

THE **I**NTERNATIONAL
IPOKER
RULES

THE OFFICIAL RULES OF TOURNAMENT POKER

www.theiprules.com



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The International Poker Rules
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“The International Poker Rules” (The IP Rules) consist of 81 technical rules, policies and procedures and provide the poker industry and its players, with a standardized set of tournament guidelines to train, operate and play by. The Federation Internationale de Poker Association (FIDPA) created The IP Rules to promote fairness and to provide uniformity in poker tournaments and in card rooms worldwide. The IP Rules provide new, novice and professional players with the fundamentals needed to learn, play and participate, in poker tournaments held around the world. As an official resource, these technical guidelines and standard procedures allow the industry to train and operate with worldwide consistency.

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

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

To strictly ensure and maintain the integrity of a single set of international tournament rules, FIDPA will maintain The IP Rules for players and their non-commercial use as well as for the official use by FIDPA Endorsed casinos, card rooms, tournaments, and leagues. The IP Rules may not be reproduced in whole or part and will be only made available on FIDPA’S website, to make certain that the same version and latest updates to the rules will be in use worldwide. Only casinos, card rooms, tournament organizers and leagues that have demonstrated their commitment and ability to operate in the fairest and professional manner are entitled to display the FIDPA Endorsed logo and permitted to officially use The IP Rules. Players are asked to report the misuse of The IP Rules, the official list of approved endorsed card rooms, along with their rule modifications, are provided on FIDPA’S site.

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

With permission from The Poker Tournament Directors Association, The International Poker Rules incorporates, references, and are compatible with the latest version of the 2009 TDA Rules.

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TOURNAMENT GUIDELINES

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

1. VENUES

Venues should provide a player-friendly environment. The following should be provided and/or posted in a manner that is clearly visible within the tournament area;

- a) *The International Poker Rules* along side with *Management's* modifications
- b) Tournament structure sheet
- c) Payout schedule sheet
- d) List of tables in breaking order
- e) Designated tournament clock(s)

All printed material should be provided in a timely manner, posted in the tournament's "official language," and readily available upon request.

Venues should attempt to provide the fairest playing conditions. Venues that utilize automated shuffling machines are suggested to only use these devices if and when they are available to all tournament tables.

2. MANAGEMENT

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

- a) Collusion with another player or any other form of cheating.
- b) Verbally or physically threatening any customer or employee.
- c) Use of profanity and/or obscene language in an abusive manner.
- d) Creating a disturbance by arguing, shouting, or making excessive noise.
- e) Throwing, tearing, bending, or crumpling cards.
- f) Destroying or defacing property.
- g) Using an illegal substance.
- h) Carrying a weapon.

Management may reserve the right to amend or cancel any scheduled tournament. Notice should be posted on all printed and online material. Language shall include, "Management reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament without prior notice."

Management will responsible to make changes in accordance to their House Rules and State, Federal or Country gaming laws, statues, and regulations. Modified, deleted, and/or added rules must be clearly stated, simply explained and visibly posted. Management must provide the following information along side with other specific rule, policy or procedural changes made, prior to the start of the tournament.

RULE	TITLE	INFORMATION REQUIRED
8	DEAL MAKING	Tournament Director WILL/ WILL NOT allows players to make a deal
9	MISSED HAND PENALTY	Penalty by Round or Penalty by Time , List Length of time in minutes:
10	OFFICIAL LANGUAGE	List language(s) permitted, along side with English
11	COMMUNICATION DEVICES	Policy regarding action pending and all in player
12	ELECTRONIC DEVICES	List of approved devices other then MP3 players, Noise canceling headsets.
		List of prohibited devices
13	VALID IDENTIFICATION	List required forms of proof needed.
		Driver's license, Passport, Government issued ID.
		Player's card
14	REGISTRATION	Legal age requirement
		Close of Registration will occur at
15	ALTERNATE PLAYER	Policy regarding alternate seating
		Procedure regarding alternate seating
16	LATE ENTRIES	Policy regarding seating for late entries
		Procedure regarding seating for late entries
18	RE-BUY	If applicable, re-buy amount and chips received,
		Amount of Re-buy allowed
		Player must have less than _____ chips to re-buy
		Re-buy period will end
		Re-buy procedure
		Add-ons are permitted until
		Add-on procedure
23	RE-DRAWING OF SEATS	Provide information regarding re-draw of seats
24	BREAKING TABLE	Provide information regarding breaking order of tables
35	STARTING CHIPS	Players will start with _____ amount of chips
37	COLOR UP	Provide information regarding when the color up will occur
38	CHIP RACE	Provide information regarding when the chip race will occur
47	HAND FOR HAND	"Hand for hand" action will begin
48	PAYOUT LEVEL	Provide information regarding when the payout level will begin
49	FINAL TABLE	Number of players to be combined to create final table
50	BETTING LINE	If applicable, betting line is / is not used
61	ALL IN BUTTON	If applicable, all in button is / is not in use
62	RAISE REQUIREMENTS	For LIMIT GAMES, if different than 1 bet & 3 raises
67	MUCKED HANDS	If applicable, retrievable rule for "folded/mucked" hand

3. DEALERS

Dealers are to control the progress of the game. Their role is to state the action and smooth the progress of a fair game; as to the technical rules. Dealers should act in a fair manner and must remain neutral to all players.

Dealers must clearly announce the action at hand in the tournament's "*official language*." Dealers will be responsible to announce and show "*exposed cards*." Dealers should only count a player's bet amount if requested by a player with a live hand. Dealers will only inform a player of the pot size in pot limit games.

Dealers are responsible for reporting any violation made by a player or any discrepancy that occurs. If a discrepancy arises, players are responsible to call the dealer's attention to the situation. Dealers must immediately stop all action and call for a "Floor Person" or the "Tournament Director."

4. FLOOR PEOPLE

Floor People are to provide supervision and are to consider the technical rules for the best interest of the game and its players. Their role is to provide knowledge and rulings regarding the technical rules in any discrepancies that may occur and are to use fairness as their top priority in the decision-making process. Floor People must act in a fair manner and remain neutral to all players.

On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules. Floor People have the authority to impose penalties and make rulings. In certain situations, the Floor Person will bring a discrepancy to the attention of the Tournament Director for clarity. A player has the right to appeal a ruling to the highest authority in the room. The decision of the highest authority in the room will be final.

5. TOURNAMENT DIRECTORS

Tournament Directors are to control the progress of the tournament and are to consider the technical rules for the best interest of the tournament, the game, and its players. Their role is to provide knowledge and rulings regarding the technical rules in any discrepancies that occur and are to use fairness as their top priority in the decision-making process.

On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules. Tournament Directors have the authority to impose penalties. The Tournament Director's decision is final.

When a situation arises that is not covered by these rules, the Tournament Director will have the authority to render judgment, including imposing of a penalty, in accordance with the best interest of the tournament and the maintenance of its integrity and public confidence. The Tournament Director retains the right to cancel or alter any tournament, in a manner fair to the players and for the best interest of the tournament. It is the responsibility of the Tournament Director to bring these changes to the attention of the players.

The Tournament Director will be responsible to post and announce the prize pool and payout schedule of each tournament in a timely manner.

“THE INTERNATIONAL POKER RULES”

2009-2010 Edition

Effective September 1, 2009

RULE 1 TOURNAMENT STAFF

- 1-1. The “*tournament staff*” will control the progress of the tournament and must remain neutral to all players.
- 1-2. Dealers, Floor People, and Tournament Directors must make all announcements in the tournament’s “*official language*.”
- 1-3. Dealers are responsible for reporting any violation made by a player or any discrepancy that may occur.
- 1-4. Floor People and Tournament Directors have the authority to make rulings and impose penalties.
- 1-5. If a discrepancy or violation occurs, the “*tournament staff*” will consider the technical rules to interpret how a rule will apply and are to use fairness as their top priority in the decision-making process. On occasion, unusual circumstances may arise that could dictate decisions in the interest of fairness and will take priority over the technical rules. The decision of the highest authority in the room will be final.

(TDA RULE #1) FLOOR PEOPLE- Floor People are to consider the best interest of the game and fairness as their top priority in the decision-making process. Unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules. The Floor Person’s decision will be final.

RULE 2 DEALER ERROR

- 2-1. When a situation occurs due to a dealer error, including a dealer accidentally releasing the card deck before the hand is complete; dealers must immediately stop all action and notify a Floor Person or the Tournament Director of their error.
- 2-2. The “*tournament staff*” has the sole authority to resolve the situation in the fairest manner. On occasion, unusual circumstances may arise that could dictate decisions in the interest of fairness and will take priority over the technical rules. The decision of the highest authority in the room will be final.

RULE 3 PLAYERS

- 3-1. The sport of poker relies on the integrity of an individual to play in a fair manner and to abide by the policies, procedures, and rules of the tournament. Players should conduct themselves in a disciplined manner, demonstrating sportsmanlike behavior at all times.
- 3-2. Players are encouraged to familiarize themselves with “*The International Poker Rules*” and to take notice of any forced changes and/or modifications posted in the tournament area. Lack of knowledge regarding the rules may not be deemed as an excuse by a violator. An unintentional error should be less serious than a deliberate violation and may be ruled as such.
- 3-3. A player shall not benefit from an error caused by their action.
- 3-4. In certain situations, unusual circumstances may arise, whereas, a player may have the right to appeal a ruling to the highest authority in the room.

