



POKER
RULE BOOK



T&CS AND PROCEDURES

JUNE, 2025

PLAYAPL.COM

Preface

A: THE GAME

In Hold'em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting.

A card is burnt (placed face down undisclosed) then three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time (a card burnt before each), with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards.

A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used to designate the dealer and is the last player to receive cards.

The dealer button moves around the table in a clockwise direction at the completion of each hand.

The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

B: CODE OF CONDUCT

APL tournament hosts will endeavour to maintain a pleasant environment for all our customers but are not responsible for the conduct of any player. We have established a code of conduct and may deny the use of our venues and competition to repeat violators. The following are not permitted:

Collusion with another player or any other form of cheating.

Verbally or physically threatening any patron or employee.

Using profanity or obscene language.

Creating a disturbance by arguing, shouting, or making excessive noise.

Throwing, tearing, bending, or crumpling cards.

Destroying or defacing property.

Using an illegal substance.

Carrying a weapon.

Smoking or the use of tobacco related products is not tolerated within any areas of the poker tournament. The use of tobacco related products including vaping, in the tournament area, are grounds for disqualification from the tournament.

C: LEAGUE MEMBERSHIP

- a) Registration to the Australian Poker League (APL) is required by all participants and is free of charge.
- b) Participants must be 18 years of age or older to register.
- c) Photo ID and membership card must be available for viewing to participate in any APL event.
- d) No form of fee, charge, rake, commission or purchase is required to participate in any APL Freeroll.
- e) APL events may incur a charge that will be predetermined and advertised prior to such events in states where the law permits such charges.
- f) The game played at APL standard events is "No Limit Texas Hold'em Poker".
- g) All APL daily events are "Play for Fun" Poker Tournaments of approximately 3½ hours in length (inclusive of breaks) unless otherwise stated.
- h) Chips used at APL events have absolutely no value monetary or otherwise. They CANNOT be exchanged for cash or any currency as prohibited by law. An exception may occur for events and side-events in states where legislation allows, and where the appropriate permits have been obtained, and with the express written permission of APL Management.
- i) Any participant caught colluding, cheating or behaving inappropriately as deemed by the Tournament Host may be disqualified from the league and excluded from future participation in APL events.
- j) Members agree that APL has the right as major sponsor of the winner for marketing and promotional purposes from the date of winning our major prize at no cost to APL.
- k) APL members agree to be photographed whilst they are participating in any APL event held at any authorized venue and agree to the publication of those photographs in various forms of media, including but not limited to, flyers, brochures, the internet, newspapers, magazines, etcetera, and agree to waive any rights they may have in that regard.
- l) Any or part thereof of these rules may change without notice.

D: PLAYER CHARTER

I. Definitions.

- a) The following terms shall have the following respective meaning for all purposes of the League and Competition rules, such meaning to be equally applicable to the singular and plural forms thereof.
- b) "Australian Poker League", "APL", "Pub Poker" or "League" refers to the league that these rules apply to.
- c) "Player", "customer", "participant" and "member" shall mean any individual person playing in any one of our league tournaments who has completed the APL registration process.
- d) "Points" shall mean the measurement by which overall league standings are determined.
- e) "Tournament" shall refer to any of our regular or special poker events.

II. Arbitration.

- a) While the APL rules will attempt to cover and regulate any scenario we may find ourselves in, there may occasionally be times in which a decision will require an unbiased independent third party in regard to player behaviour and resulting penalties. The APL Banning Procedure ensures that decisions with regards to player behaviour are reviewed by a third party.

III. Ethics and Moral Code

- a) All League players and bystanders must abide by the APL Poker Rules. While some events provide cash prizes, our main goal will always be the pursuit of social entertaining poker in a fun and fair environment. Players must always remember to treat each other, as well as all League activities and representatives, with the utmost respect.
- b) Any breach of the player code of conduct may result in a suspension and forfeiture of all League Points and rights to prizes.

IV. Cheating.

- a) Cheating of any form is not allowed under any circumstances. If caught cheating, a player will immediately be removed from the tournament, placed on an indefinite suspension and forfeit all League points accumulated in that season and the right to any prizes as supplied by the APL or its associated partners and representatives.
- b) Any participant caught colluding; cheating or behaving inappropriately as deemed by the Tournament Director may be disqualified from the League and may be excluded from future participation in APL events.
- c) The APL Poker Rules and other supporting documents can be found on www.playAPL.com.

V. Point Distribution and Prize Payout.

- a) The amount of Players awarded Bonus Points for each APL Tournament will be 16, the majority of the time. If there are less than 16 players for the tournaments all players will be awarded bonus points.
- b) The total amount of Points awarded for a Tournament will be based on the amount of registered players and the point multiplier applicable for the type of event. Please refer to www.playAPL.com for more details.
- c) Deals or trades for League Points are not allowed. Points are not transferable.
- d) Points are only awarded for the official APL regular Tournaments and cannot be awarded for other tournaments or poker events that may be played by League members.
- e) Certain Special events may be sanctioned as attributing bonus points at the discretion of the League's management.

f) Game lengths may vary depending on the size of the field. Blind level durations may be increased or decreased reliant on time constraints.

g) In the event that a Tournament is forced to stop prior to its natural conclusion for reasons beyond our control, Players will receive Points based on their chip count standing at that given moment.

h) In the event that two or more people are eliminated on the same hand, the player who had more chips going into the hand will receive the highest ranking and be entitled to the higher ranking's amount of Points. The person with the second largest amount of chips going into the pot will receive the second highest ranking. This pattern will continue until all eliminated players from that pot are assigned a ranking.

i) If the scenario above should occur and multiple players have the exact same amount of chips, the finishing order will be decided by the strength of the hand at showdown. The strongest hand will be awarded the highest position. If multiple players are eliminated on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award. Players eliminated at the same time who start their final hand with an equal amount of chips receive equal position, with the best hand on that deal receiving any non-divisible award, such as prizes that APL or venue offer.

j) Prior to the "payout level," "hand for hand" action will be in play. Once players have reached the "hand for hand play," use of "electronic devices" will be strictly enforced under Rule 4.

Players eliminated must immediately proceed as instructed, to ensure proper finishing place and payout.

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 is considered to be eliminated first.

The Tournament Director is responsible for making the payout structure readily available to all players, announcing the prize pool and payout schedule in a timely manner.

k) All players in an event are obligated to obey the APL deal making policy. Deals will be allowed only in venues where local gaming regulations allow them. Deals will be transparent and reported in all event reports.

If such an agreement is allowed, the remaining players shall inform the Tournament Director about the deal(s) they want to make, and/or have agreed on.

The Tournament Director will ensure that all players unanimously agree with the deal. Any player not in agreement will cancel the deal. Any agreement that excludes one or more active competitors or is made without the Tournament Director's knowledge, is considered improper.

By definition, it may be judged as collusion and can or may be deemed as grounds for disqualification. Any player who attempts to constrain, coerce or force another player to agree with a deal, will receive a penalty, and the deal will be deemed void.

Deals will only be allowed in venues where it does not conflict with any gaming rules or regulations that apply to the venue, and in accordance with the local gaming laws.

VI. Season Length.

There will be 4 seasons played each year; each season will correspond with three months of the year.

Season 1 will be from 1 January to 31 March.

Season 2 will be from 1 April to 30 June.

Season 3 will be from 1 July to 30 September.

Season 4 will be from 1 October to 31 December.

VII. Tournament Cancellations.

- a) A cancelled regular tournament, regardless of reason, will be deleted and not rescheduled.

VIII. Finals Qualification

- a) At the conclusion of any APL season or calendar month; qualifiers for each state's respective State-based special events will be formulated by the administrators of the league.
- b) Players must abide by the current qualification processes as outlined in qualification methods. Please refer to www.playAPL.com for further details on qualification methods.
- c) Any player who has been suspended during the regular season will not be permitted to participate in any finals even though they may have achieved the qualification criteria.

IX. Tournament Exit/Departure or Away from Table Scenarios

- a) If a Player must leave in the middle of a regular APL tournament and will not be returning to said tournament, they shall notify the TD and his or her chips will be blinded out for two blind levels or a period of 30 minutes, whichever is shorter.
- b) Upon completion of the said time period, the chips are then removed from play.
- c) Another event participant or observer will not be allowed to play the departing Player's chip stack.
- d) The Player shall receive any prize or points at the time they leave the tournament.

X. Standings/Leaderboard Dispute Periods, Errors & Omissions.

- a) While every effort will be made to ensure complete accuracy, mistakes can be made. Any error in the APL Leaderboards should be identified and corrected as quickly as possible, please report any errors to info@playAPL.com.
- b) The filing of an error can occur via an email to info@playAPL.com. It is the Player's responsibility to ensure that the filing of his or her error notification is acknowledged by an APL staff member who can take action to rectify the problem.
- c) After 7 days from the last Tournament of a season or calendar month, all leaderboards will be deemed final. Even if an error is identified after the 7 day period, no changes or alterations will occur.

XI. Incentives, Coercion & Bribes.

- a) Under no circumstances can one Player try to alter or skew the League Point allocations or standings through incentives, coercion or bribes. (For example, the scenario of, "I will give you more money for the position if you lose the tournament so I can get more points", is 100% prohibited.)
- b) Players cannot make any deals that alter the final Point allocation outcome of a Tournament.
- c) Players cannot trade Points.
- d) Points cannot be bought or sold from other Players.

XII. The Rules.

- a) The APL will follow the rules as outlined in the APL Poker Rules
- b) The rules will be known as the "APL Poker Rules".
- c) Any ruling made by any Tournament Director, Floor Manager or Supervisor is final and binding. All decisions will be made with the fairness of the competition in mind and impartial judgement.

d) Full House Group Australia (ABN 93 460 731 887) operates all tournaments under the APL brand in compliance with state-based regulations as determined by the relevant Act in each jurisdiction.

e) At the start of the poker tournament each player will receive a starting amount of chips. These chips have no value, cannot be redeemed for cash and are simply to be used in the conduct of the tournament to determine a winner.

f) In certain states of Australia, an entry fee, often called a 'buy-in' is permitted. In some states these entry fees are returned entirely to the players on the night as prizes. In other states, an admin fee is permissible to be taken from the buy-ins and may occur in some instances.

g) Other prizes may be offered and these are always advertised to the players before the commencement of the tournament and are updated on the www.playapl.com website

h) Specifically, for the avoidance of doubt, there is no gambling or betting that occurs during the conduct of an APL poker tournament.

