are in agreement. Additional breaks will be at the discretion of the League Commissioner. The timer is stopped for table balancing and during any disputes that occur which require attention from the League Commissioner to resolve. No additional hands at any table should be started during such a break although hands already in progress should be completed.

BLINDS SCHEDULE The blinds schedule shall be posted in plain view of the playing table(s).

SEATING Each table will seat a maximum of 9 players. Players will be distributed as evenly as possible between all tables.

A deck of cards will be prepared consisting of one card for each seat at each table. For example, if you have two tables of 8 players and one table of 9 players, prepare a deck consisting of the A-8 of spades ♠ (Table1), the A-8 of hearts ♥ (Table2), and the A-9 of clubs ♣ (Table3).

When the tourney begins, or when a new table or tables are formed, each player draws a single card. The Ace is seated at the button, the 2 is the small blind, the 3 is the big blind, and then each player is seated in proper card order. Card suit is used to determine which table a player is seated at. For example, all spades ♠ sit at Table 1, all hearts ♥ sit at Table 2, and all clubs ♣ sit at Table 3.

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When three tables are in play, each table will play internally to itself until there are 16 players remaining. These 16 players will be randomly seated, using the same method as above, to form two tables. When two tables are in play, each table will play internally to itself until there are 8 players remaining. These 8 players will be randomly seated, using the same method as above, to form the final table.

To facilitate three dealers at three different tables, first segregate the Aces and combine into one stack. Each dealer then randomly draws one Ace apiece for their table assignment and assumes the button position in the middle of their respective table. Combine all the remaining cards together for the non-dealers to draw from and seat the players in proper card order around the dealer at their respective tables.

Whenever possible, the league will ensure that a non-player deals the final table.

MOVING PLAYERS If the number of players differs by two or more between any two tables, one player must move from the highest populated table to the lowest populated table. When forced to choose between removing a player from more than one equally populated table, one card will be dealt (by the lower populated tables dealer) to each of the tables in question. The low card table (ace is high) will move a player.

When a player is eliminated and a move must be made, the player playing a hand in the same position (seat), relative to the left of the button at the highest populated table must move to the eliminated player's seat. Moving occurs after the conclusion of all hands being played at all tables. If several players must be moved at the same time, begin with the eliminated player at the lowest populated table closest to the left of the button. For the purposes of this rule, a player is playing a hand once all the blinds have been posted *and* the dealer has begun shuffling (riffles the deck).

A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.

If a dealer is seated in the position that requires that they be moved to another table, they shall be moved. If a non-player volunteers to assume the dealer duties, they shall be installed as such. In the absence of a non-player, a volunteer player at that table shall assume the dealing duties and all players will shift such that the new dealer is in the appropriate center table position.

DEAD BUTTON RULE If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being the 'dealer' two hands in a row.

When the small blind busts out and is not replaced by a player from another table, the button does not move. The player who was the big blind will now post the small blind and the player to his left will post the big blind. This will result in the same player being the 'dealer' two hands in a row.

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PLAYERS LEAVING If a player leaves the table for any reason and expects to return before 20 minutes are up, each hand dealt in his absence will be dropped. He will be responsible for all blinds and will be dealt cards. Players remaining at the table, or another person designated by the absentee, will post all blinds for the absent player. If the missing player is moved to another table his chips will move and he will continue to blind appropriately at the new table. Any player who does not return within 20 minutes forfeits all his remaining chips, to be taken out of play. If a player leaves the table with no plans to return, his chips are to be taken out of play immediately. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt.

OPTIONAL BOUNTY GAME

Two bounty targets will be designated for each tournament. The first target (A) shall be the highest point leader present and the second (B) shall be the winner, if present, of the last tournament. If absent, the next highest placing player present from the last tournament shall be designated target (B). If one player fulfills both requirements, then that player shall be designated target (A) and the next qualified player, (highest placing player from last tournament present), will be designated target (B). Players may optionally pay a \$2 bounty fee on one or both of these individuals and, if they take that target out, they will be awarded the total bounty collected for that target. If the designated bounty target outlasts all of the "hunters", then s/he will be awarded the total bounty collected. If a non-participant takes the target out, then the bounty money collected will carry over to the next tournament to be assigned to the appropriate bounty game (A) or (B). Players are never presumed to be participants in the bounty game - it is optional. If you are late you must call and inform us that you want to be in the bounty prior to seating.

THE HAND

1. The hand begins with the first riffle (shuffle) of the deck.
2. The dealer shall ensure that all blinds have been properly posted.
3. The dealer shall use a cut card.
4. The dealer is responsible for running the game as quickly and efficiently as possible.
5. The dealer shall prompt players to act when it is their turn.
6. The dealer shall ensure that the proper number of chips goes into the pot.
7. The dealer shall award the pot.
8. The dealer shall ensure that proper procedures are followed.