RULE 4 DISCREPANCIES AND RULINGS

- 4-1. Players are responsible to report any errors, discrepancies or violations that promote an unfair game.
- 4-2. A player is responsible to notify the dealer of any irregularities when it occurs or is first noticed.
- 4-3. Any delay in reporting a discrepancy may affect a ruling; once a “*new deal*” has begun the result of the previous hand will stand.

RULE 5 ETHICAL PLAY

- 5-1. Poker is an individual game. Actions, statements and/or behaviors that compromise the fairness of the game, whether knowingly or unknowingly, are considered unethical play and unsportsmanlike behavior.
- 5-2. Tournament Directors and Floor People will penalize any player who acts in an unethical manner.
- 5-3. Any player involved in collusion will be subject to “*disqualification*.” Soft playing and chip dumping are considered forms of collusion.

(TDA RULE #43) ETHICAL PLAY- Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.

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

- 6-1.** Players are obligated to protect and respect the other players in the tournament.
- 6-2.** At any time during a live hand, a player shall NOT disclose or advise another player in regards to the contents or play of a live or “folded/mucked” hand.
- 6-3.** The “one player to a hand” rule will be strictly enforced. Tournament Directors and Floor People will issue penalties for the following violations; whether a player is involved in the hand or not, a player may NOT;
 - a) Disclose contents of live or folded hand.
 - b) Advise, coach or criticize play before or after the action is complete.
 - c) Read a hand out loud that hasn’t been tabled.
 - d) Discuss hands or strategy with any spectator.
 - e) Seek or receive consultation from an outside source.

(TDA RULE #41) NO DISCLOSURE- Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not: 1. Disclose contents of live or folded hands. 2. Advise or criticize play before the action is complete. 3. Read a hand that hasn’t been tabled. The one-player-to-a-hand rule will be enforced.

RULE 7 POKER ETIQUETTE

- 7-1.** To maintain the integrity and fairness of the tournament and to provide a player friendly environment, the following actions are considered improper and unsportsmanlike behavior. Tournament Directors and Floor People will issue penalties for the following etiquette violations. Repeated infractions are subject to escalating penalties.
 - a) Acting out of turn, intentionally and/or repeatedly.
 - b) Intentionally folding/mucking out of turn, including abandoning a hand.
 - c) Miscalling his or her hand, intentionally and/or repeatedly.
 - d) Exposing cards with action pending, intentionally and/or repeatedly.
 - e) Needlessly stalling the action of a hand.
 - f) Violating the “one player to a hand” rule, including coaching a player or talking about the hand to another person either at the table or on the rail, during a live hand.
 - g) Revealing the contents of any live or folded cards during a live hand.
 - h) Making unfair statements and/or promoting action that could influence any player’s decision.
 - i) Any form of soft play, including verbally or mutually agreeing to check a hand down, when a third player is all-in.
 - j) Incorrectly instructing or controlling the action of a player.
 - k) Any form of “rabbit hunting.”
 - l) Splashing chips directly into the pot, intentionally and/or repeatedly.
 - m) Mucking their hand at the dealer, a player or in an abusive manner.
 - n) Throwing or destroying card(s), intentionally.
 - o) Abusive or disruptive behavior.
 - p) Unnecessarily touching another player’s cards or chips.

(TDA RULE #44) ETIQUETTE VIOLATIONS- Repeated etiquette violations will result in penalties. Examples include, but are not limited to, unnecessarily touching other players’ cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.

RULE 8 DEAL MAKING

- 8-1.** All players in an event are obligated to obey the Tournament Director’s deal making policy.
- 8-2.** If such an agreement is allowed, the remaining players shall inform the Tournament Director about the deal(s) they want to make.
- 8-3.** The Tournament Director will ensure that all players are in agreement; any player disagreeing will cancel the deal.
- 8-4.** Any agreement that excludes one or more active competitors or is made without the Tournament Director’s knowledge is considered improper by definition and may be deemed as grounds for disqualification.

RULE 9 PENALTIES AND DISQUALIFICATIONS

- 9-1.** A player will receive a penalty when they, knowingly or unknowingly, violate a rule that compromises the fairness of the game. Actions, statements and/or behavior that may take advantage of the procedures or technical rules of a fair game will incur a penalty. All infractions shall be brought to the immediate attention of the dealer before the start of the “*new deal*.”
- 9-2.** Tournament Directors and Floor People may issue penalties that include a “*VERBAL WARNING*,” “*MISSED HAND PENALTY*,” or “*DISQUALIFICATION*.” Repeated infractions are subject to escalating penalties including disqualification.
- a) **VERBAL WARNINGS**
A *verbal warning* may be issued to a violating player as a penalty. A repeated *verbal warning* will result in a “*missed hand penalty*” or “*disqualification*.”
- b) **MISSED HAND PENALTY**
For the entire period of the penalty the violating player shall remain away from their seat and away from any tournament tables. It is the responsibility of the violating player to report to the Floor Person or Tournament Director during the penalty phase to await instruction for re-entrance. A “*missed hand penalty*” will be issued in the following manners;
- (i) The violating player will miss 1 hand multiplied by the number of players dealt in the hand, including the violating player. Tournament staff can assess 1, 2, 3, or 4 round penalties and in certain situations a player may be penalized by disqualification.
- (ii) The violating player will be penalized with a “time out.” Tournament staff will assess penalties in 10 minute increments. Repeated infractions are subject to additional “time out” penalties, up to and including disqualification.
- c) **DISQUALIFICATION**
A player who is disqualified will have his or her chips removed from play. The player must immediately leave the tournament area. *The Tournament Director’s* decision to disqualify a player is final. A disqualified player cannot appeal the decision and will not be entitled to a refund. Disqualified players may not make any claim for monetary damages.
- 9-3.** A penalty may be waived if the player was misled by the dealer. An unintentional error is less serious than a deliberate violation and should be ruled as such. A player shall never benefit from their violation or an error caused by their action.

(TDA RULE #40) PENALTIES AND DISQUALIFICATIONS- A penalty MAY be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents take place. Penalties WILL be invoked in cases of soft play, abuse, or disruptive behavior. Penalties available to the TD include verbal warnings and “missed hand” penalties. Except for a one-hand penalty, missed hand penalties will be assessed as follows: The offender will miss one hand for every player, including the offender, who is at the table when the penalty is given multiplied by the number of rounds specified in the penalty. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in. Tournament staff can assess a one-hand penalty, one-, two-, three-, or four-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.

RULE 10 OFFICIAL LANGUAGE

- 10-1.** The “*official language*” is defined as English along side with a country’s local or native language determined by the location of the tournament venue.
- (i) In the United States, the English-only rule will be enforced during the play of hands.
- (ii) Outside the US, the “*official language*” will be English along side with the local or native language of that country, during the play of hands.
- 10-2.** During a live hand, the use of a foreign language, other than the tournament’s “*official language*,” is not permitted at the table, whether involved in the hand or not; this includes talking to players not at the table.
- 10-3.** All announcements must be made in the tournament’s “*official language*.”

(TDA RULE #2) OFFICIAL LANGUAGE- the English only rule will be enforced in the United States during the play of hands. English will be used in international play along side with the country’s local or native language.

RULE 11 COMMUNICATION DEVICES

- 11-1.** The use of “*communication devices*” will be strictly enforced. Dealers WILL be responsible and MUST report the use of a *communication device* by a player AT the table. The dealer MUST immediately notify a Floor Person or the Tournament Director.
- 11-2.** “*Communication devices*” are not permitted ON or AT the table at any time.
- 11-3.** A player may NOT use “*communication devices*” AT THE TABLE, whether involved in a hand or not.
- 11-4.** Music playing devices with any type of communication functions (Cellular phones, internet, text messaging) are NOT allowed.
- 11-5.** A player wishing to use any type of “*communication device*” during the tournament must step away from the table or in the designated area as prescribed by Management.
- 11-6.** Any player using a telephone, text-messaging or any other “*communication device*” at the table will receive a penalty. All penalties will begin at the completion of the hand.
- a) **Use of a Communication Device with Action Pending**, if at anytime, a player with a live hand has NOT completed their action, whereas they can still *bet, call, (re)raise* or *fold/muck* their hand, and attempts to use or uses a “*communication device*,” will have their hand declared a “*dead hand*.” The player will also receive a penalty that will begin once the hand has been completed.
- b) **Use of a Communication Device when “all in,”** if a player is “*all in*,” whereas they can NOT *bet, call, (re)raise* or *fold/muck* their hand and attempts to use or uses a “*communication device*” while waiting on an opponent(s) pending action, the player will receive a penalty; their hand will NOT be declared a “*dead hand*.” If the player survives their “all in” bet, the penalty will begin once the hand is completed. The first offense may warrant a “*verbal warning*,” repeated infractions are subject to escalating penalties.

(TDA RULE #3) COMMUNICATION DEVICES- players may not talk on the phone while at the poker table. House rules apply to all other forms of electronic devices.

RULE 12 ELECTRONIC DEVICES

- 12-1.** Players may only use “*electronic devices*” as approved by the Management.
- 12-2.** Players must obey the management’s instructions regarding the use of electronic devices throughout the tournament.
- 12-3.** Players using “*electronic devices*” assume the responsibility of any unheard verbal declarations and announcements made during the tournament.
- 12-4.** Once players have reached the “*hand for hand*” action, the “*payout level*,” or as instructed, all “*electronic devices*” may no longer be used and must be removed from the table.
- 12-5.** Music playing devices with any type of communication functions (Cellular phones, internet, text messaging) are NOT allowed.
- 12-6.** Players will be allowed to use noise-reduction headsets.
- 12-7.** Music playing devices must be used with a headset and the volume must be kept at a level that can only be heard by that player, as to not disturb others.