XIII. Unwanted Behaviour

a) Members, Players and spectators who continually and seemingly intentionally aggravate, annoy, intimidate or harass other players, venue staff or tournament directors may be asked to leave the poker area forfeiting any and all prizes on the night.

b) Members who are repeatedly asked to improve or modify their behaviour to ensure a fun, safe and welcoming environment may be asked to leave the league for a specified period of time.

c) Members with poor hygiene may be asked to leave the poker area.

d) Member who intentionally have a negative affect the business of Full House Group Australia including APL Licensees may be suspended from playing in the league.

e) Members who run a competing business may be asked to leave the poker area and could be suspended from the league if it is seen to be a conflict in interests.

f) Members who have been suspended and continue their negative effect on the business; continue to harass, annoy, aggravate or intimidate players, venue staff or tournament directors during their suspension may be permanently banned from playing the league and all outstanding prizes will be dissolved and no refund will be given.

This document can be updated and changed at any time without prior warning and without notice as seen fit by the Full House Group Australia. All efforts are made to provide a fair, fun and safe experience for all players.

General Concepts

1: FLOOR DECISIONS

The best interest of the game and fairness are top priorities in decision-making. Unusual circumstances occasionally dictate that common-sense decisions in the interest of fairness take priority over technical rules. Floor decisions are final.

2: PLAYER RESPONSIBILITIES

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

3: OFFICIAL TERMINOLOGY AND GESTURES

Official betting terms are simple, unmistakable, time-honoured declarations like bet, raise, call, fold, check, all-in, complete, and pot (pot-limit only). Regional terms may also meet this test. Also, players must use gestures with caution when facing action; tapping the table is a check. It is the responsibility of players to make their intentions clear: using non-standard terms or gestures is at player's risk and may result in a ruling other than what the player intended. See also Rules 2 & 42.

4: PLAYER IDENTITY

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

5: ELECTRONIC DEVICES AND COMMUNICATION

A: Players may not talk on a phone at the table. Ring tones, music, images, video etc. should be inaudible and non-disturbing to others. These and other devices, tools, photography, videography, and communication must not create a nuisance, delay the game or create competitive advantage and are subject to house and gaming regulations.

B. Phones and other devices may not rest on the table.

C: Players with live hands may not interact with or operate an electronic or communication device. The definition of such devices may include new technologies and shall be as updated by the TD.

D: Betting apps, charts, and other poker strategy tools may not be used at the table. Nor may players receive or use poker strategy data from another person or source. Violations of Rule 5 may be subject to penalties in Rule 71.

E: In a self-dealt event, the dealer of the hand cannot use their phone.

6: OFFICIAL LANGUAGE

English-only will be enforced in APL events during play of hands, with the exception of Sign Language for any hearing-impaired players.

Seating, Breaking & Balancing Tables

7: RANDOM CORRECT SEATING

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

APL Management and/or the Tournament Director reserves the right to alter the assigned seating based upon known relationships (e.g. spouses, family members, etc)

8: ALTERNATES, LATE REGISTRATION, & RE-ENTRIES

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

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

9: SPECIAL NEEDS

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

10: NEW PLAYERS AND PLAYERS FROM BROKEN TABLES

A: New players entering the tournament and players from broken tables can get any seat including the small or big blind or the button and be dealt in except between the SB and button.

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

11: BALANCING TABLES AND HALTING PLAY

A: To balance in flop and mixed-games, the player to be big blind next moves to the worst position, including single big blind if available, even if that means the seat is big blind twice. Worst position is never the small blind. In stud-only, players move by position (last seat open at the short table is the seat filled).

B: In mixed games (ex: HORSE), when the game shifts from hold'em to stud, after the last hold'em hand the button moves to the position it would be if the next hand was hold'em and is frozen there during stud. The player moved in stud is the player who would be big blind if the game were hold'em for that hand. Shifting to hold'em the button starts where it was frozen.

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

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

Pots / Showdown

12: DECLARATIONS. CARDS SPEAK AT SHOWDOWN

Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown but deliberately miscalculation of a hand may be penalized. Dealers should read and announce hand values at showdown. Any player, in the hand or not, should speak up if they think a mistake is made in reading hands or calculating and awarding the pot.

13: TABLING CARDS & KILLING WINNING HAND

A: Proper tabling is both 1) turning all cards face up on the table and 2) allowing the dealer and players to read the hand clearly. "All cards" means both hole cards in hold'em, all 4 hole cards in Omaha, all 7 cards in 7-stud, etc.

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

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

14: LIVE CARDS AT SHOWDOWN

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

15: SHOWDOWN AND DISCARDING IRREGULARITIES

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

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

16: FACE UP FOR ALL-INS

All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck their hand without tabling. All hands in both the main and side pot(s) must be tabled and are live. See Illustration Addendum.

17: NON ALL-IN SHOWDOWNS & SHOWDOWN ORDER

A: In a non all-in showdown, if cards are not spontaneously tabled or discarded, the TD may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no final round bet, the player who would act first in a final betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand in razz, etc.).

B: A non all-in showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and is not required to table the cards.

18: ASKING TO SEE A HAND

A: Players not still in possession of cards at showdown, or who have mucked their cards face down without tabling, lose any rights or privileges to ask to see any hand.

B: If there was a river bet, any caller has an inalienable right to have the last aggressor's hand tabled on request ("the hand they paid to see") provided the caller tabled or retains his or her cards. TDs discretion governs all other requests such as to see the hand of another caller, or if there was no river bet. See Illustration Addendum [adopted 2013].

19: PLAYING THE BOARD AT SHOWDOWN

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

20: AWARDING ODD CHIPS

First, odd chips will be broken into the smallest denomination in play. A) Board games with 2 or more high or low hands: the odd chip goes to the first seat left of the button. B) Stud, razz, and if 2 or more high or low hands in stud/8: the odd chip goes to the high card by suit in the player's 5-card winning hand. C) H/L split: the odd chip in the total pot goes to the high side. D) If identical hands win both high and low (ex: 2 Omaha/8 wheels) the pot is split as evenly as possible. See Illustration Addendum.

21: SIDE POTS

Each side pot will be split separately.

22: DISPUTED HANDS AND POTS

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

General Procedures

23: NEW HAND & NEW LIMITS

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

24: CHIP RACE, SCHEDULED COLOR UPS

A: At scheduled color-ups, chips will be raced off starting in seat 1 in a dealt event and starting from the dealer in a self-dealt event, with a maximum of one chip awarded to a player. Players can't be raced out of play: a player losing his or her last chip(s) in a race will get 1 chip of the lowest denomination still in play.

B: Players must have their chips fully visible and are encouraged to witness the chip race.

C: If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.

CHIP-UP ALTERNATIVE: At events where a chip race is not conducted, players will receive a "Chip Up". Any player with a remaining "odd chip(s)," after the colour up, will automatically receive one chip of the lowest denomination chip still in play. Giving another player an odd chip in order for them to be chipped up will result in a penalty of the tournament director's discretion.

25: CARDS & CHIPS KEPT VISIBLE, COUNTABLE, & MANAGEABLE. DISCRETIONARY COLOR-UPS

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

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

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

26: DECK CHANGES

The decks are changed only when a card is damaged or at the Tournament Director's discretion. Players may not ask for deck changes.

27: RE-BUYS

Players may not miss a hand. Players declaring intent to rebuy before a hand are playing chips behind and must make the re-buy. In APL tournaments, if a player announces the intent to redeem a Stamp Card (spend card or venue loyalty card) before cards are dealt, that player is playing chips behind and is allowed to use their Stamp Card as chip values dictate.

Note: this is not the case for events that have a "re-entry" - a re-entry can be exercised at any time during the advertised re-entry period, and the player does not need to be assigned to the same seat.

28: RABBIT HUNTING

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

29: CALLING FOR A CLOCK

Players should act in a timely manner to maintain a reasonable pace of the game. If in TD's judgement reasonable time has passed, they may call the clock or approve a clock request by any player in the event.

Players must be at their seats to call for a clock (Rule 30). A player on the clock has up to 25 seconds plus a 5 second countdown to act. If the player faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. A tie goes to the player. TDs may adjust the time allowed and take other steps to fit the game and stop persistent delays. See also Rules 2 and 70.

Player Present / Eligible for Hand

30: AT YOUR SEAT AND LIVE HANDS

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

At regular APL events, the TD should exercise common-sense when applying this rule, with regards to players who are all-in, especially if the player was indicating the intent to use an add-on or stamp card.

31: AT THE TABLE WITH ACTION PENDING

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

Button / Blinds

32: DEAD BUTTON

Tournament play will use a dead button.

33: DODGING BLINDS

Players who intentionally dodge any blind will incur a penalty. See Rule 71-B.

34: BUTTON PLACEMENT AND MOVEMENT

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

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

Dealing Rules

35: MISDEALS AND FOULED DECKS

A: Misdeals include but are not necessarily limited to: 1) 2 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; 5) the wrong number of cards is dealt to any player (except Rule 37); 6) Before SA, a non-standard card for the game type is found (example: jokers, 2-3-4-5 in short deck); 7) In flop games, if 1 of the first 2 cards dealt off the deck or any other 2 downcards are exposed by dealer error. House rules apply for draw games (ex: lowball).

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

C: In misdeals, the re-deal is an exact re-play: the button doesn't move, no new players are seated, limits stay the same. Cards are dealt to players who were dealt-in but not at their seats for the original deal and they can play the re-deal (Rule 30). Players on penalty who were originally dealt-in will receive cards then their hands are killed. The original deal and re-deal count as 1 hand for a player on penalty, not 2.

D: Once substantial action occurs (see Rule 36) a misdeal cannot be declared; the hand must proceed unless the deck is fouled. Non-standard cards found after SA are treated as scraps of paper (exception: fouled decks).

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

36: SUBSTANTIAL ACTION (SA)

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

37: BUTTON WITH TOO FEW CARDS

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

38: BURNS AFTER SUBSTANTIAL ACTION

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

39: IRREGULAR FLOPS AND PREMATURE-DEALT CARDS

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

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

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

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

Play: Bets & Raises

40: METHODS OF BETTING: VERBAL AND CHIPS

A: Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, the TD will determine the bet based on the circumstances and Rule 1. See Illustration Addendum. See also Rule 57.