THE DEAL

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two (or four) cards face-down (The Pocket Cards or Hole Cards).
4. The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (The Flop).
6. The second betting round begins with the player to the left of the button.
7. The dealer burns one card and turns one community card face-up (The Turn).
8. The third betting round begins with the player to the left of the button.
9. The dealer burns one card and turns one community card face-up (The River).
10. The fourth and final betting round begins with the player to the left of the button.
11. Card showdown with the pot being awarded to the winner(s).
12. The button is advanced clockwise one player. Burn cards are placed face-down, in the center of the table, under the edge of the pot.
13. Each burn card shall be placed on the previous burn card.
14. Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.

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THE POT

1. Betting Amounts.
 - a. For **No Limit** games the minimum opening bet is equal to the amount of the big blind. The minimum raise shall be equal to the amount of the opening bet or last raise. There is no maximum betting amount.
 - b. For **Pot Limit** games, the minimum opening bet is equal to the amount of the big blind. The minimum raise shall be equal to the amount of the opening bet or last raise. The maximum bet is equal to the amount in the pot. The maximum raise is the amount in the pot after the call is made, however, on an opening raise, the small blind shall be treated as if it were the same size of the big blind in computing pot size.
2. The dealer shall ensure that each bettor bets the proper number of chips.
3. Bets shall remain in front of the bettor until the betting round is complete.
4. Bets are not to be scooped (placed into the pot by the dealer) until the end of the betting round.
5. The pot shall be placed in the center of the table, to the side of the community cards.
6. The chips in the pot are split equally between the players with tie hands.
7. Side pots shall be placed as close as possible to the players involved in that side pot.
8. If a player goes all-in for a portion of the big blind, then subsequent action shall be made as if the player had posted the full big blind.

THE COMMUNITY CARDS

1. The five community cards (flop, turn, and river) shall be placed face-up in the center of the table with the pot to the side.
2. The community cards must be placed in proper order with the turn card placed to the right of the flop cards and the river card placed to the right of the turn card.
3. The dealer shall not "preview" or otherwise delay the placement of the community cards on the table.

DEALER VERBAL ANNOUNCEMENTS

1. The dealer shall announce all raises.
2. The dealer shall announce when an all-in bet has been made.
3. The dealer shall announce when any live blind elects to exercise the option to raise.
4. The dealer shall announce when a card has been exposed and which card it is.

PLAYER ACTIONS

1. Players should verbally declare their intention in order to avoid confusion. Examples of acceptable declarations are "check, bet, fold, call, raise, all-in".
2. Rapping the table is considered a check.
3. When placing a bet, if the player places a single chip into the betting area in excess of their intended bet, they must verbalize the amount of their intended bet or the value of the single chip shall be considered the bet.

Example: Player1 intends to bet \$300 but places a \$500 chip into the betting area without stating the intended bet amount of \$300. The bet shall be considered \$500.

4. When faced with a bet, placement of a single chip into the betting area with no verbal declaration is considered a call.

Example: Player1 bets \$200 and Player2 tosses a \$500 chip into the betting area without verbalizing intent. This is considered a call of \$200 and Player2 will receive \$300 in change.

5. String bets are not allowed. This includes raises.

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6. Players should execute their play in a reasonable amount of time. The clock may be called on a player who has not executed their play after a period of one minute by the dealer at the request of another player still in the game (but not necessarily the hand). Once the clock is called, the player in question has 30 seconds to act on their hand. The dealer will issue a ten second warning after which the hand is declared dead if not acted upon.

THE SHOWDOWN

1. A player must show all cards in the hand face-up on the table to win any part of the pot (unless uncontested).
2. If a player is called on the final betting round, that player must show his cards. The caller(s) may muck at any time and concede the hand.
3. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand.
4. Cards speak for themselves. The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared.
5. Suits never break a tie for winning a pot.
6. In determining the winning hand, if all five cards are not used to make a hand, the rank of the side cards (kicker cards) shall determine which hand is better.
7. The chips in the pot are split equally between the players with tie hands.
8. If hands tie, any odd chip will remain in the pot for the next hand.
9. If two players tie in a hand and one or more players are also knocked out as a result of that same hand, the knockout is awarded to the remaining player with the largest chip stack.
10. If two players tie in a hand and one or more players who are bounty targets are also knocked out as a result of that same hand, the bounty is split equally between the winners of the hand.
11. After the showdown the dealer shall push (award) the pot to the winner and then advance the dealer button clockwise one player.

WHEN TWO PLAYERS REMAIN

1. When going from three to two players, the big blind passes clockwise to the remaining active player. That player is the big blind and the other player is the small blind and button.