RULE 13 VALID IDENTIFICATION

- 13-1.** Players are responsible to carry and present “*valid identification*” as required by management (Driver’s license, passport, player’s card) during the tournament.
- 13-2.** A player may not register, take their seat, or receive a payout without proper “*valid identification*” and verification of tournament registration.
- 13-3.** Any player producing a fraudulent form of identification will be subject to “*disqualification*.”

RULE 14 REGISTRATION

- 14-1. A player must meet the minimum legal age requirement and must present a valid form of identification, as required by management, at time of registration.
- 14-2. Players may register until close of registration. Registration will open and close as dictated by the Venue and Management.
- 14-3. A player will only be allowed to register one time in any tournament.
- 14-4. Players are responsible for verifying his/her registration receipt to ensure accuracy prior to leaving the registration window.
- 14-5. Entries will be non-negotiable and non transferable. Refunds are subject to *management*.
- 14-6. Cancellation policy: Management reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament without prior notice.

RULE 15 ALTERNATE PLAYERS

- 15-1. When a Venue's seating capacity dictates the need for alternates, "*alternate players*" will enter the tournament on a first come, first serve basis, until all alternates are seated.
- 15-2. Alternate player will NOT be penalized by a reduced "*starting chip stack*."

RULE 16 LATE ENTRIES

- 16-1. Players may register until close of registration.
- 16-2. "*Late entrants*" may be subject to a reduced "*starting chip*" stack.
- 16-3. "*Late entrants*" may be seated in any unsold seat and will assume that seat's "*starting chip*" stack. Chips for obligated blinds and antes may have been removed from the "*starting chip*" stack, as the *late entrant* would be deemed an "*absent player*." A late entering player will only be entitled to the amount of "*starting chips*" remaining and assume the rights and responsibility of that seat. At close of registration any unsold seat's chip stack will be removed from the tournament and taken out of play.
- 16-4. Management reserves the right, at their sole discretion, to issue and remove the appropriate amount of "*starting chips*" to late entrants. If there are no seats with "*starting chip*" stacks available, the Tournament Director will remove chips at a rate of 1 small blind and 1 big blind for every 20 minute increment missed. If antes were in play, *late entrants* will also have 1 round of antes removed for every 20 minute increment missed. A round of antes will be determined by the tournament's seating structure (ex- 6, 8,9,10 or 11 handed). The removed chips will not be brought into play.

RULE 17 ABSENT PLAYER

- 17-1. An "*absent player*" will maintain their obligations for blinds, antes, and forced bets. Blinds, antes, and forced bets will be taken in turn from all chip stacks regardless if the player is seated.
- 17-2. On occasion, a situation may arise whereas a player may have to voluntarily leave the tournament due to unforeseen circumstances. The player should notify the Tournament Director of their intent to voluntarily leave and not return to the tournament. At that point, the player's entire chip stack will be taken out of play. The player will then be deemed "*disqualified*" and will not be allowed to re-enter, nor will the player's entry be transferable or refundable.

RULE 18 RE-BUYS

- 18-1. During a "*re-buy*" tournament, a player must always have chips on the table and must always be dealt a hand, as not to miss a hand due to a re-buy.
- 18-2. If a player runs out of chips during the "*re-buy*" period, the player must "*re-buy*" or declare a "*re-buy*" before the start of the "*new deal*."
- 18-3. If a player announces the intent to "*re-buy*" before a "*new deal*" begins, that player is playing with those chips behind and is obligated to make the "*re-buy*."
- 18-4. If the player bets an amount to include chips from the intended "*re-buy*," the player must present the funds before action can be completed.
- 18-5. If the tournament has an add-on option, players may only add on during the period as prescribed by management.

(TDA RULE #19) RE-BUYS- A player may not miss a hand. If a player announces the intent to re-buy before a new hand begins, that player is playing chips behind and is obligated to make the re-buy.

RULE 19 SEATING

- 19-1.** Seat 1 will always be assigned to the seat immediately left of the dealer box and continue in a clockwise direction.
- 19-2.** A non-player may NOT sit at the table or behind a player.
- 19-3.** Tournament and satellite seats will be randomly assigned.
- 19-4.** Management reserves the right to honor the request for a particular table and/or seat, to accommodate players with special needs.
- 19-5.** Players must present a copy of their tournament registration and/or a seating card, accompanied by a valid form of identification prior to taking their seat.
- 19-6.** All players must immediately leave their seat after being eliminated from the tournament.

(TDA RULE #4) RANDOM SEATS- Tournament and satellite seats will be randomly assigned. Accommodations for players with special physical needs will be made when possible.

RULE 20 AT YOUR SEAT

- 20-1.** “AT” your seat is defined as being within reach or touch of your chair.
- 20-2.** “IN” your seat is defined as being seated in your chair, with the exception to allow a player to temporarily stand up.
- 20-3.** A player must be “IN” their seat by the time the last card is dealt, which completes the initial deal. A player NOT *in* their seat will have a “*dead hand*.”
 - a) In Board playing / Flop games, a player must be “IN” their seat by the time the last card is dealt to the player with the “*dealer button*,” which defines the completion of the initial deal.
 - b) In Seven-card and Razz type games, a player must be “IN” their seat by the time the last player receives their final UP card, which defines the completion of the initial deal.
- 20-4.** A player must remain “IN” their seat until their action has been completed. A player LEAVING their seat before completing their action will be considered as intentionally folding out of turn and will receive a penalty. Dealers will be responsible to notify a *Floor Person* and/or *the Tournament Director* of any player with a live hand who intentionally leaves their seat prior to completing their action. Repeated infractions are subject to escalating penalties.
- 20-5.** Players who have completed their action and are awaiting an opponent(s) action will not have to remain “IN” their seat, but must remain “AT” the table. A player must be “AT” their seat by “call” time, in order to turn their hand “face up.”

(TDA RULE #22) AT YOUR SEAT- A Player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand. Players must be at their seat to call time.

RULE 21 SEAT CARDS

- 21-1.** “*Seat cards*” will be randomly assigned.
- 21-2.** The Tournament Director reserves the right to issue a player a “*seat card*” in the event they need to “*balance tables*,” “*break tables*,” or “*redraw seats*.”
- 21-3.** When a player is eliminated, the dealer is responsible to place the “*seat card*” on the table and notify a *Floor Person* or the *Tournament Director*, in a timely manner.

RULE 22 MOVING TABLES

- 22-1.** Players are to go immediately to their new table.
- 22-2.** Players going from a broken table to fill in seats assume the rights and responsibilities of that position.
- 22-3.** Players may be placed in the big blind, the small blind, or the dealer button position. The only place the newly moved player cannot get a hand is between the small blind and the “*dealer button*.”
- 22-4.** Players may not hold or transport tournament chips in any manner that takes them out of plain view.
- 22-5.** Players delaying or avoiding their move will incur a penalty, as it will be considered “*dodging blinds*.”

RULE 23 RE-DRAWING OF SEATS

- 23-1.** The Tournament Director reserves the right to “*re-draw seats*” by issuing randomly assigned “*seat cards*.”
- 23-2.** During a “*re-draw*,” all remaining players will be dealt a single card face up, starting in seat 1 and continuing clockwise for every chip stack on the table. The player who was dealt the highest card by “*suit ranking*” will be the first to receive a “*seat card*.”
- 23-3.** Prior to the final table, players will “*re-draw*” for seats as predetermined by the Tournament Director.
- 23-4.** When the “*final table*” is created, all remaining players will “*re-draw*” for seats.

RULE 24 BREAKING TABLES

- 24-1.** Players going from a broken table, to fill in seats, assume the rights and responsibilities of their new position.
- 24-2.** New players are dealt in immediately unless they are seated between the small blind and the “*dealer button*.” They can be seated in the big blind, the small blind, or the “*dealer button*” position.

(TDA RULE #5) BREAKING TABLES - Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button.

RULE 25 BALANCING TABLES

- 25-1.** The Tournament Director reserves the right to determine the number of players at each table in order to keep the tables reasonably balanced.
- 25-2.** Players will be transferred / moved as needed.
 - a) In Board playing / Flop games,** the player who is next to post the big blind will be moved to the short handed table. The player will be placed in the big blind position or, if not available, the WORST possible position available at the new table. The worst possible position is defined as the position closest to posting the big blind, which will never be the small blind.
 - b) In Stud games,** players will be moved by position; the last seat to open up at the short table is the seat to be filled.
- 25-3.** Play will halt on any table that is 3 or more players short.
- 25-4.** In certain situations, when the tournament is to be balanced to within 1 player, tables not balanced must halt play until the unbalanced table has been re-balanced.

(TDA RULE #6) BALANCING TABLES- In flop and mixed games when balancing tables, players will be moved from the big blind to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. The table from which a player is moved will be as specified by a predetermined procedure. In stud-only games, players will be moved by position, (the last seat to open up at the short table is the seat to be filled). Play will halt on any table that is three or more players short.

RULE 26 CARDS

- 26-1.** A deck of 52 cards will be used in tournament play.
- 26-2.** A tournament table will have 2 card decks available at all times. Those card decks will have different colored backs and will be changed on the dealer push, level change, or as prescribed by management.

RULE 27 SUIT RANKING

The international suit ranking from highest to lowest: Spades, Hearts, Diamonds, Clubs.

RULE 28 DEALING

- 28-1.** Cards will be dealt in a clockwise direction, from left to right, starting from the dealer position.
- 28-2.** All chip stacks at the table will be dealt a hand, regardless if a player is seated.
- 28-3.** A “*new deal*” is defined as the first riffle made by the dealer or when the dealer’s cut is made after removing the cards from an automated shuffle machine.