B: Verbal declarations may be general ("call", "raise"), a specific amount only ("one thousand") or both ("raise, one thousand").

C: For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring "two hundred" is the same as silently pushing out 200 in chips.

41: METHODS OF CALLING

Standard and acceptable forms of calling include: A) saying "call"; B) pushing out chips equal to a call; C) silently pushing out an overchip; or D) silently pushing out multiple chips equal to a call under the multi-chip rule (Rule 45).

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

42: METHODS OF RAISING

In no-limit or pot-limit, a raise must be made by A) pushing out the full amount in one motion; B) verbally declaring the full amount prior to pushing out chips. It is the responsibility of players to make their intentions clear. Note: 2-motion raises eliminated in 2019.

43: RAISE AMOUNTS

A: A raise must be at least equal to the largest prior full bet or raise of the current betting round. A player who raises 50% or more of the largest prior bet but less than a minimum raise must make a full minimum raise. If less than 50% it is a call unless "raise" is first declared or the player is all-in (Rule 45-B). Declaring an amount or pushing out the same amount of chips is treated the same (Rule 40-C). Ex: NLHE, opening bet is 1000, verbally declaring "Fourteen hundred" or silently pushing out 1400 in chips are both calls unless raise is first declared. See Illustration Addendum.

B: Without other clarifying information, declaring raise and an amount is the total bet. Ex: A opens for 2000, B declares "Raise, eight thousand." The total bet is 8000.

44: OVERSIZED CHIP BETTING (OVERCHIPS)

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

45: MULTIPLE CHIP BETTING

A: If facing a bet, unless raise or all-in is declared first, a multiple-chip bet (including a bet of your last chips) is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Ex-1: Player A opens for 400: B raises to 1100 total (a 700 raise), C puts out one 500 and one 1000 chip silently. This is a call because removing the 500 chip leaves less than the 1100 call amount. Ex-2: NLHE 25-50. Post-flop A opens for 1050 and B puts out his last chips (two 1000's). B calls unless raise or all-in was first declared.

B: If every chip is not needed to make the call; i.e. removal of just one of the smallest chips leaves the call amount or more: 1) if the player has chips remaining, the bet is governed by the 50% standard in Rule 43; 2) A bet of a player's last chip(s) is an all-in bet whether reaching the 50% threshold or not. See Illustration Addendum.

46: PRIOR BET CHIPS NOT PULLED IN

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

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

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

47: RE-OPENING THE BET.

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

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

48: NUMBER OF ALLOWABLE RAISES

There is no cap on the number of raises in no-limit and pot-limit. In limit play, there is a limit to raises even when heads-up until the event is down to 2 players; the house limit applies.

49: ACCEPTED ACTION

Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by others. If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount or declares call, the caller has accepted the full correct action & is subject to the correct wager or all-in amount. As with all situations, Rule 1 may apply at TD's discretion. See also RP-12.

50: ACTING IN TURN

A: Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits chips to the pot that stay in the pot.

B: Players must wait for clear bet amounts before acting. Ex: NLHE, A says “raise” (but no amount), and B quickly folds. B should wait to act until A’s raise amount is clear.

Note: APL recommends that all operators and hosts pay particular attention to new players: encouraging them to pay attention to the player on their right-hand-side; waiving penalties for accidentally acting out of turn; and encouraging established players to help them etiquette.

51: BINDING DECLARATIONS / UNDERCALLS IN TURN

A: General verbal declarations in turn (such as “call” or “raise”) commit a player to the full current action. See Illustration Addendum

B: A player undercalls by declaring or pushing out less than the call amount without first declaring “call”. An undercall is a mandatory full call if made in turn facing 1) any bet heads-up or 2) the opening bet on any round multi-way. In other situations, TD’s discretion applies. The opening bet is the first chip bet of each betting round (not a check). In blind games the posted BB is the pre-flop opener. All-in buttons reduce undercall frequency (See Recommended Procedure 1). This rule governs when players must make a full call and when, at TDs discretion they may forfeit the amount of the intended undercall and fold (see Illustration Addendum). For underbets and underraises, see Rule 52.

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

52: INCORRECT BETS, UNDERBETS & UNDERRAISES

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

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

53: ACTION OUT OF TURN (OOT)

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

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

54: POT SIZE & POT-LIMIT BETS

A: Players are entitled to a pot count in pot-limit only. Dealers will not count the pot in limit and no-limit. See also RP-22 Spreading the Pot

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

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

D: Declaring “I bet the pot” is not a valid bet in no-limit but it does bind the player to making a valid bet (at least a minimum bet) and may be subject to penalty. Players facing a bet must make a valid raise.

55: INVALID BET DECLARATIONS

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

56: STRING BETS AND RAISES

String bets and raises are not allowed. Such wagers involve multiple movements whereby a player puts out a bet then returns to their stack for more chips to add to the bet.

57: NON-STANDARD & UNCLEAR BETTING

Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, if a declared bet can legally have multiple meanings, it will be ruled the highest reasonable amount that is less than or equal to the pot size* before the bet. Ex: NLHE 200-400, the pot totals less than 5000, player declares “I bet five.” With no other clarifying information, the bet is 500; if the pot totals 5000 or more, the bet is 5000. *The pot is the total of all prior bets including any bets in front of a player not yet pulled in. See Rules 2, 3, 40 & 42.

58: NON-STANDARD FOLDS

Any time before the end of the final betting round, folding in turn if there’s no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are binding folds subject to penalty. See also 15-B.

59: CONDITIONAL & PREMATURE DECLARATIONS

A: Conditional statements of future action are non-standard and strongly discouraged. At TDs discretion they may be binding and/or penalized. Example: “if – then” statements such as “If you bet, I will raise.”

B: If Player A declares “bet” or “raise” and B calls before A’s exact bet amount is known, the TD will rule the bet as best fits the situation including possibly obliging B to call any amount. The TD may also deem that the best fit is to apply Rule 53.

60: COUNT OF OPPONENT’S CHIP STACK

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

61: OVER-BETTING EXPECTING CHANGE

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

62: ALL-IN WITH CHIPS FOUND BEHIND LATER

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

Play: Other

63: CHIPS OUT OF VIEW AND IN TRANSIT

Players may not hold or transport chips in a way that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play. The TDA recommends the house provide racks or bags to transport chips when needed.

64: LOST AND FOUND CHIPS

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

65: ACCIDENTALLY KILLED / FOULED / EXPOSED HANDS

A: Players must protect their hands at all times, including at showdown while waiting for hands to be read. If the dealer kills a hand by mistake or if in TDs judgement a hand is fouled and cannot be identified to 100% certainty, the player has no redress and is not entitled to a refund of called bets. If the player initiated a bet or raise and hasn't been called, the uncalled amount will be returned.

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

66: DEAD HANDS AND MUCKING IN STUD

In stud poker, if a player picks up the upcards while facing action, the hand is dead. Proper mucking in stud is turning down all up cards and pushing them all forward face down.

Etiquette & Penalties

67: NO DISCLOSURE. ONE PLAYER TO A HAND

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

1. Discuss contents of live or mucked hands,
2. Advise or criticize play at any time,
3. Read a hand that hasn't been tabled.

One-player-to-a-hand is in effect. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.

68: EXPOSING CARDS AND PROPER FOLDING

Exposing cards with action pending, including the current player when last to act, may result in a penalty but not a dead hand. Any penalty begins at the end of the hand. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high ("helicoptered"). See Rule 66.

69: ETHICAL PLAY

Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

70: ETIQUETTE VIOLATIONS

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

71: WARNINGS, PENALTIES, & DISQUALIFICATION

A: Enforcement options include verbal warnings, one or more "missed hand" or "missed round" penalties, and disqualification. For missed rounds, the offender will miss one hand for every player (including him or her) at the table when the penalty is given multiplied by the number of penalty rounds. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be anted or blinded out of a tournament.

B: A penalty may be invoked for etiquette violations (Rule 70), card exposure with action pending, throwing cards, violating one-player-to-a-hand, improper use of devices or strategy tools (Rule 5), or similar incidents. Penalties will be given for soft play, abuse, disruptive behaviour, dodging blinds or cheating. Checking the exclusive nuts when last to act on the river is not an automatic soft play violation; TD's discretion applies based on the situation.

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

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

Recommended Procedures

TDA Recommended Procedures are policy suggestions to reduce errors and improve event management. They also may apply to situations with too many variations to address in one universal rule. The fairest ruling in these cases may require use of multiple rules, evaluation of all circumstances, and reliance on Rule 1 as a primary guide.

RP-1. ALL-IN BUTTONS

All-in buttons clearly indicate a player is “all-in.” The dealer should keep the buttons (not each player). When a player bets all-in, the dealer places an all-in button in front of the player, in full view of the rest of the table. An all-in button is not mandatory for an all-in bet - the verbal or physical action in Rule 42 determines an all-in bet.

RP-2. BRINGING IN BETS IS DISCOURAGED

Routinely bringing in chips as betting and raising proceeds around the table is poor dealing practice. Reducing bet stacks can influence action, create confusion & increase errors. Only the player currently facing action may ask the dealer to bring-in bets.

RP-3. PERSONAL BELONGINGS

The table surface is vital for chip stack management, dealing, and betting. The table and nearby spaces (legroom & walkways) must not be cluttered by non-essential personal items. Each cardroom should clearly display its policy on items allowed in the tournament area.

RP-4. DISORDERED STUB

When cards remain to be dealt on a hand and the stub is accidentally dropped and appears to be disordered: 1) first try to reconstruct the stub in its original order if possible; 2) If not possible, create a new stub using only the stub cards (not the muck & prior burns). These should be scrambled, shuffled, cut, & play proceeds with the new stub; 3) If when dropped the stub is mixed in with the muck and/or burns, then scramble the mixed cards together, shuffle, and cut. Play proceeds with the new stub.

RP-5. PREMATURELY DEALT CARDS

Board and burn cards are sometimes dealt prematurely, before action on the preceding round is finished. The general procedures for these situations are:

A: Premature flop, leave the flop burn card as the burn. Return the premature board cards to the deck stub and reshuffle the entire stub. Re-deal the flop (without another burn) from the newly shuffled stub.