Example: Player1 (Button), Player2 (SB), and Player3 (BB). If Player1 is eliminated, Player2 is BB and Player3 is SB and Button. If Player2 is eliminated, Player1 is BB and Player3 is SB and Button. If Player3 is eliminated, Player1 is BB and Player2 is SB and Button.

2. The player who does not have the button shall be dealt the first card.
3. The small blind is the button and acts first before the flop and last after the flop.

ALTERNATING DECKS

1. The player to the right of the button shall shuffle the deck just dealt or, if a player or non-player volunteers to shuffle, they may do so at the discretion of the dealer.

CCP Tournament Rulebook - Anomalies & Irregularities

Misdeals

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2)
 - (a) The first or second card of the hand has been dealt face up or exposed through dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more boxed cards (improperly faced cards) are found.
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.
2. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands.

Dead Hands

1. Your hand is declared dead if:
 - (a) You fold or announce that you are folding.
 - (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - (c) The hand does not contain the proper number of cards for that particular game.
 - (d) You act on a hand with a joker as a hole card in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
 - (e) You have the clock on you when facing a bet or raise and exceed the specified time limit.
2. Your hand is considered folded if:
 - (a) You verbally declare that you are folding ("I fold", "I am folding")
 - (b) You discard your hand (throw your hand away) face down, in a forward motion. By doing so, you relinquish all interest in the pot and withdraw from any further action in the hand.
3. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
4. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

Irregularities

1. If it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. You may not show any of your cards to another player or non-player while you are in the hand. You may show one or more cards after your hand is dead but if you do so, you must show the same card or cards to all.
4. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.
5. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
6. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
7. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
8. A card discovered face up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with the player's other down cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.
9. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
10. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
11. One or more cards missing from the deck does not invalidate the results of a hand.
12. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card.
14. If you drop any cards out of your hand onto the floor, you must still play them.
15. If the first or second holecard dealt is exposed, a misdeal results the dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.
16. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
17. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
18. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed.

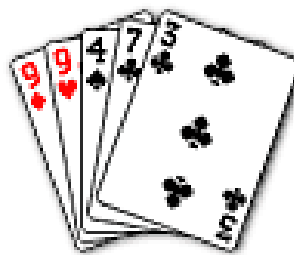
CCP Tournament Rulebook - Anomalies & Irregularities

19. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
20. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
21. If the flop needs to be redealt for any reason, the board cards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
22. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
23. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claim to the pot.

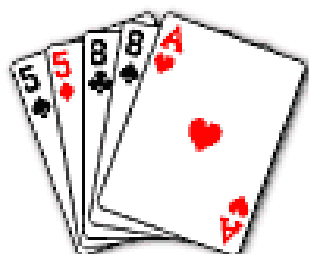
Ranking of Poker Hands



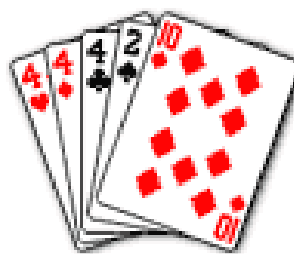
High Card



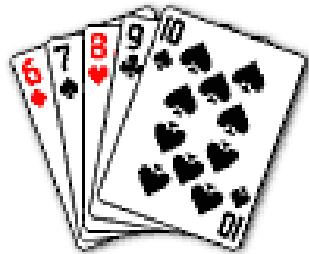
Pair



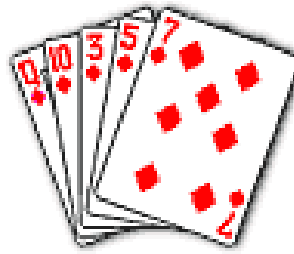
Two Pair



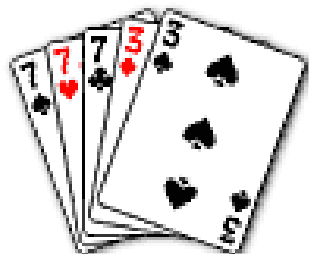
Three of a Kind



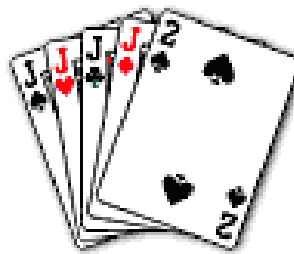
Straight



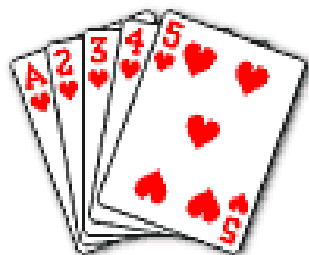
Flush



Full House



Four of a Kind



Straight Flush



Royal Flush