RULE 29 DECK CHANGES

- 29-1.** “Deck changes” will occur on the dealer push, level change, or as prescribed by management.
- 29-2.** Dealers will spread the deck to ensure that the card deck is complete and correct when changing decks.
- 29-3.** Players may not ask for “deck changes” unless cards are damaged, incomplete, or fouled in anyway.

(TDA RULE #17) DECK CHANGES- Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.

RULE 30 FOULED DECK

- 30-1.** If at any time during a hand, a card deck is found to have too few or too many cards, a different color back or two cards of the same suit and rank, it will be deemed a “fouled deck” and the hand will be declared a “misdeal.” All bets will be returned to players, and all action voided.
- 30-2.** Any player knowing or noticing, that the deck is defective, has an obligation to immediately bring this to the attention of the dealer. A player using this information in an unfair way will be subject to a penalty or disqualification.
- 30-3.** Players intentionally producing a “fouled deck” will be disqualified from the tournament.

RULE 31 CARDS VISIBLE

- 31-1.** Players must keep their cards on the table and in full view at all times; above table-level and never past the edge or rail of the table.
- 31-2.** Cards should not be covered by a player’s hand in a manner that completely conceals them.
- 31-3.** Players may be permitted to use a card protector object, so long as it does not interfere with the visibility of anyone’s cards or chip stack at the table. Management reserves the right to dictate the size and object, appropriate for use as a card protector.

RULE 32 UNPROTECTED CARDS

- 32-1.** A player is responsible to protect their cards at all times.
- 32-2.** If a dealer accidentally kills “unprotected cards,” a player will have no redress and will NOT be entitled to a refund of bets. However, if that player had raised and the raise had not yet been called, the raise will be returned to that player. On occasion, a Floor Person or the Tournament Director, at their sole discretion, may rule that unusual circumstances may have occurred and the ruling may dictate a decision in the interest of fairness and will take priority over the technical rule.

(TDA RULE #39) UNPROTECTED HANDS- If a dealer kills an unprotected hand; a player will have no redress and will not be entitled to a refund of bets. However, if that player had raised and the raise had not yet been called, the raise will be returned to that player.

RULE 33 RABBIT HUNTING

- 33-1.** “Rabbit hunting” is defined as looking through the discards or card deck after a hand is completed.
- 33-2.** Dealers are not permitted to show cards that have not been dealt and players should not ask the dealers to show the card(s) that would have been dealt.
- 33-3.** “Rabbit hunting” is not allowed, any player found “rabbit hunting” will incur a penalty.

(TDA RULE #21) RABBIT HUNTING- “Rabbit Hunting” is not allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.

RULE 34 CHIPS

- 34-1.** Non-value chips are used for tournament play and may NOT be removed from the tournament area.
- 34-2.** Tournament chips are solely used to determine the outcome of the tournament.
- 34-3.** All chips must be clearly visible at all times during the tournament.
- 34-4.** Chips should not be stacked in a manner that interferes with the dealing or the visibility of any player’s cards.

RULE 35 STARTING CHIPS

- 35-1.** At the start of the tournament, the appropriate amount of “*starting chips*” will be placed at each seat.
- 35-2.** At close of registration, any unsold seat’s “*starting chip stack*” will be removed and chips will be taken out of play.
- 35-3.** Late registering players may be subject to a reduced “*starting chip stack.*”

RULE 36 CHIPS VISIBLE

- 36-1.** All chips must be clearly visible at all times during the tournament.
- 36-2.** Players may not hold or transport tournament chips in any manner that takes them out of plain view. A player, who does so, will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.
- 36-3.** Players must keep their higher denomination chips in a separate stack, either in front or on top of their chip stack.
- 36-4.** All players are entitled to a clear view of an opponent’s chips.

(TDA RULE #37) CHIPS ON THE TABLE- Players must keep their higher denomination chips visible and identifiable at all times.

(TDA RULE #38) CHIPS IN TRANSIT- Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.

RULE 37 COLOR UP

- 37-1.** When the lowest denomination of chip will no longer be used in the blind or ante structure, they will be removed from the tournament.
- 37-2.** All lower-denomination chips will be exchanged or “*colored up*” for chips of the next lowest denomination that will be used in play.
- 37-3.** The “*tournament staff*” will announce the “*color up*” process. The “*color up*” will be done on all tables and only at the time as prescribed on the tournament structure sheet.
- 37-4.** The “*color up*” process will begin at the end of a level, prior to the new level. Players are to present their lower denomination chips to the dealer for exchange.
- 37-5.** Any remaining “*odd chip*” will be entered into the “*chip race.*”
- 37-6.** Players are encouraged to witness the entire “*color up*” process.

RULE 38 CHIP RACE

- 38-1.** A “*chip race*” will occur after each “*color up*” process.
- 38-2.** Cards will be dealt in a clockwise direction, starting in the seat 1. A player will receive all his/her cards before any cards are dealt to the next player. A player will receive one card; face up, for each “*odd chip*” in their possession. A chip will be awarded to the player based on their single highest card.
- 38-3.** If players receive a card of identical value, “*suit ranking*” will apply.
- 38-4.** A player cannot win more than one chip during the “*chip race.*”
- 38-5.** A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a “*chip race*” will be given one chip of the lowest denomination chips still in play.
- 38-6.** Players are encouraged to witness the “*chip race.*”

(TDA RULE #16) CHIP RACE- When it is time to color-up chips they will be raced off with a maximum of one chip going to any player. The chip race will always start in the number 1 seat. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play. Players are encouraged to witness the chip race.

RULE 39 DEALER BUTTON

- 39-1. A “dealer button” will be used in all board playing /flop games.
- 39-2. A “dealer button” is a round disk placed in front of the player to indicate the position of the dealer.
- 39-3. The “dealer button” will move in a clockwise direction at the end of a hand.
- 39-4. In certain situations, the dealer button” will be deemed a “dead button.”
- 39-5. It is the responsibility of each player, along with the dealer, to ensure that the dealer button is in the correct position.
 - a) In Board playing / Flop games, the player with the “dealer button” is last to receive a card on the initial deal and has the right of last action after the first round of betting.

RULE 40 PLACEMENT OF DEALER BUTTON

In board playing / flop games, to determine the placement of the “dealer button” at the start of the tournament and after a re-draw of seats, cards will be dealt at a random single table, starting in seat 1. A single card will be dealt for each seat at the table. The high card dealt by “suit ranking” will determine the dealer button’s position. The awarded position of “dealer button” will then be used at all tournament tables.

RULE 41 DEAD BUTTON

- 41-1. Tournament play will use a “dead button.”
- 41-2. A “dead button” is defined as a “dealer button” that cannot be advanced due to elimination of a player.
- 41-3. A “dead button” will occur when a new player is seated between the small blind and “dealer button” or when the dealer button is moved in front of an empty seat.
- 41-4. When a “dead button” situation is present, the “dealer button” will be moved in such a way as to allow the maximum number of players to be dealt in, provided that the existing player is still able to post a full set of blinds, prior to receiving the dealer button.

(TDA RULE #24) DEAD BUTTON- Tournament play will use a “dead button.”

RULE 42 BUTTON IN HEADS UP

- 42-1. When heads-up, the small blind will be in the “dealer button” position and the first to act.
- 42-2. When beginning heads-up play the “dealer button” may need to be adjusted to ensure that no player takes the big blind twice in a row.

(TDA RULE #26) BUTTON IN HEADS UP- In heads-up, the small blind will be on the button and acts first. When beginning heads-up play the button may need to be adjusted to ensure that, no player takes the big blind twice in a row.

RULE 43 MISPLACED BUTTON

- 43-1. In board playing /flop games, if the “dealer button” was incorrectly placed on the previous hand, the “dealer button” and blinds will be corrected for the “new deal.”
- 43-2. If a “misplaced button” is discovered after action has begun, play will continue as if no mistake was made. Button will continue in a clockwise and will not be moved backward for the next deal.

RULE 44 BLINDS

- 44-1. “Blinds” will be posted before the start of a “new deal” and before the players look at their cards.
- 44-2. “Blinds” will be taken in turn from all chip stacks regardless if the player is seated.
 - a) In Board playing / Flop games that require two blinds, the small blind will be immediately left of the “dealer button” and the big blind will be 2 positions left of the “dealer button.”
 - b) In games that require a “Bring In,” the “bring in” will be posted by the low or high card according to suit. If a player is not seated, he/she will maintain their obligation for the “bring in.”

RULE 45 DODGING BLINDS

- 45-1. A player must go directly to their new seating assignment as to not miss a hand.
- 45-2. When moving from a seat, a player who intentionally avoids their blind(s) or antes will be penalized with a 1-round “missed hand” penalty when seated.

(TDA RULE #25) DODGING BLINDS- A player who intentionally dodges any blind when moving from a broken table will incur a penalty.

RULE 46 NEW LIMITS

- 46-1. “Tournament staff” will announce the level change and “new limits,” once the time has expired.
- 46-2. Players are obligated to notify the “tournament staff” of an unobserved level change and the “new limits.”
- 46-3. The “new limits” will apply to the next hand, on the “new deal,” after the announcement is made.
- 46-4. A “new deal” is defined as the first riffle made by the dealer or when the dealer’s cut is made after removing the cards from an automated shuffle machine.

(TDA RULE #18) NEW LIMITS- When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the first riffle. If an automated shuffler is used, the hand begins when the green button is pushed.