B: A premature turn card: leave the turn burn card as the burn. Return the premature turn card to the deck stub and reshuffle the entire stub. Re-deal the turn (without another burn) from the newly shuffled stub

C: A premature river card is placed back into the remaining stub, and the premature river burn card is left as the river burn. Once action on the turn is completed, reshuffle the stub and deal the river without a new burn card.

D: Premature card in stud: the premature card is returned to the stub, the stub is re-shuffled (See RP-17, reshuffling), and a new street is dealt from the newly shuffled stub without another burn.

RP-6. EFFICIENT MOVEMENT OF PLAYERS

Moving players for breaking and balancing should be expeditious so as not to unduly miss blinds or otherwise delay the game. If possible, players should have racks for chip transport and sufficient color-ups should be done so players do not carry unusually large numbers of chips (see Rules 10, 11 & 63).

RP-7. TIMING OF DEALER PUSHES

It is recommended that dealers hold up the push 90 seconds prior to a scheduled break or a level change. This avoids having time expire in crucial stages of the game.

RP-8: HAND FOR HAND PROCEDURES

A: Payoff eligibility starts at the announcement: “finish the current hand you’re on then hold up, we are going hand for hand”. If enough players bust on the current hand to break into the money, the busting players will be eligible for a share of the place(s) paid on the current hand. Example: NLHE tournament paying 50 players. 52 players remain when the announcement is made and during the current hand 3 players bust. All 3 players will share in the 50th place payout.

B: During H4H play, a maximum of 3 minutes per hand will be deducted from the clock. The standard is 2-minutes per hand.

C: So that players can most clearly know the timing of level changes, whenever possible the clock should be reduced by 2-minutes each hand not after “batches” of multiple hands.

D: Blinds continue to increase as time elapses off the clock at the rate of 2 minutes per hand and new levels are reached.

E: Players are encouraged but not required to remain seated during H4H play.

F: In the event of an all-in and call during H4H, the cards of all players in the hand should remain face down. Dealers should not deal additional cards until instructed.

RP-9: NUMBER OF PLAYERS AT FINAL TABLE

9 and 8-handed events will combine from two tables of five players each to a 9-handed final table. 7 and 6-handed events will combine from two tables of four players each to a 7-handed final table.

RP-10: TOURNAMENT STUD DEALING PROCEDURES

A: A downcard exposed on the initial deal will be the player’s upcard and 3rd street will be dealt down to that player. The player can be the bring-in.

B: A card exposed by the dealer on 7th street will be replaced if betting action remains on the hand. 7th street should be dealt down even if no betting action remains on the hand and in all-in situations the player(s) not at risk expose first.

C: Cards of a player not at his or her seat (See Rule 30) for the deal will be killed. No cards will be dealt to a hand on 4th street that is not live.

D: If there are two or more matching high hands showing in Stud (or Stud-8) or low hands in Razz, betting starts on the hand with the high card by suit in both games.

E: If the player dealt the low card by suit is all-in for the ante, betting starts to his or her left. Players with chips must bet at least the bring-in or fold.

F: Bets will not be doubled on 4th street for a pair showing.

G: For premature cards dealt in stud see RP-5-D.

H: 7th street short stub procedure. If before dealing 7th street the number of cards in the current stub is less than the “required number” (# remaining players + burn card + undealt last card) proceed as follows:

- A) if the required number can be reached by adding the 3 prior burn cards (for 4th, 5th, and 6th street) the current stub will be scrambled with the prior burns to create a new stub. The new stub will be cut, a card burned, and one card dealt to each player.
- B) if there are at least 3 cards in the current stub but adding the prior burns would not reach the required number, the dealer will burn the top card of the current stub and deal the next card as a community card in the centre of the table.
- C) if the current stub has less than 3 cards, it will be scrambled with the 3 prior burns for a new stub which will then be cut, a card burned, and the next card dealt as a community card.
- D) If a community card is in play, the first player who would act on 6th street will be first to act on 7th street.

RP-11: ANTE FORMATS AND NO ANTE REDUCTION

If a single-payer ante is used, the big blind ante format (BBA) with big-blind-first calculation is recommended. Antes should not be reduced (including at the final table) as play progresses in the event.

RP-12: DEALERS SHOULD ANNOUNCE BETS & RAISES

Dealers should routinely announce non-all-in bet values as betting proceeds around the table. All-in bets will be counted only on request of the player currently facing action. Accepted action continues to apply (Rule 49). Scheduled and discretionary colour-ups improve bet countability.

RP-13: DEALERS SHOULD STACK CHIPS IN SPLIT-POT GAMES

Where possible, dealers should periodically stack pot chips in split-pot games. Stacking chips should not obscure players' view or otherwise disrupt the game.

RP-14: RANDOMNESS MAY BE APPLIED TO SPECIAL SITUATIONS

For error remedies not otherwise covered in the TDA Rules and Procedures, TDs may use the concept of randomness to design a solution.

RP-15: PROPER TOURNAMENT STAFF COMMUNICATION

A: Outgoing dealers should inform incoming dealers of pertinent information regarding the table. Examples include: blind information, players on warning or penalties, disruptive behaviour.

B: The dealer should inform the floor of all existing and potential infractions of Rule 2 (Player Responsibilities) and Rule 70 (Etiquette). Special emphasis on any discriminatory or offensive behaviour in general or towards specific players or staff.

RP-16: PLAYER ABSENT ON A BREAKING TABLE

If a player is not present during breaking of a table, their chips should be moved to the new table by a staff member.

RP-17: TOURNAMENT DRAW BETTING PROCEDURES

Limping is allowed in all single-draw games.

RP-18: ORDER OF MIXED GAMES

In order to reduce errors, in mixed game events (ex HORSE), stud and stud-8 need not be played consecutively.

RP-19: REDUCING STALLING

The house should clearly announce intention to reduce stalling so that players understand timely play is expected. It's recommended that each house establish creative methods for reducing stalling. Some methods successfully used by TDA member houses include:
Random table breaks instead of table draws, using fixed # of hands per level, going orbit for orbit, soft hand for hand, and adding a shot clock

RP-20: CARDS READY FOR SHUFFLE

At the start of the tournament or ending of a break, within one minute of starting or resuming play, the floor should announce “dealers prepare your decks”. When at least 2 players are at the table, the dealer will wash and square the deck, to be ready for shuffle when the level starts.

RP-21: SPREADING THE POT

The pot will only be counted in pot-limit events. On request the pot may be spread to increase chip visibility. See also Rule 54: Pot Size and Pot-Limit Bets.

RP-22: BETTING NON-DENOMINATIONAL ITEMS (BOUNTY CHIPS, CLOCK TOKENS, ETC)

Action items with no nominal value (bounty chips, clock tokens etc) should be of different size than standard betting chips. Betting with these items will be interpreted per house policy or Rule 1 and may be ruled a call or all-in at TDs discretion.

Illustration Addendum

RULE 10: BREAKING TABLES, 2-STEP RANDOM PROCESS.

A 2-step random or “double-blind” process assures that there is no favouritism in distributing new seat assignments. An example of one such process: 1) show players at the breaking table the new seat cards then scramble the cards face down and form a stack; 2) the dealer then deals one playing card face up to each player. The seat cards are then dealt out with the first seat card going to the player with the highest playing card by suit showing.

RULE 11-D: BALANCING TABLES AND HALTING PLAY.

Example: NLHE 9-handed, table A has 5 players, table B has the most players with 8. Play halts on table A once the BB hits an open seat.

RULE 16: FACE UP FOR ALL-INS.

“All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete”. This rule means that all downcards of all players will be turned up at once when at least one player is all-in and there is no chance of further betting action by the other player(s). Do not wait for the showdown to turn the cards up; do not wait for side pots to be divided before turning up the all-in who is only in for the main pot; if betting action is finalized on any street prior to the showdown, turn the cards up at that point and then run out the remaining cards.

In APL and APLPT events, if a situation arises where a player’s stack is all-in but the player is not in their seat or at their seat as described in Rule 30, then the correct ruling is to enforce Rule 30, as Rule 16 requires both an all-in AND a player.

Example 1. NLHE. Two players remain. On the turn, Player A (the shorter stack) pushes all-in and is called by B. Turn both A and B’s downcards up at this point, then burn and turn the river and proceed to showdown.

Example 2. NLHE. Three players remain.

Pre-flop, Player A (the shortest stack) pushes all-in and is called by both B and C. Do not turn cards up yet because B and C both have chips so further betting action is possible.

On the flop B and C check; betting is still possible so don't turn the cards up yet.

On the turn B pushes all-in and C calls. Turn all hands up now (A, B, and C) because no further betting is possible. Burn and turn the river then proceed to showdown. Award the side pot between B and C first, then award the main pot. Notice: you do not keep A's cards face down until the side pot between B and C is awarded.

Example 3. NLHE. Three players remain.

Pre-flop, Player A (the shortest stack) pushes all-in for 700 and is called by both B and C who have several thousand each left. Do not turn cards up yet because B and C both have chips so further betting action is possible.

On the flop B and C check; betting is still possible so don't turn the cards up yet.

On the turn B bets 1000 and C calls. Since both B and C still have chips and the river remains to be dealt, betting is still possible so don't turn the cards up yet.

On the river both B and C check. Turn all hands up now (A, B, and C) because betting is over and the hand is moving to showdown. Award the 2000 side pot between B and C first, then award the main pot. Notice: do not keep A's cards face down until the side pot between B and C is awarded.

RULE 18: ASKING TO SEE A HAND

Example 1: NLHE. 3 players remain in the hand. There is no betting on the river and no player is all-in. At showdown Player A discards face down and the cards are pushed into the muck by the dealer. B tables his hand, showing trips. C pushes his cards forward face-down. B may ask to see C's hand because B has tabled his cards. However, B's request is at TDs discretion; B has no inalienable right to see it because there was no bet on the river thus he did not "pay to see C's hand." Neither A nor C may ask to see a competitor's hand because they have neither tabled their cards nor retained them.