RULE 47 HAND FOR HAND

- 47-1. The Tournament Director will reserve the right to dictate “hand for hand” action during a tournament.
- 47-2. When “hand for hand” action is announced, all “electronic devices” may NO longer be used and must be removed.
- 47-3. During “hand for hand” play, all tables will begin the “new deal” at the same time. When all players at a table have completed their hand, all play will halt. Dealers will not begin a “new deal” until instructed.
- 47-4. During “hand for hand” play, the Tournament Director reserves the right to control street for street action.
- 47-5. During “hand for hand” action, when players seated at different tables are eliminated on the same hand, all eliminated players will share the same finishing place. Players will evenly share the finishing place and payout. When one or more players at the same table are eliminated on the same hand, the player with the lower chip count will be considered to have been eliminated first.

RULE 48 PAYOUT LEVEL

- 48-1. Prior to the “payout level,” “hand for hand” action will be in play.
- 48-2. Once players have reached the “payout level,” all “electronic devices” may NO longer be used and must be removed.
- 48-3. Players eliminated must immediately proceed as instructed, to ensure proper finishing place and payout.
- 48-4. Once the “payout level,” is reached, if players seated at different tables are eliminated on the same hand, all eliminated players will share the same finishing place. Players will evenly share the finishing place and payout. When one or more players at the same table are eliminated on the same hand, the player with the lower chip count will be considered to have been eliminated first.
- 48-5. Players are responsible for the filing and payment of any and all taxes associated with tournament winnings. Prizes are non-transferable. A player will not receive a payout without proper “valid identification” and verification of tournament registration.

RULE 49 FINAL TABLE

- 49-1. A “final table” will be created as predetermined by the Tournament Director.
- 49-2. When a “final table” is created, all remaining players must “redraw” for seats.
 - a) In Board playing / Flop games, to determine the placement of the “dealer button” at the start of the final table, a single card will be dealt to each seat, starting in seat 1. The high card dealt by “suit ranking” will determine the dealer button’s position.

(TDA RULE #7) NUMBER OF PLAYERS AT THE FINAL TABLE - In flop games, the final table will consist of ten (10) players. In stud-type games, the final table will consist of nine (9) players.

RULE 50 BETTING LINE

- 50-1.** A “*betting line*” is considered a courtesy line and provides a defined area for action.
- 50-2.** Cards placed outside the “*betting line*,” in the “*safe zone*,” will be considered a live hand. When a player is seated, the dealer will not take cards from outside the “*betting line*.”
- 50-3.** Cards released in a forward motion, inside and over the “*betting line*” face down will be considered a “*folded/mucked hand*,” unless the player is in a “*showdown*” situation with an “*all in*” player.
- (i)** If a “*betting line*” is NOT present on the tournament table, cards released in a forward motion, face down will be considered a “*folded/mucked hand*,” unless the player is in a “*showdown*” situation with an “*all in*” player.
- 50-4.** Any chips pushed in a forward motion, over or released inside the “*betting line*” will be considered a binding bet, if acted in turn. Any chips not crossing the betting line, but pushed forward, in turn, will be considered part of the total intended bet amount.
- (i)** If a “*betting line*” is NOT present on the tournament table, any chips released into the pot, in turn, without a “*verbal declaration*” will be considered a binding bet.
- 50-5.** The dealer should not touch a player’s chips outside the “*betting line*.” Dealers should only count and inform players of the chips pushed over and inside the “*betting line*,” if requested by a player with a live hand.

RULE 51 SAFE ZONE

- 51-1.** The surface area of a table outside the “*betting line*” is considered the “*safe zone*.”
- 51-2.** Cards and chips placed in the “*safe zone*” are to be player’s responsibility.
- 51-3.** Dealers will NOT take cards from the “*safe zone*” when a player is involved in a hand.
- 51-4.** Dealers should not count any chips in the “*safe zone*.”

RULE 52 VERBAL or PHYSICAL DECLARATION OF ACTION

- 52-1.** A “*declaration of action*” may be an obvious physical motion or verbal statement: a *fold*, *check*, *bet*, *call*, *raise*, *re-raise* or “*all-in*.”
- 52-2.** Players are strongly encouraged to verbally declare their action.
- 52-3.** A player is responsible for clearly stating their action in turn.
- 52-4.** A player intentionally acting out of turn will receive a penalty.
- a)** A “*declaration of action*” **IN TURN** will be binding; the player will be forced to take the declared action.
- b)** A “*declaration of action*” **OUT OF TURN** will only be binding if the action to that player has not changed. A *check*, *call*, or *fold* is not considered action changing. A player intentionally acting out of turn will receive a penalty. The penalty may be waived if the player was misled by the dealer, if the interim player had his/her chips concealed appearing to be “*all-in*” or if the interim player had their cards concealed appearing not to have a live hand.

(TDA RULE #29) VERBAL DECLARATION/ ACTING IN TURN- Verbal declarations in turn are binding. Players are required to act in turn. Action out of turn may be binding and will be binding if the action to that player has not changed. A check, call, or fold is not considered action changing.

RULE 53 CHECKING

- 53-1.** A “*check*” must be a clearly stated verbal declaration or an obvious physical movement in turn. A player wishing to “*check*” their option to bet, should clearly announce “*check*” or visibly tap the table with an empty hand or fist.
- a)** “*Checking*” **OUT OF TURN** may be binding and will be binding if the action to that player has not changed. A player intentionally *checking* out of turn will receive a penalty.
- 53-2.** A player *checking* their action waives their right to initiate the betting round, but retains the right to “*call*,” “*raise*,” “*re-raise*,” or “*fold*,” if another player initiates the betting.
- 53-3.** A “*check*” is not considered action changing.
- 53-4.** A check-raise will be allowed.
- 53-5.** Any player intentionally misleading their intention to “*check*,” by placing chips in his/her hand prior to checking, may be obligated to commit those chips to the pot and will incur a penalty.
- 53-6.** In certain situations, a player with the last right of action that “*checks*” an undisputable winning hand, “*the nuts*,” will incur a penalty and may be found guilty of soft playing; that may result in “*disqualification*.”

RULE 54 CALLING

- 54-1.** It is a player's responsibility to clearly announce their intention to "call" before moving any chips into the pot.
- 54-2.** A call is not valid until the chips are actually released, unless the player has made a "verbal or physical declaration of action."
- a) **Calling IN TURN**, any chips pushed over the "betting line" and/or released into the pot will be considered a valid bet. If a player is unaware that a raise has been made and has released the incorrect amount of chips into the pot, that player must either "fold" and forfeit the released chips or add the additional amount required to complete the action of calling actual current bet amount.
- b) **Calling OUT OF TURN** may be binding and will be binding if the action to that player has not changed. A check, call, or fold is considered action not changing. Any chips over the "betting line" or verbally committed will remain in the pot. A player intentionally calling a bet out of turn will receive a penalty. The penalty may be waived if the player was misled by the dealer or if the interim player had his/her chips concealed appearing to be "all-in" or if the interim player had their cards concealed appearing not to have a live hand.
- 54-3.** If a player uses a single "oversized chip" without verbally declaring the exact amount of their bet, it will be considered a call.
- 54-5.** Dealers should only count and inform players of the amount to be called, if requested by a player with a live hand.
- 54-6.** Players are responsible to visually verify the amount of the bet. If a situation arises whereas a wrong bet amount was announced, the calling player will be obligated to correct the amount of the bet.

(TDA RULE #33) MULTIPLE CHIPS- Unless a raise has been declared, placing multiple chips in the pot that add to less than double the bet one is facing will be deemed a call if removal of any one chip leaves less than the bet the player could have called.

RULE 55 ACTION PENDING

- 55-1.** It is player's responsibility to protect their hand while awaiting an opponent's pending action.
- 55-2.** A player must remain *in* their seat until their action has been fully completed, whereas the player can no longer act.
- 55-3.** Any player with a live hand, that can still act, must remain *at* the table while awaiting an opponent's pending action.

(TDA RULE #23) ACTION PENDING- Players must remain at the table if he has a live hand.

RULE 56 CALLING "TIME"

- 56-1.** A player will have a reasonable amount of time to declare their action.
- 56-2.** To retain the right to act, a player may stop their action by calling "TIME."
- 56-3.** A player calling "TIME" to intentionally stall the progress of the game will incur a penalty.
- 56-4.** Repeated abuse of calling for "TIME" will result in a shorter decision making period.
- 56-5.** A player taking an excessive, unreasonable amount of time may be subject to a player calling for a "Clock."

RULE 57 CALLING FOR A "CLOCK"

- 57-1.** Any player in the tournament may put another player on the "clock," if a player is taking more than a reasonable amount of time to make a decision.
- 57-2.** Once a reasonable amount of time has passed and a "clock" is called for, a Floor Person or the Tournament Director will be called to the table. A player will be given a maximum of 1 minute to complete their action and will be given a verbal 10-second countdown. If a player has not acted when the "1" second mark is announced, the player's hand will be declared a "dead hand."
- 57-3.** A player intentionally stalling the progress of the game will incur a penalty.
- 57-4.** The Tournament Director reserves the right to put a "clock" on any player taking more than a reasonable amount of time to make a decision.

(TDA RULE #20) CALLING FOR A CLOCK- Once a reasonable amount of time has passed and a clock is called for, a player will be given a maximum of one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead.

RULE 58 BETTING

- 58-1.** Players are strongly advised to verbally declare their exact bet amount and to arrange their chips in the “*safe zone*” before making a bet.
- 58-2.** Chips must be pushed over the “*betting line*” and/or released into the pot in one motion.
- (i) If a “*betting line*” is NOT present on the tournament table, any chips released or pushed in a forward motion, in turn, without a verbal declaration will be considered a binding bet.
 - (ii) If a “*betting line*” is present, any chips moved in a forward motion, in turn, without a verbal declaration that does not completely cross over the betting line, will be considered part of the bet amount.
- 58-3.** Verbal statements of action should be clearly stated as to a *call, bet, raise, re-raise* or *all-in*.
- 58-4.** A bet is not valid until the chips are actually released, unless the player has made a “*verbal or physical declaration of action.*”
- a) **Betting IN TURN**, any chips pushed over the “*betting line*” and/or released into the pot will be considered a valid bet. If a player is unaware that a bet has been made, the player will be bound by that action. Any chips over the “*betting line*” or verbally committed will remain in the pot.
 - b) **Betting OUT OF TURN** may be binding and will be binding if the action to that player has not changed. A *check, call, or fold* is considered action not changing. A player intentionally betting out of turn will receive a penalty. The penalty may be waived if the player was misled by the dealer or if the interim player had his/her chips concealed appearing to be “*all-in*” or if the interim player had their cards concealed appearing not to have a live hand.
- 58-5.** Dealers should not count any chips in the “*safe zone.*” Players wishing to obtain information about an opponent’s total chip stack amount will be entitled to voluntary information provided only by that opponent or a clear view for a visual estimate. Dealers may assist a player with providing this information about his/her chips in the “*safe zone,*” if requested. Dealers should never advise or provide a player with information that may provide an unfair advantage or disadvantage.
- 58-6.** The “*pot size*” amount will only be given to players in pot-limit games. In no-limit games, a dealer may only spread the pot for a player, if requested. A player must state their exact bet or raise amount as an actual value. In certain situations, whereas a player states a vague amount, that player will be obligated to the minimum bet or raise required.
- 58-7.** Dealers should only count and inform players of the chips pushed over the “*betting line*” and/or released into the pot, if requested by a player with a live hand. Players should allow the dealer to accurately count the chips without interfering.
- 58-8.** Players are responsible to visually verify the amount of the bet. If a situation arises whereas a wrong bet amount was announced, the calling player will be obligated to correct the amount of the bet.
- 58-9.** If a player is unaware that there has been a raise and the player has released chips into the pot, the player can either “*fold,*” and forfeit the released chips or complete the “*call*” action. If the player has verbally announced “*raise,*” that player will be obligated to the minimum raise required.

RULE 59 POT SIZE

- 59-1.** Players are entitled to be informed of the “*pot size*” ONLY in pot-limit games.
- 59-2.** Dealers will not count or inform player of the “*pot size*” in limit and no-limit games.
- 59-3.** Players shall allow the dealer to accurately count the chips without interfering.
- 59-4.** Players are responsible to visually verify the “*pot size*” amount before *calling* or *raising*.
- 59-5.** If an error occurs regarding an incorrect pot size amount, the calling player will be obligated to the actual pot size amount and will be responsible to correct the amount.

(TDA RULE #35) POT SIZE- Players are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games.

RULE 60 ALL-IN

- 60-1.** Players betting “*all-in*” must clearly declare their action and move an obvious amount of their entire chip stack forward, unless an “*all-in button*” is used.
- 60-2.** An “*all-in*” bet binds a player’s entire chip stack to the hand, including any hidden chips. Discovered chips are to be considered in the outcome as if the chips were in plain view. An eliminated “*all-in*” player will have no redress if they discover hidden chips, provided that the opponent(s) had sufficient chips to cover the hidden one(s).
- 60-3.** When a player is “*all-in*” and no further betting action is possible, the dealer must stop all action and instruct the players to turn their cards “*face up*,” players will be in a “*showdown*” situation. Dealers must ensure that all cards are exposed before continuing with any action.
- 60-4.** An “*all-in*” bet of less than a full raise does not reopen the betting to a player who has already acted.
- 60-5.** If a player is “*all in*” or any player involved in the “*showdown*,” accidentally or intentionally “*folds/mucks*” their hand before cards are turned “*face up*,” the dealer must immediately bring this to the attention of a *Floor Person or Tournament Director*. Management reserves the right to retrieve the folded/mucked cards, if the cards are clearly identifiable. Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.

RULE 61 ALL-IN BUTTON

- 61-1.** If an “*all-in button*” is used in the tournament, it is the dealer’s responsibility to immediately announce and ensure that the “*all-in button*” is in front of the player.
- 61-2.** If one or more players announce “*all-in*,” multiple “*all-in buttons*” will be placed on the table.

RULE 62 RAISE REQUIREMENTS

- 62-1.** The minimum raise required must always be equal to or larger than the amount of the previous bet or raise on that betting round, unless a player has moved “*all-in*” for less.
- 62-2.** If a player puts in a raise of fifty percent (50%) or more of the previous bet, but less than the minimum raise required, he or she will be required to make a full raise. The full raise amount required to complete the action will be the amount of the minimum raise required.
 - a) In NO-LIMIT, the first minimum raise requirement, after the flop, must be at least double the big blind amount. Additional raises may be in increments equal to or more than the previous raised amount.
 - b) In NO-LIMIT and POT-LIMIT, an “*all-in*” bet of less than a full raise does not reopen the betting to a player who has already acted. There is NO cap on the number of raises in no-limit and pot-limit games.
 - c) In LIMIT betting structured games, the maximum number of raises will be 1 bet and 3 raises, until “*heads up*” play; in certain situations, a venue’s house limit will apply. If the player raises “*all-in*” for LESS, a raise must be at least half of the limit to constitute a raise.

(TDA RULE #31) RAISES- A raise must be at least the size of the previous raise. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. In no-limit and pot limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted.

(TDA RULE #34)- NUMBER OF RAISES- There is no cap on the number of raises in no-limit games. In limit events there will be a limit to raises even when heads-up until the tournament is down to two players; the house limit will apply.

RULE 63 METHODS OF RAISING

- 63-1.** Raises must adhere to the “*raise requirements*.”
- 63-2.** Raises must either be verbally declared or by a physical action.
- 63-3.** A raise must be made by one or more of the following:
 - a) Placing the full amount in the pot in one motion.
 - b) Verbally declaring the full amount prior to the initial placement of chips into the pot.
 - c) Verbally declaring “*raise*” prior to the placement of the call amount into the pot and then completing the action with one additional motion.

(TDA RULE #30) METHODS OF RAISING- In no-limit or pot-limit a raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion. It is the player's responsibility to make his intentions clear.

RULE 64 STRING BETS AND RAISES

- 64-1.** It is a player's responsibility to clearly announce their intention to "raise" before moving any chips into the pot.
- 64-2.** Chips placed in the pot in multiple movements, without a prior "verbal declaration," will be considered a "string raise."
- 64-3.** A "string raise" is NOT a valid bet.
- 64-4.** Dealers will be responsible for calling a "string raise."
- 64-5.** A player wishing to call attention to a possible "string raise" should immediately notify the dealer, who will immediately call for a Floor Person or the Tournament Director.
- 64-6.** If a player commits a "string raise," the player will be obligated to commit the chips to the pot during their first movement or to the minimum amount required.

(TDA RULE #36) STRING BETS AND RAISES- Dealers will be responsible for calling string raises.

RULE 65 OVERSIZED CHIP

- 65-1.** To make a raise with a single "oversized chip," a verbal "declaration of action" must be made BEFORE the chip hits the table surface.
 - a) PRE-FLOP or with any existing call amount (blinds), if a player uses a single "oversized chip" without verbally declaring a "raise," it will only be considered a "call."
 - b) FIRST TO ACT AFTER THE FLOP, if a player uses a single "oversized chip" without verbally declaring the exact amount of their bet, it will be considered a bet of the entire value of that chip or the maximum allowed up to the size of that chip.

(TDA RULE #32) OVERSIZED CHIP- A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise but does not state the amount, the raise will be the maximum allowable up to the size of that chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with a single oversized chip a verbal declaration must be made before the chip hits the table surface.

RULE 66 FOLDING/ MUCKING

- 66-1.** Cards should be released in a low line of flight, face down in a forward motion, over and inside the "betting line," (if betting line is present)
- 66-2.** Players are responsible for holding onto their cards until the winner is declared.
- 66-3.** Cards released face down in a forward motion or over and inside the "betting line," will be considered a "folded/mucked hand," unless a player is in a "showdown" situation with one player being "all in."
 - a) "Folding/mucking" OUT OF TURN, any player intentionally "folding/mucking" out of turn will receive a penalty. A player leaving their seat before completing their action will be considered as intentionally "folding/mucking" out of turn. The penalty may be waived if the player was misled by the dealer, if the interim player had his/her cards concealed appearing not to have a live hand.
 - b) "EXPOSING CARDS" when "folding/mucking," during a live hand, a player intentionally flashing or "exposing cards" while "folding/mucking" will incur a penalty. If all action is complete, a player intentionally flashing or exposing his/her card(s) while "folding/mucking," will entitle all players to see the cards, if requested. The dealer will kill the hand and show the player's ENTIRE hand.
- 66-4.** Any player "folding/mucking" in an aggressive manner will be subject to a penalty.