Example 2: NLHE. 4 players remain in the hand. On the river A bets 1000, B calls, C raises to 5000, and D, A and B all call. No player is all-in. B tables his hand, showing trips. D instantly discards face down and the dealer kills his hand into the muck. C begins to push his cards forward face-down. Both A and B have an inalienable right to see C's hand on request because 1) they paid to see it as C was the last aggressor on the river and 2) both A and B retain their cards. D (who also called C) relinquished his right to see C's hand when he discarded without tabling. All other requests in this situation are at TD's discretion, such as B asking to see A's cards (the cards of another caller).

RULE 38: BURNS AFTER SUBSTANTIAL ACTION

Example 1-A: THE 50-100. SB / BB in seats 1 and 2. Pre-flop, initial cards dealt to all players. SB / BB in seats 1 and 2. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action with 2 actions with chips. Seat 5 then realizes she has only 1 card and her hand is dead because SA has occurred. The dealer will burn only one card and then put out the flop. The dealer will not burn 2 cards to "return to the original stub order".

Example 1-B: Same game and initial deal. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action. Seat 5 then realizes she has 3 cards and her hand is dead because SA has occurred. The dealer will burn one card and then put out the flop. The dealer will not consider Seat 5's third card as the burn and put out the flop without a burn off the stub.

RULE 40-A: METHODS OF BETTING, UNCLEAR OR CONTRADICTIONARY BETS.

"In unclear situations or where verbal and chips are contradictory, the TD will determine the bet based on the circumstances and Rule 1".

Example 1: THE, heads-up on the river Player A verbally declares “forty-two thousand” but pushes out only a 5k chip. Not everyone at the table heard the declaration. Player B pushes out 5k to call. Both players table and A has the best hand. Ruling criteria is mixed: verbal came first but wasn’t necessarily clear. The chip appeared to be a bet of 5k. In these unclear and contradictory situations, the TD will make the fairest ruling possible using Rule 1.

RULE 43: RAISE AMOUNTS.

“The largest prior full bet or raise of the current betting round”.

This line refers to the largest additional action or “last legal increment” by a preceding bettor in the current round. The current round is the “current street”, i.e. pre-flop, flop, turn, river in board games; 3rd – 4th – 5th – 6th – 7th street in 7-stud, etc.

Example 1: NLHE, Blinds 100-200. Post-flop, A opens with a bet of 600. B raises 1000 for total of 1600. C re-raises 2000 for total of 3600. If D wants to raise, he must at least raise the “largest bet or raise of the current round”, which is C’s raise of 2000. So, D must re-raise at least 2000 more for a total of 5600. Note that D’s minimum raise is not 3600 (C’s total bet), but only 2000, the additional raise action that C added.

Example 2: NLHE, Blinds 50-100. Pre-flop A is under the gun and goes all-in for a total of 150 (an increase in the bet of 50). So, we have a 100 blind bet and an all-in wager that increases the total by 50. Which is larger? The 100 is still the “largest bet or raise of the current round”, so if B wants to re-raise he must raise at least 100 for a total of 250.

Example 3: NLHE, Blinds 100-200. On the turn A bets 300. B pushes out two 500 chips making the total 1000 (a 700 raise). It is 1000 to C to call. If C wants to raise, it must be “at least the largest bet or raise of the current round”, which is B’s raise of 700. So, C’s minimum raise would be 700 for a total of 1700. Note his minimum raise is **not** 1000, B’s total bet.

Example 4-A: NLHE, Blinds 25-50. A raises 75 to 125 total. Notice that 125 total = 50 (bet) plus 75 (raise). The next raise on this street must be “at least the size of the largest previous bet or raise”, which is 75. B now raises the minimum (75) to 200 total. C then re-raises 300 for total of 500. We now have a bet of 50, two raises of 75 and a raise of 300 for total of 500. If D wants to re-raise, “the raise must be at least the size of the largest previous bet or raise of the current betting round”, which is now 300. So, D must raise at least 300 more to a total of 800.

Example 4-B: Same as 4-A. It's the same 500 to D, but there’s just been one raise of 450 by A to a total of 500 and B and C have both called. So, there’s a blind bet of 50 and a raise of 450. "A raise must be at least the size of the largest previous bet or raise of the current betting round", which is A’s raise of 450. So, it’s 500 for D to call, and if D wants to re-raise he must raise at least 450 for a total of 950.

RULE 45: MULTIPLE CHIP BETTING.

“A: If facing a bet, unless raise or all-in is declared first, a multiple-chip bet (including a bet of your last chips) is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. B: If every chip is not needed to make the call; i.e. removal of just one of the smallest chips leaves the call amount or more: 1) if the player has chips remaining, the bet is governed by the 50% standard in Rule 43; 2) if the player’s last chips are bet he or she is all-in whether reaching the 50% threshold or not.”

Example 1: There is not one chip that can be removed and still leave the call amount.

1-A: Player A opens post flop for 1200, B silently puts out two 1000’s. This is a call because neither chip can be removed and still leave at least 1200.

1-B: NLHE, blinds 250-500. Preflop the UTG raises 600 to total of 1100. The UTG+1 silently puts out one 500 and one 1000 chip. This is a call because neither the 500 nor the 1000 can be removed and still leave at least 1100.

Example 2: Same as 1-B above except the UTG+1 puts out one 1000 and five 100s silently. Four of the 100s could be removed and still leave the 1100 call amount. Therefore, this would be subject to the 50% standard in Rule 43: the minimum raise is 600, 50% of 600 is 300, therefore, if the UTG+1 puts out 1400 or more, he will be held to making a full raise to 1700 total. Since the UTG put out 1500 he must raise in this example.

Example 3: Same as 2 above except the UTG+1 puts out one 1000 and three 100s silently. Two of the 100s can be removed and still leave the 1100 call amount therefore this is subject to Rule 43. Since the player did not put out at least 50% of a minimum raise, this bet is ruled a call and 200 is returned to the player.

Example 4: Multiple-chip bet of all chips. A) If all chips are needed to make the call, this is treated exactly the same as a player with chips behind (See example 1 above). B) If removing just one of the smallest chips leaves the call amount or more, the player is all-in regardless of whether the bet reaches the 50% raise standard.

Example 4-A: A opens for 1400, B (with remaining chips behind in large chip stack) silently pushes out one 1000 and three 500’s. This is a mandatory min-raise to 2800 because the 50% threshold of 2100 ($1400+700=2100$) is reached.

Example 4-B: Same 1400 opener, B puts out one 1000 and two 500s. This is a call because it is short of the 50% threshold of 2100. **NOTE:** both example 4-A and 4-B are all-in bets for a player putting out his or her last chips.

RULE 46: PRIOR BET CHIPS NOT PULLED IN, SITUATION EXAMPLES.

Situation 1: If prior chips don't cover the call AND are left alone. Ex: THE 25-50, the BB posts two 25's, button raises to 600 total (550 more to BB).

1: Adding an overchip is a call (drop a 1k chip onto the two 25's).

2: Adding multiple new chips is a call if all new chips are needed to call a) drop two 500's onto the two 25's or b) drop a 100 and 500 chip onto the two 25's. In these two examples all new chips when combined with the prior chips are needed to make the call.

3: Adding multiple new chips is a Rule 45 multiple chip bet if one of the smallest new chips is not needed to make the call (drop a 1k and 500 chip onto the two 25's is a total bet of 1550). Per Rule 45, a silent multi-chip bet is a raise if it hits the 50% threshold; otherwise it is a call.

Situation 2: If prior chips don't cover the call AND are fully pulled back:

1) Removing all prior chips and adding an overchip is a call (pull back the two 25's, add 1k chip).

2) Removing all prior chips and adding new multiple chips is a Rule 45 bet (pull back two 25's, add two or more new chips).

Situation 3: If prior chip(s) are partly pulled back (whether or not they cover the call amount)

1) Partial removal of prior chips (pull back one 25, leave the other 25 out, add any new chip(s), is a Rule 45 multiple-chip bet (a raise if hitting 50%, otherwise a call).

Situation 4: If prior chip(s) cover the call amount, adding any new chip(s) is a Rule 45 multiple chip bet. Ex: THE 50-100, BB posts one 1k chip. Pre-flop raise to 700 (600 more to BB). The 1k prior chip covers the raise, thus adding any new chip(s) is a Rule 45 bet of all chips. This applies whether or not the initial 1k posted is pulled back or left alone.

Situation 5: Regardless of the above, the gesture of combining and pushing or tossing all chips forward may be interpreted as intent to bet all chips under Rule 45.

RULE 47: RE-OPENING THE BET.

Example 1. Multiple short all-in wagers that cumulatively equal a full raise and therefore re-open betting:

NLHE, Blinds 50-100. Post-flop, A opens betting for the 100 minimum.

B goes all in for a total of 125. C calls the 125,

D goes all in for 200 total and E calls 200.

Action returns to A who is facing a total raise of 100. Since 100 is a full raise, the betting is re-opened for A who can fold, call, or raise here. Note that neither B's increment of 25 or D's increment of 75 is by itself a full raise, but when added together they total a full raise and thus re-open the betting to "a player who is facing at least a full raise when the action returns".

Example 1-A: At the end of Example 1 above, A smooth calls the 200 total (another 100 to him). The bet is now on C who only faces a 75 increment. C called 125 previously and now faces 200 total (75 more). C must face at least 225 total to re-open betting. Because 75 is not a full raise, betting for C is not re-opened and C can either call with 75 more or fold, he cannot raise.

Example 1-B: At the end of Example 1 above, A raises the minimum (100), and makes it 300 total to C. C already has called 125 so it's an additional 175 for C to call. 175 is more than a full raise. Since C already acted and is "now facing at least a full raise", the betting is re-opened to C who can fold, call, or re-raise here.

Example 2: Multiple short all-ins, the min-raise is the last full valid bet or raise.

NLHE, Blinds 50-100. Post-flop A opens for 300, B pushes all-in for 500 total, C goes all-in for 650 total, D goes all-in for 800 total, E calls 800. What is the min raise for Player F? The opening bet (300) sets the initial min raise. Because no single player was all-in for more than 300, the min raise for F remains 300. F can either smooth call 800 or raise to at least 1100. See also Rule 43, Example 2 in Illustration Addendum.

Example 3: Short all-in, 2 scenarios.

NLHE, Blinds 2000-4000. Pre-flop A calls the BB for 4000. B folds and C pushes all-in for 7500 total (an increment of 3500 above the 4000 BB). It's folded around to the SB who also folds.

Example 3-A: It's 3500 more to the BB who has not yet acted on his option. The BB can fold, smooth call the 3500, or raise by at least 4000 for a total of 11,500. The BB smooth calls and it's 3500 more to A. A has already acted and is facing 3500 which is not a full raise. Therefore, A can only fold or call the 3500, he cannot raise because it is not "at least a full bet when the action returns to him".

Example 3-B: The BB raises the minimum (4000), for a total of 11500. It is now 7500 to A and because 7500 is more than a full minimum raise, betting is now re-opened for A who can fold, call, or re-raise

RULE 51: BINDING DECLARATIONS / UNDERCALLS IN TURN

Example 1: NLHE, blinds 1000-2000. Post-flop, A opens for 2000, B raises to 8000, C pushes out 2000 silently. C has undercalled B's bet. Per Rule 51-B, because B is not the opener (A is) and the round is still multi-way, at TD's discretion C may be required to make a full call or allowed to forfeit the 2000 undercall and fold.

Example 2: NLHE, blinds 1000-2000. Post-flop 4 players remain. A opens for 8000, B silently puts out 2000. Per Rule 51-B, B undercalled the opening bet and must make a full call of 8000.

Example 3: NLHE, blinds 1000-2000. Post-flop, A opens for 2000, B raises to 8000, C declares "call". Per Rule 51-A, C has made a general verbal declaration ("call") in turn. C is obligated to call B's full bet of 8000.

Example 4: NLHE, blinds 200-400. Opener bets 400, player A raises to 1200 and Player B puts out one 500 chip silently. Dealer tells B it's 1200 and B folds. At TD's discretion B forfeits 400 and 100 is returned.

RULE 52-B: INCORRECT BET AMOUNTS, POT-LIMIT GAMES

Example 1: PLO, 500-1000 blinds. Post-flop the pot totals 10,500. Player A wants to bet the pot and asks the dealer for a count. Dealer replies "nine thousand five hundred". A pushes out 9,500. Player B folds and Player C calls 9,500. Substantial action has occurred after the initial erroneous bet. The dealer then realizes A's pot bet should have been 10,500. Because the quoted amount was less than the pot and substantial action has occurred, the 9,500 bet is binding and will not be increased to 10,500.

Example 2: Same as example 1 above, Player B folds then the dealer realizes A's pot bet should have been 10,500. Substantial action has not occurred, so A must increase his or her bet to 10,500 total.

Example 3: PLO, 500-1000 blinds. Post-flop the pot totals 10,500. Player A wants to bet the pot and asks the dealer for a count. Dealer replies "eleven thousand five hundred". A pushes out 11,500. Player B folds, Player C and D both call 11,500. Before burning and turning the next card, the dealer realizes the initial bet was an illegal overbet. Despite substantial action occurring, because the bet

was illegal it will be reduced to 10,500 for all players calling anywhere on the current street. If the next card is dealt the error will stand.

RULE 53-A: ACTION OUT OF TURN (OOT).

Example 1: THE 50-100. Post flop Seat 3 opens for 300, Seat 4 folds, action is on Seat 5 when Seat 6 declares “raise to eight hundred”.

Step 1: Action backs up to the correct player in order (Seat 5) who is facing a bet of 300.

Step 2: If Seat 5 calls or folds then the action (a 300 bet) has not changed and Seat 6's OOT raise is binding (raise to 800). However, if Seat 5 raises, (say, to 600 total), then the action to Seat 6 has changed from a 300 bet to a 600 bet. If action changes, the 800 chips may be returned to Seat 6 who has all options open: call 600, re-raise to at least 900, or fold.

Example 2: THE 50-100. Post flop Seat 3 checks, Seat 4 checks, action is on Seat 5 when Seat 6 declares “check”.

Step 1: Action backs up to the correct player in order (Seat 5) who is not facing a bet.

Step 2: If Seat 5 checks then the action (a check) has not changed and Seat 6's OOT check is binding. However, if Seat 5 bets, (say, 300), then the action to Seat 6 has changed from a check to a 300 bet. If action changes, then Seat 6 has all options open: call 300, raise to at least 600, or fold.

RULE 53-B: SUBSTANTIAL ACTION OUT OF TURN (OOT).

A player skipped by OOT action must defend his right to act. If there is reasonable time and the skipped player has not spoken up by the time substantial action (see Rule 36) OOT occurs to his left, the OOT action is binding. The floor will be called to render a decision on how to treat the skipped hand.

Example 1: NLHE, blinds 100-200. UTG (Seat 3) makes it 600. Seat 4 is skipped when Seat 5 calls 600 OOT. Seat 6 thinks for a moment then folds. There are now two players acting with chips involved to the left of Seat 4. Two players with chips qualifies as substantial action (Rule 36). Also, Seat 4 has had reasonable time to speak up and bring it to the dealer's attention that he has been skipped. The OOT call by Seat 5 is now binding due to substantial action OOT, and the OOT fold by Seat 6 is binding (Rule 58). The floor is called to make a decision on the fate of Seat 4's hand.

Example 2: NLHE, blinds 100-200. Four players remain to see the turn. After the dealer tables the turn card, the UTG (Seat 3) opens betting for 600. Seat 4 is skipped when Seat 5 checks and Seat 6 calls 600 OOT. The floor is called to make a decision on the fate of Seat 4's hand.

HAND RANKINGS FOR STANDARD TEXAS HOLD’EM POKER AND POT LIMIT OMAHA

ROYAL FLUSH This hand contains five cards in sequence, all of the same suit.	<div><div>A</div><div>K</div><div>Q</div><div>J</div><div>10</div></div>
STRAIGHT FLUSH This hand contains five cards in sequence, all of the same suit.	<div><div>8</div><div>7</div><div>6</div><div>5</div><div>4</div></div>
4 OF A KIND This hand contains all four cards of one rank and any other unmatched card.	<div><div>5</div><div>5</div><div>5</div><div>5</div><div>3</div></div>
FULL HOUSE This hand contains three matching cards of one rank and two matching cards of another rank	<div><div>K</div><div>K</div><div>K</div><div>5</div><div>5</div></div>
FLUSH This hand contains all five cards are of the same suit, but not in sequence.	<div><div>K</div><div>J</div><div>9</div><div>7</div><div>3</div></div>
STRAIGHT This hand contains five cards of sequential rank in at least two different suits	<div><div>Q</div><div>J</div><div>10</div><div>9</div><div>8</div></div>
3 OF A KIND This hand contains three cards of the same rank, with two cards not of this rank nor the same as each other.	<div><div>Q</div><div>Q</div><div>Q</div><div>5</div><div>9</div></div>
2 PAIR This hand contains two cards of the same rank, plus two cards of another rank.	<div><div>K</div><div>K</div><div>J</div><div>J</div><div>9</div></div>
1 PAIR This hand contains two cards of one rank, plus three cards which are not of this rank nor the same.	<div><div>A</div><div>A</div><div>9</div><div>6</div><div>4</div></div>
HIGH CARD made of any five cards not meeting any of the above requirements.	<div><div>A</div><div>7</div><div>5</div><div>3</div><div>2</div></div>

HAND RANKINGS FOR SHORT DECK TEXAS HOLD'EM POKER

1 ROYAL FLUSH



2 STRAIGHT FLUSH



3 FOUR OF A KIND



4 FLUSH



5 FULL HOUSE



6 STRAIGHT



7 THREE OF A KIND



8 TWO PAIR



9 ONE PAIR



10 HIGH CARD





APL Poker Tour
Terms and Conditions
Last edited 13th August

1. Poker Tour Details

1.1 Full House Group (APL) will appoint a Major Events Director who will be present for the duration of each Poker Tour. The Major Events Director may appoint one or more deputies who may act as on behalf of the Major Events Director.

1.2 Particular Tournaments/Satellites for the APLPT's will be conducted in accordance with the Tournament Schedule and Tournament Structures, including entry-fee, buy-ins and add-ons available at <https://playapl.com/aplpt>

1.3 The Major Events Director reserves the right to alter the start date and/or time of any Tournament or Satellite. All entrants will be given reasonable notice in the event that the start date and/or time of any Tournament is altered

1.4 Number of Entrants:

1.4.1 All Tournaments and Satellites will be held with a minimum of five (5) players.

(a) The number of entrants may also include 'Alternates'. Alternates are entrants permitted to enter a Tournament/Satellite with a full starting bank of chips, within a predetermined period after the Tournament/Satellite starts, as other entrants are eliminated or where an additional table is added subsequent to the Tournament commencement.

(b) Management of APLPT reserves the right to cancel a Tournament if the minimum number of entrants as defined in clause 1.4.1 is not achieved by thirty (30) minutes prior to the scheduled start time of a Tournament.

(c) A tournament cannot be deemed over until the registration period is closed. Management of APLPT reserves the right to pause a tournament in the event that the players remaining are less than required to continue the event, and registration is still open.

1.5 With the exception of clause 1.4.1(b), Full House Group may cancel a Tournament, but will only do so in circumstances beyond Full House Group's reasonable control (for example, forces of nature and action or inaction by a government agency). In the event that a Tournament is cancelled, where practicable, all entrants will be given reasonable prior notice. Full House Group (including its employees, agents and contractors) has no liability for any claim (including without limitation for losses or expenses) relating to a cancellation pursuant to this clause.

2. Conditions of Entry

2.1 Participation in any of the Tournaments/Satellites for the APL Poker Tours constitutes an acceptance of these Terms and Conditions

2.2 Tournaments and Satellites are not open to entrants or other persons excluded from entering the host venue or host venue franchise chains, or if currently suspended or banned from Full House Group.

2.3 The Management of Full House Group reserves the right to refuse any application for entry into a particular Tournament for the Poker Tour and the participation of any nominated substitute.

2.4 Applications for entry into any of the Tournaments for the Poker Tour will be recorded by Full House Group and may be made as follows:

2.4.1 Where available, by completing an on-line application available on Australian Poker Leagues website (<https://www.PlayAPL.com>); or

2.4.2 In advance of, or during the conduct of the Tournament by presenting in person at the Tournament registration booth located in the allocated venue space

2.5 Prior to being eligible to participate in any of the Tournaments within the Poker Tour, each entrant must present a valid form of Identification such as drivers licence.

2.5.1 Where an entrant is not a valid Member and they are required to become a Member, that entrant must present at least one (1) item of Appropriate Identification from the Primary ID list in accordance with the current FHG Rewards Rules.