RULE 67 MUCKED HANDS

- 67-1.** Cards released in a forward motion, face down or over and inside the “*betting line*,” face down will be considered a “*folded/mucked hand*.”
- 67-2.** A Player may not retrieve a “*folded/mucked*” hand once released.
- 67-3.** Dealers may not retrieve and/or return the “*folded/mucked hand*” to a player.
- 67-4.** Players are responsible for holding onto their cards until the winner is declared. A player, who accidentally or intentionally folds/mucks their hand before the winning hand is determined, will forfeit his or her rights to be awarded the pot. The hand will be considered a “*folded/mucked hand*” and declared a “*dead hand*,” unless a player is “*all-in*” and players are in a “*showdown*” situation.
- 67-5.** If a player is “*all in*” or any player involved in the “*showdown*,” accidentally or intentionally folds/mucks their hand before cards are turned “*face up*,” the dealer must immediately bring this to the attention of a Floor Person or Tournament Director. Management reserves the right to retrieve the “*folded/mucked*” cards, if the cards are clearly identifiable. Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.

RULE 68 EXPOSING CARDS

- 68-1.** An “*exposed card*” is defined as any card intentionally or accidentally shown to or seen by at least one player at the table.
- 68-2.** It is a player’s responsibility to inform the dealer of any “*exposed cards*” or flashed card(s).
- 68-3.** Anytime an exposed card is not 100% identifiable, the dealer will show the player’s entire hand.
- 68-4.** Dealers must “*show one player, show all players*,” any “*exposed cards*.”
- a) If ALL ACTION IS COMPLETE, and a player exposes his/her card(s) to at least one player before “*folding/mucking*,” all players are entitled to see the “*exposed card(s)*, if requested. The dealer will kill the hand and show all players the EXACT card(s) shown.
 - b) “Exposing cards” due to dealer’s error, dealers must announce and show the exposed card to all players. The exposed card must remain “*face up*” on the card deck, until the next action. The exposed card will be taken out of play.
- 68-5.** A player intentionally exposing his/her card(s) to a player during a live hand will NOT have a “*dead hand*,” but will incur a penalty. The penalty will begin at the end of the hand.
- a) “Exposing cards” to a player with NO LIVE HAND, anytime a player “*exposes cards*” to a player, any player at the table may REQUEST to see the exposed card(s). At the end of the hand, the dealer will kill the hand and show the player’s show all players the EXACT card(s) shown.
 - b) “Exposing cards” to a player WITH A LIVE HAND, anytime a player “*exposes cards*” to a player who has NOT completed their action, the dealer will immediately show all players the EXACT card(s) shown. This is done so that all players involved are entitled to the same information. At the END of the hand, dealer will kill the hand and show all players the EXACT card(s) shown. The player that exposed his/her card(s) will incur a penalty.
- 68-6.** A card accidentally exposed by a dealer or dealt off the table is ruled an “*exposed card*” and may be the cause for a “*misdeal*.” If more than 2 cards are exposed during the initial deal, the hand will be declared as a “*misdeal*.”
- 68-7.** In Flop games, if during the initial deal, the dealer accidentally “*exposed*” a player’s card, that card will be taken out of play, shown to all players and used as the burn card. The player will then receive a new card from the top of the deck, once all players have received their initial hand. If 2 or more cards are “*exposed*” during the initial deal, the hand will be declared a “*misdeal*.”

(TDA RULE #42) EXPOSING CARDS- A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.

RULE 69 SHOW ONE PLAYER, SHOW ALL PLAYERS

- 69-1.** Any cards shown to ONE player will be shown to ALL players and deemed an “*exposed cards*.” Dealers will treat the cards as prescribed in “*exposing cards*.”

RULE 70 FACE UP

70-1. “*Face up*” or “*tabled*” is defined as revealing the card’s identity by showing the card’s actual value.

70-2. All cards will be turned “*face up*” once a player is “*all-in*” and all betting action is complete, players will be in a “*showdown*” situation.

(TDA RULE #9) FACE UP- All cards will be turned face up once a player is all-in and all betting action is complete.

RULE 71 SHOWDOWN

71-1. If all betting has been completed and no further action is possible, players will be in a “*showdown*” situation.

71-2. The player who made the last aggressive action on the final betting round must show their hand first. In situations where all players have checked the last betting round, the player to the left of the “*dealer button*” must show first and shall continue in a clockwise direction.

a) In Stud games, the player with the high board must show first.

b) In Razz, the lowest board shows first.

c) “All-In,” if a player is “*all-in*” and no further betting action is possible, the dealer must stop all action and instruct the players to turn their cards “*face up*,” players will be in a “*showdown*” situation. Dealers must ensure that all cards are exposed before continuing with any action. If a player is “*all in*” or any player involved in the “*showdown*,” accidentally or intentionally folds/mucks their hand before cards are turned “*face up*,” the dealer must immediately bring this to the attention of a *Floor Person* or *Tournament Director*. Management reserves the right to retrieve the folded/mucked cards, if the cards are clearly identifiable. Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.

d) If there is a “side pot,” players involved in the “*side pot*” should show their hands first. “*Side pots*” will always be awarded before the main pot.

(TDA RULE #11) SHOWDOWN- At the end of last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet the player to the left of the button shows first and so on clockwise. In stud games, the player with the high board must show first. In razz, the lowest board shows first.

RULE 72 KILLING WINNING HANDS

72-1. On occasion, a dealer error may occur that results in accidentally “*killing a player’s winning hand*.” A winning hand cannot be killed by the dealer, if the player has clearly turned his or her cards “*face up*” and is obviously holding and tabled the winning hand. In these situations, the dealer’s error will be corrected and the player’s hand will be retrieved and the pot will be awarded accordingly.

72-2. Players are encouraged to assist in reading tabled hands, if it appears that an error is about to be made.

(TDA RULE #10) KILLING WINNING HANDS- Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

RULE 73 VERBAL DECLARATION OF HAND

73-1. A verbal declaration as to the content of a player’s hand is NOT binding, “*Cards speak for themselves*.”

73-2. Any player intentionally “*miscalling*” his/her hand will be penalized.

(TDA RULE #8) DECLARATIONS- Cards speak. Verbal declarations as to the content of a player’s hand are not binding; however, any player deliberately miscalling his or her hand may be penalized.

RULE 74 MISCALLING A HAND

74-1. “*Miscalling*” a hand is defined as a false verbal statement as to the actual value of a player’s hand, “*Cards speak for themselves*.”

74-2. Any player intentionally “*miscalling*” his/her hand will be penalized.

74-3. A player “*folding/mucking*” their hand as a result of another player intentionally “*miscalling a hand*” will have the right to bring this to the attention of the Tournament Director. The Tournament Director reserves the right to render judgment in the interest of fairness that may take priority over the technical rules.

RULE 75 PLAYING THE BOARD

- 75-1.** A player must show both cards when “*playing the board*” in order to be awarded any part of the pot.
- 75-2.** A player who intentionally “*miscalls*” their hand to deceive another player will incur a penalty.
- 75-3.** It is a player’s responsibility to determine the winning hand before “*folding/mucking*.” A player who folds/mucks will have no redress as their hand will be non-retrievable.

(TDA RULE #14) PLAYING THE BOARD- A player must show both cards when playing the board in order to get part of the pot.

RULE 76 POT AWARDING

- 76-1.** To be awarded a pot, a player must show their entire hand, if there are one or more players involved with a live hand.
- 76-2.** The pot will not be awarded until all losing hands have been killed.
- 76-3.** The winning hand should remain “*face up*,” until the pot is awarded.
- 76-4.** Players are responsible to ensure that the pot is awarded accordingly.
- 76-5.** If by dealer error, the pot is awarded to the wrong player, the error must be corrected before the start of the “*new deal*.” Once a “*new deal*” has begun, the result of the previous hand must stand. If the wrongly awarded pot has been mixed with a player’s chip stack, Management will at its best effort try to reconstruct the pot accurately. In certain situations, the tournament clock will pause and all tournament play will stop, until the error is corrected.

(TDA RULE #15) DISPUTED POTS -The right to dispute a hand ends when a new hand begins. (See TDA rule #18.)

RULE 77 ODD CHIP

- 77-1.** An “*odd chip*” is defined as any leftover remaining chip resulting from a split pot or from the “*color up*” process.
- 77-2.** If a split pot contains an uneven amount of chips, the pot will be split down and divided as evenly as possible. Any remaining chip will be broken down to the lowest denomination of chip still in play and the remaining “*odd chip*” will be awarded accordingly.
 - a) In Board playing / Flop games**, when there are two or more winning hands, the “*odd chip*” will be awarded to the entitled player left of the “*dealer button*.”
 - (i) In High-Low split games**, the “*odd chip*” will be awarded to the high hand, if there are two or more high hands with identical values, the “*odd chip*” will be awarded to the entitled player left of the “*dealer button*.”
 - b) In Stud games**, when there are two or more hands that have identical values, the “*odd chip*” will go to the high card by “*suit ranking*.”
 - (i) In High-Low split games**, the “*odd chip*” will be awarded to the high hand, if there are two or more high hands with identical values, the “*odd chip*” will go to the high hand by “*suit ranking*.”
 - c) In Low games**, the “*odd chip*” will be awarded to the lowest hand by lowest “*suit ranking*.”

(TDA RULE #12) ODD CHIPS- The odd chip will go to the high hand. In flop, games when there are two or more high hands or two or more low hands the odd chip(s) will go to the left of the button. In stud games, the odd chip will go to the high card by suit. However when hands have identical value (e.g., a wheel in Omaha/8) the pot will be split as evenly as possible.