2.5.2 Where certain venues or Casinos require membership before entry into the tournament space, Full House Group will not register a player until the membership card has been provided, or entry approved by the Venue or Casino Management

2.5.3 The Major Events Director may waive the requirements of this clause if they determine that the entrant's circumstances are considered to warrant this action.

2.6 All entrants may view the Tournament Terms and Conditions prior to registering for a Tournament and all entrants must abide by them, or risk disqualification.

2.6.1 A copy of the approved Terms and Conditions will be published on the APL website (<https://playapl.com/about/terms-and-conditions>); and

2.6.2 Copies of these Terms and Conditions will be made available throughout the duration of the Tournaments at each APLPT

2.7 Each entrant may be requested to provide their Member number and provide valid photo ID:

2.7.1 Each time they enter a Tournament; or

2.7.2 If requested, when collecting a prize; or

2.7.3 If a Tournament lasts for more than one (1) day, at the end of a gaming day's play and/or at the commencement of play on the next gaming day.

2.8 The buy-in and entry fee, if any, will be refunded in the event that a Tournament does not proceed or where, prior to the commencement of a particular Tournament, it is determined that an entrant is ineligible to enter that Tournament. The buy-in and entry fee may be refunded in the event that an entrant would be playing in more than one (1) event running concurrently.

2.9 If an entrant withdraws from a Tournament/Satellite prior to the scheduled Tournament/Satellite date, the buy-in only is refundable or may be transferred to another person in accordance with clause 2.13, providing that person is not prohibited for any reason in accordance with clause 2.2 and has not already entered that Tournament at the Major Events Director's discretion.

2.10 Entrant withdrawal does not apply to an entry won in a Satellite Tournament, except upon written evidence in a form acceptable to FHG of:

2.10.1 The death of the entered person. In this case, the amount already paid will be refunded to the entered person's estate upon presentation of proper legal documentation by the estate.

2.10.2 The death of an immediate family member of the entered person, or a hospital stay of the entered person or an immediate family member. In these instances, the buy-in and entry fee will be held by FHG and transferred to the same Tournament to be held in the subsequent year.

2.10.3 The entry won in a Satellite is won by an entrant already entered into that Tournament. In this instance, if the entrant has bought in directly to the Tournament, they will have the buy-in and entry fee refunded. If they had previously won an entry in a Satellite, any subsequent entries won become transferable in accordance with clause 2.13.

2.10.4 Tickets won in a satellite will not be refunded. They may be transferred to other event/s of same or greater value at the discretion of the Major Events Director.

2.11 The Major Events Director has the discretion to transfer an entrant's buy-in and entry fee to the same or similar Tournament to be held in the subsequent Poker Tour, if an entrant's circumstances are considered to warrant this action.

2.12 The buy-in and entry fee, if any, will not be refunded to an entrant who is disqualified from a particular Tournament and that entrant's Tournament chips will be taken out of play.

2.13 At the discretion of the Major Events Director, an entrant may transfer their entry to a substitute, provided that person is entitled to enter the Tournament in accordance with clause 2.2 and they have not already entered the Tournament. Where a substitute is nominated, entry into the Tournament will be transferred to the substitute and the substitute will act on behalf of the entrant, commencing or continuing play in the entrant's stead and using any applicable bank of Tournament chips allocated to or accumulated by the entrant.

2.14 At the close of the registration period of a Satellite or Tournament (should re-entries be allowed), all entrants will have the option to forfeit their bank of Tournament Chips so as to allow them the ability to re-enter that specific Satellite. If an entrant does elect to forfeit their bank of Tournament Chips, the Major Events Director must be informed prior to that entrant re-entering the Satellite, and their remaining Tournament Chips will be removed from play.

2.15 FHG will handle entrants' personal information in accordance with the *Privacy Act 1988* (Cth) and FHG's privacy policy, which is available at <https://playapl.com/about/terms-and-conditions>, unless otherwise provided for in these Terms and Conditions.

2.16 By entering any APLPT Event, entrants thereby provide consent for Full House Group and partnering entities such as venue or casino to use any entrants' names, suburbs, photographs, images and likenesses including live streaming for the purpose of promoting and advertising Full House Group, APL, APLPT and host venues.

3. Tournament and Satellite Format

3.1 All Tournaments and Satellites as detailed in the Tournament Structures as described at clause 1.2 will consist of one or more Rounds/Sessions and/or a Final and will be played on one or more tables; the number of tables being determined by the number of entries received for a particular Tournament/Satellite.

3.2 Multi-Table Satellites

3.2.1 Any remaining prize money will be awarded as a single prize. This may include (or be in the form of) Poker Tour Credits (PTCs)

3.3 Raise or Fold Satellites

3.3.1 Raise or Fold satellites are single table satellites where players may only "raise" or "fold". "Calling" is not permitted.

3.4 Flips Satellites

3.4.1 Flips Satellites are No Limit Hold'em Satellites, where entrants will qualify for entry into a specific APL Poker Tour Tournament.

3.4.2 One (1) hand will be dealt; all cards face up. Entrants will not be permitted to make decisions.

3.4.3 100% of funds are returned to prize pool.

3.5 Prior to the commencement of the Tournament/Satellite, entrants may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

3.6 The Major Events Director may, for any particular Tournament/Satellite, determine if there will be any repechage, catch-up or secondary Rounds/Sessions.

3.7 Table and Seat Allocation:

3.7.1 The names of all entrants for a particular Tournament/Satellite will be drawn by ballot or randomly generated by computer to determine each entrant's table number and playing position.

3.7.2 The number of entrants allocated to any one (1) table will be at the discretion of the Major Events Director

3.7.3 On a particular table, position 1 is located to the immediate left of the Dealer, with position numbers ascending in a clockwise order.

3.7.4 A draw for the Dealer button will be held at the beginning of each Tournament/Satellite.

3.7.5 Seating assignments may be altered to ensure that entrants who are connected by family or association play at different tables or are separated on the final table.

3.8 Wagers:

3.8.1 All wagers will be made with Tournament chips. Tournament chips in the possession of an entrant at the conclusion of a particular Tournament/Satellite will remain the property of Full House Group.

3.8.2 Entrants in a particular Tournament/Satellite will each be allocated the same amount of Tournament chips and will be advised of the actual amount of chips prior to the commencement of the Tournament/Satellite. A starting bank of chips will be placed on the table in front of each designated playing area.

3.8.3 An entrant's bank of chips must remain on the table in full view of all participants, with the highest denomination chip the most prominent, until each session is completed and the winner(s) is determined.

3.8.4 A bank of chips will not be supplemented or removed from the table by an entrant during the conduct of tournament play, unless in the form of a re buy or add-on.

3.8.5 Where an entrant is re-seated in accordance with clause 4.3, they must transfer their bank of chips so that the chips remain in clear view of the Dealer (or above) and the Tournament/Satellite entrants. Failure to do so may result in the chips being forfeited.

3.9 Re-Entries, Re-buys and Add-ons:

3.9.1 Where a Tournament/Satellite allows re-buys, entrants in that Tournament/Satellite may purchase an additional bank of chips when an entrant's chip bank falls below a predetermined amount. The additional bank of chips will be equivalent to the original starting bank described in the Tournament Structures per clause 1.3.

3.9.2 Re-buys will only take place for a predetermined period of time during a Tournament/Satellite.

3.9.3 The length of the re-buy period and the number of re-buys and add-ons will be determined by the Major Events Director and announced prior to the commencement of that particular Tournament/Satellite.

3.9.4 Where the Tournament/Satellite allows add-ons, all entrants in that particular Tournament/Satellite may purchase an additional bank(s) of chips at the end of the re-buy period for the amount stipulated in Tournament Structures per clause 1.3.

3.9.5 If an entrant has exhausted their bank of chips and wishes to re-buy, they must re-buy prior to the commencement of the next round of play, or it will be deemed that they have been eliminated from the Tournament/Satellite.

3.9.6. Re-Entry Rules for Poker Tournaments

Players may re-enter a tournament under the following conditions:

- a) Re-Entry Designation
The tournament must be explicitly listed as a Re-Entry tournament.
- b) Maximum Re-Entries
The player must not have exceeded the number of allowed re-entries as specified for the tournament.
- c) Registration Period
The re-entry must occur while the tournament's re-entry (late registration) period is still open.
- d) New Entry Status
A re-entering player is treated as a new entrant. This includes all associated responsibilities and procedures.
- e) Entry Fee & Starting Stack
The player must pay the full entry fee again and will receive the standard starting chip stack as advertised.
- f) Timing of Re-Entry
A player may re-enter at any time during the designated re-entry period, regardless of when they were eliminated.
- g) Seating Assignment
 - Efforts will be made to seat the player at a different table from their previous entry.
 - If that's not possible, a different seat at the same table will be assigned.
 - Only if neither of the above is feasible may the player be returned to the same seat.
- h) Elimination Requirement
Players may only re-enter after being eliminated, meaning they have lost all their chips.
- i) Voluntary Forfeit
A player may voluntarily forfeit their remaining chips to re-enter the tournament.

3.10 Time to Act:

3.10.1 Entrants may request to 'put the clock' on another entrant. Subject to the request being reasonable, the Major Events Director will call "time" and the entrant in question will have thirty (30) seconds to act. If action has not been taken by the time 30 seconds has elapsed, there will be a five (5) second countdown. If an entrant has not acted on their hand by the time the countdown has elapsed, the hand will be dead if a previous bet has been placed; checked if no previous bet has been made. All wagers made by that entrant will remain in the pot(s). The Major Events Director may also call "time" on an entrant, if deemed necessary.

3.10.2 If the Major Events Director determines that an entrant is deliberately being slow to act on more than one (1) occasion in the same Tournament/Satellite, that entrant may be given a maximum of ten (10) seconds to act for all subsequent hands until no longer deemed necessary by the Major Events Director.

3.11 General:

3.11.1 At the Major Event Director's discretion, any Tournament/Satellite can have 'hand-for-hand' play introduced and removed where deemed appropriate.