RULE 78 SIDE POT

- 78-1.** When one or more players are “*all-in*” and the other players involved in the hand have chips in excess of the “*all-in*” amount, a “*side pot*” will be created.
- 78-2.** In certain situations, multiple “*side pots*” may exist.
- 78-3.** “*Side pots*” will NEVER be combined.
- 78-4.** The “*side pots*” will always be awarded before the main pot.
- 78-5.** Players involved in the “*side pot*” should show their hands first.
- 78-6.** Each “*side pot*” will be split separately among the winning players entitled to that pot.

(TDA RULE #13) SIDE POTS- Each side pot will be split separately.

RULE 79 DEAD HAND

- 79-1.** In certain situations, a player may have their hand declared a “*dead hand*.”
- 79-2.** Floor People and Tournament Directors reserve the right, at their sole discretion, to declare a player’s hand dead.
- 79-3.** A hand will be declared dead if:
- a) You fold or announce that you are folding when facing a bet or a raise.
 - b) You throw your hand away in over and inside the betting line or in a forward motion, facedown, causing another player to act behind you.
 - c) In stud, when facing a bet, you pick your up cards off the table, turn your up cards facedown, or mix your up cards and down cards together.
 - d) The hand does not contain the proper number of cards for that particular game. In Stud games, a hand missing the final card will not be a dead hand. In drawing games, a hand missing a card, before the draw, will not be a dead hand if the draw is still live.
 - e) You act on a hand with knowledge that the deck is “fouled.”
 - f) You have the “clock” on you when facing a bet or raise and exceed the specified time limit.
 - g) Cards thrown into the muck will be ruled a “*dead hand*,” unless a player is involved in an “*all in, showdown*” situation. However, House Rules will take precedence. Venues/ House Rules that are governed by juridical gaming laws pertaining to a retrievable rule shall apply.
 - h) You are not in your seat by the time the last card is dealt, which completes the initial deal
 - i) You use a “*communication device*” at the table with your action still pending.

RULE 80 MISDEALS

- 80-1.** In certain situations, a dealer error will cause a “*misdeal*.”
- 80-2.** If a “*misdeal*” is declared, all bets will be returned to players, and all action voided.
- 80-3.** The following circumstance will be cause for a “*misdeal*,” if during the initial deal:
- 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 improperly faced cards are found.
 - d) Two or more extra cards have been dealt on the initial deal.
 - e) An incorrect number of cards have been dealt to a player, with the exception of the top card. The top card may be dealt if a player receives it in proper sequence and it can be returned to the deck.
 - f) Any card is dealt out of the proper sequence (except an exposed card may be used as the burn card).
 - g) Anytime a player’s initial card has been mixed with another player’s card.
 - h) The dealer button was out of position and noticed before action has begun.
 - i) The first card was dealt to the wrong position.
 - j) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - k) A player has been dealt out who is entitled to a hand.
 - l) Stud games, during a deal, if any player’s down cards are exposed.
- 80-4.** After the initial deal, a “*misdeal*” will only be declared in the event a “*fouled deck*” is found. Once action has occurred, a “*misdeal*” cannot be declared.
- a) In Flop games, action is considered to occur when two players after the big blind have acted. Exposure of one of the first two cards dealt is a “*misdeal*.” Players may be dealt two consecutive cards on the button. If the dealer mistakenly deals the first player an extra card (after all players have received their initial hands,) the extra card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a “*misdeal*.”
 - b) In Stud-type games, action is considered to occur when two players after the forced bet have acted in turn. If any of the players’ two down cards are exposed due to dealer error it is a misdeal.

(TDA RULE #27) MISDEALS- In stud-type games, if any of the players’ two down cards are exposed due to dealer error it is a misdeal. In flop games; exposure of one of the first two cards dealt is a misdeal. Players may be dealt two consecutive cards on the button.

RULE 81 BOARD ERRORS

81-1. In Flop games, if at any time, a board error occurs, the dealer MUST immediately STOP all action and report the error to a Floor Person or the Tournament Director.

81-2. Anytime a board error occurs or is noticed after any action has started, it is the right and responsibility of the Tournament Director to interpret how a rule will apply and how the hand will continue. On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules.

81-3. Any time action has begun with an error on the board, a “*misdeal*” cannot be declared. The only time a misdeal will be declared on a board with action is when there is a “*fouled deck*.”

81-4. The Tournament Director should apply the following procedure for the prescribed board errors:

(TDA RULE #28) FOUR-CARD FLOP- If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorman will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.

PREMATURELY EXPOSED CARDS

- (i) Flop
- (ii) Turn
- (iii) River

NO BURN CARD: No player has acted.

- (i) Flop
- (ii) Turn
- (iii) River

NO BURN CARD: At least one player has acted.

- (i) Flop
- (ii) Turn
- (iii) River

TOO MANY BURN CARDS: No player has acted.

- (i) Flop
- (ii) Turn
- (iii) River

TOO MANY BURN CARDS: At least one player has acted.

- (i) Flop
- (ii) Turn
- (iii) River

TOO MANY BOARD CARDS: No player has acted.

- (i) Flop- Card is 100% identifiable.
- (ii) Flop- Card is not identifiable.
- (iii) Turn
- (iv) River

TOO MANY BOARD CARDS: At least one player has acted.

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

NO BURN CARD- NO PLAYER HAS ACTED		
FLOP	TURN	RIVER
<p>If a dealer accidentally deals a flop without burning a card:</p> <ol style="list-style-type: none"> 1. All flopped cards will be returned to the deck, not including discards. 2. The cards will be shuffled back in to the remaining deck; as if no flop cards were exposed. 3. After re-shuffling the dealer will cut the deck, burn a card, and deal a new flop. 	<p>If a dealer accidentally deals the turn/fourth street without burning a card and no player has acted:</p> <ol style="list-style-type: none"> 1. The exposed turn card will be deemed an "exposed card," and used as the burn card. The subsequent cards will be used as if no mistake was made. 	<p>If a dealer accidentally deals river card without burning a card and no player has acted:</p> <ol style="list-style-type: none"> 1. The exposed river card will be deemed an "exposed card," and used as the burn card. The subsequent card will be used as if no mistake was made.

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

TOO MANY BURN CARDS- NO PLAYER HAS ACTED		
FLOP	TURN	RIVER
<p>If a dealer accidentally burns too many cards; before any action has been taken:</p> <ol style="list-style-type: none"> All flopped cards will be returned to the deck; not including discards. The cards will be shuffled back in to the remaining deck, as if no flop cards were exposed. After re-shuffling the dealer will cut the deck, burn a card, and deal a new flop. 	<p>If a dealer accidentally burns too many cards; before any action has been taken:</p> <ol style="list-style-type: none"> The burn cards will stand. After the betting round is complete, the dealer will deal the river/fifth card without burning a card. 	<p>If a dealer accidentally burns too many cards; before any action has been taken on the river card:</p> <ol style="list-style-type: none"> The burn cards and river card will stand. The betting round will be completed and the pot awarded accordingly.

TOO MANY BURN CARDS- AT LEAST ONE PLAYER HAS ACTED		
FLOP	TURN	RIVER
<p>If a dealer accidentally burns too many cards; and any action on the flopped cards has been taken by at least one player:</p> <ol style="list-style-type: none"> The flopped cards must stand; whether or not the error is able to be corrected. The subsequent cards should be those that would have come as if no error had occurred. The betting round will be completed and the dealer will deal the turn/fourth card without burning a card. 	<p>If a dealer accidentally burns too many cards; and any action on the turn card has been taken by at least one player:</p> <ol style="list-style-type: none"> The burn cards and turn card must stand; whether or not the error is able to be corrected. The subsequent cards should be those that would have come as if no error had occurred. The betting round will be completed and the dealer will deal the river/fifth card without burning a card. 	<p>If a dealer accidentally burns too many cards; and any action on the river card has been taken by at least one player:</p> <ol style="list-style-type: none"> The burn cards and river card will stand. The betting round will be completed and the pot awarded accordingly.

TOO MANY BOARD CARDS- NO PLAYER HAS ACTED		
FLOP	TURN	RIVER
<p>i) If the Flop is 100% identifiable.</p> <ol style="list-style-type: none"> If a dealer accidentally deals 4 cards on the flop and the additional card is 100% identifiable, the additional card will be deemed an exposed burn cards and play will continue. After the betting round is complete, the dealer will deal the turn card without burning a card. <p>ii) If the Flop is not identifiable.</p> <ol style="list-style-type: none"> If the additional card is NOT 100 % identifiable, all 4 flopped cards will be turned face down and shuffled among themselves. A new flop will be dealt using 3 of the 4 exposed cards, the additional card will be treated as an exposed burn card and play will continue. 	<p>If a dealer accidentally deals 2 turn/fourth card, before any action has been taken,</p> <ol style="list-style-type: none"> The exposed turn cards will be taken out of play and deemed "exposed cards." The dealer will then turn" a new turn/fourth card without burning a card. After this round of betting is complete, the dealer will shuffle the deck, including the exposed turn cards that were taken out of play, but not the burn cards or discards. The dealer will then cut the deck and burn a card and turn the final (river) card. 	<p>If a dealer accidentally deals 1 or more river cards before any action has been taken,</p> <ol style="list-style-type: none"> The exposed river cards will be taken out of play. The dealer will shuffle the deck, including the exposed river cards that were taken out of play, but not the burn cards or discards. The dealer will then cut the deck and burn a card and deal the final (river) card .

TOO MANY BOARD CARDS- AT LEAST ONE PLAYER HAS ACTED
<p>Anytime a board error occurs or is noticed after any action has started, it is the right and responsibility of the Tournament Director to interpret how a rule will apply and how the hand will continue. On occasion, unusual circumstances may arise that may dictate decisions in the interest of fairness and will take priority over the technical rules.</p>