3.11.2 When dealing 'hand-for-hand' on a "money bubble" that exceeds 50 players remaining (or at the discretion of the Major Events Director):

(a) Clock is paused and no additional time will be added back onto the clock. 2 minutes will be removed for each hand that is played out. ie; 8 hands will have 16 minutes removed from the clock and into the next level/s where required,

3.11.3 When dealing 'hand-for-hand' on a "money bubble" that has less than 50 players remaining (or at the discretion of the Major Events Director):

(a) Clock may continue to run and no additional time will be added back onto the clock,

3.11.4 At the Major Event Director's discretion, Dealers may deal 'round-for-'round when the number of entrants remaining exceeds places paid by two (2).

3.11.5 All cards will be turned face-up once an entrant is 'all-in' and all action is complete (provided that player must be present).

3.11.6 In the event of a split pot; where there is an odd chip, the odd chip will be broken down to the lowest denomination chip in play on the table at that time. If, after the odd chip has been broken down, an amount

remains that cannot be equally divided, that remaining amount will go to the high hand. If there are two (2) or more high or low hands of the same value:

- (a) In Flop games; the remaining amount will go to the nearest active hand to the left of the button.
- (b) In Hi-Lo split games; the pot will be split as evenly as possible.

3.11.7 A hand may be ruled retrievable by the Major Events Director.

3.11.8 When it is time to 'colour-up' chips (remove the smallest denomination chips from the table), the chips will be 'raced-off' with a maximum of one chip going to any one entrant. The chip race always starts in the No 1 Seat. An entrant cannot be 'raced-out' of a Tournament/Satellite. In the event that an entrant loses the 'race off' and has no chips remaining, they will be given one chip of the smallest denomination in play, so that they can continue to play.

3.11.9 All Chip ups and/or race offs will be done while players are present. Unless under direct supervision and direction of the Major Events Director or Deputies.

3.11.10 An entrant who wants to make a phone call must step away from the table. Should an entrant step away from the table during a hand, that hand is dead.

a) use of smart phones (or similar devices) is permitted at the table (excluding phone calls as per 3.12.7) provided the player is not involved in a live hand.

3.11.11 Unless being re-seated in accordance with clause 4.3, an entrant must be at the table by the time the Dealer has completed the initial deal, or their hand is dead. This includes a situation where the unseated player is "all-in". Floor staff should be called before an unattended "all-in" is mucked immediately after a break in the Tournament.

3.11.12 There will be no foreign chips or foreign objects allowed on the table except for a maximum of one (1) card protector per entrant. The card protector size must be significantly smaller than the size of a playing card.

3.11.13 When new betting limits are announced, the limits apply from the next hand. A hand begins when the Dealer "riffles" for the first time for a manual shuffle.

3.11.14 On any Final Table, the use of audio headphones, MP3 players or other similar electronic devices will only be permitted at the discretion of the Major Events Director.

3.11.15 In the event that Tournament play extends beyond a reasonable time during a gaming day, the Major Events Director may elect to suspend the Tournament/Satellite and continue it the next gaming day or at a time to be agreed.

3.11.16 When only two (2) entrants remain in a Tournament/Satellite, the button will be on the small blind. The button will be adjusted so that no entrant will pay the big blind twice in succession.

3.11.17 The use of "All-in buttons" by dealers is seen as an additional method of highlighting a player's "All-in" bet. Failure to use an "All-in button" will see play continue and the "All-in" bet stand.

3.11.18 "Deal making" on Final Tables (ie re-distributing advertised prize monies) is permitted, however a Major Events Director (or deputy) must be present during discussions, and all players must agree to the terms of deal for it to be finalised and approved. APL reserves the right to deem any deal unfair or unsuitable and therefore void.

4. Elimination

4.1 Once an entrant has lost their bank of chips and exhausted all opportunities to rebuy or add-on (as applicable) and is subsequently eliminated from a Tournament/Satellite, they will not be permitted to re-enter that particular Tournament/Satellite.

4.2 As entrants are eliminated from the Tournament/Satellite, the number of tables may be reduced at the discretion of the Major Events Director.

4.3 To maintain balanced tables throughout the duration of a Tournament/Satellite, entrants may be re-seated at the discretion of the Major Events Director. Unless deemed otherwise by the Major Events Director, the following procedure will be applied:

4.3.1 A difference of two (2) entrants between Tournament/Satellite tables is acceptable. During the final stages of a particular Tournament/Satellite a difference of two (2) entrants will be balanced as soon as is practicable.

4.3.2 On any table which is three (3) or more entrants short, creating a difference of three (3), play will be suspended until that table has been balanced.

4.3.3 For all games except Stud, tables will be balanced by moving the entrant who is due to post the Big Blind next to the "worst available seat" on the second table – ie closest to the Big Blind position

4.3.4 Entrants must promptly move to the table as requested or risk incurring a penalty as described in clause 7.2.

4.3.5 Where an entrant is re-seated, they will assume all rights and responsibilities of their new position. An entrant moving to a new table is eligible to be dealt a hand in any position, except if they are seated in between the button and the small blind.

4.3.6 Should there be the need to create a new table – the "next to pay Big Blind" on each table will be randomly allocated a seat on the new table

4.4 In the event of more than one (1) entrant being eliminated from a Tournament/Satellite during the same round of play on the same table, places will be allocated relative to the size of the eliminated entrants' respective Tournament chip banks prior to the commencement of that particular round of play.

4.5 In the event of two (2) entrants being eliminated from two (2) separate tables on a corresponding round of play; those entrants will be equal in placing regardless of their Tournament chip bank at the commencement of that particular round of play.

5. Tournament/Satellite Winner

5.1 The winner(s) for a Tournament/Satellite will be the last entrant(s) remaining in that particular Tournament/Satellite after all other entrants have been eliminated.

6. Prize Pool

6.1 FHG may add value to a prize pool in the form of cash, goods, PTCs or services.

6.2 The Tournament prize pool will consist of all buy-ins together with any re-buys and add-ons (less any admin fees).

6.3 Entrants in a particular Tournament will be advised of the actual prize pool break at the completion of the registration period for the Tournament.

6.4 Prize winners of any cash tournament who are entitled to a cash prize in excess of \$5,000 will be paid up to \$5,000 cash on the day (subject to the discretion of the Major Events Director) with the remainder electronically transferred from Full House Group to the player's nominated bank account within five (5) business days. All prizes owing under \$5,000 will be paid in cash on the day of the Event. The ability to have the entire amount transferred electronically remains at the discretion of the Major Events Director (or deputies).

7. Conduct of Play

7.1 The Major Events Director may penalise any entrant who fails to comply with these Terms and Conditions, or whose behaviour is assessed as being detrimental to the integrity or the proper conduct of the Tournament/Satellite, including, but not limited to the following examples:

7.1.1 Abuse of FHG employees and/or contractors, either digitally, verbally or physically;

7.1.2 Abuse of other entrants, either digitally, verbally or physically;

7.1.3 An entrant showing their cards or verbally advising the content of their hand to another entrant(s) when the betting round is not complete;

7.1.4 Exposing hole card(s) with action pending;

7.1.5 Causing card(s) to go off the table;

7.1.6 Advising another entrant how to play a hand;

7.1.7 Soft-play occurs;

7.1.8 Deliberately miscalling a hand;

7.1.9 Sitting in the wrong seat (see clause 3.8);

7.1.10 Collusion;

7.1.11 Intentionally avoiding payment of a blind when moving from a broken table;

7.1.12 Discussion of the particular round of play prior to action being complete by any entrant on the table whether still in the round of play or not;

7.1.13 One (1) entrant to a hand rule – no seeking advice from other entrants or bystanders;

7.1.14 Acting out of turn;

7.1.15 Concealing hole cards from another entrant(s);

7.1.16 Concealing chips from another entrant(s);

7.1.17 Showing signs of intoxication, or being assessed by FHG and/or the host venue as such;

7.1.18 During a Tournament/Satellite, displaying a sponsor's logo that has not been previously advised in accordance with clause 7.8; and

7.1.19 Use of a mobile device while involved in a live hand at the table to:

(a) Make or receive telephone calls; or

(b) Send or receive text messages; or

(c) Send or receive emails; or

(d) Browse the Internet; or

(e) Communicate with another person in any way using that particular device.

7.2 Penalties imposed may be as follows:

7.2.1 Exclusion from the table for one (1) or more rounds of play (blinds, antes and/or forced bets to be forfeited); or

7.2.2 Time penalties of five (5), ten (10), twenty (20) or forty (40) minutes away from the table may also be used (blinds, antes and/or forced bets to be forfeited); or

7.2.3 Disqualification from Tournament/Satellite.

7.3 The Major Events Director reserves the right to read any unexposed hands to determine whether or not collusion has occurred.

7.4 If, at the commencement of a Tournament/Satellite, an entrant does not take their allotted seat at the specified times as nominated by the Major Events Director, and is not disqualified:

7.4.1 All antes, blinds and forced bets will be deducted from the set amount of an entrant's Tournament chips for each round of betting until they take their allotted seat. The entrant's position at the table will still be dealt in and retain all rights as if they were present at the table; and

7.4.2 In accordance with clause 2.14, the entrant may nominate, in person, a substitute to take their allotted seat during any Tournament/Satellite. This decision is subject to the approval of the Major Events Director or deputies.

7.5 During a particular Tournament/Satellite, any entrant who is absent from play will have all antes, blinds and forced bets deducted from the set amount of their Tournament chips for each round of betting until they return. The entrant's position at the table will still be dealt in during the absence and retain all rights as if they were present at the table.

7.6 FHG reserves the right to ban any means of advertising including apparel which contains obscene images or words or is otherwise deemed inappropriate by FHG.

7.7 Prior to the commencement of any Tournament/Satellite which contains a televised/streamed component, an entrant must provide in writing, the details of any sponsorship arrangements they may have to the Major Events Director. Entrants who have had their entry paid for by another party will be deemed to be sponsored by that party unless they advise the Major Events Director otherwise, in writing, prior to the commencement of the Tournament/Satellite. Entrants may not change their sponsorship arrangements once a Tournament/Satellite has commenced, unless approved at the discretion of the Major Events Director. Any entrant, who during a Tournament/Satellite displays a sponsor's logo that has not been previously advised, may be subject to the penalties detailed in clause 7.2.

7.8 All Tournaments/Satellites will be conducted by the Major Events Director and/or their deputies in accordance with these Terms and Conditions and the Rules of Poker. In the event of any inconsistency between these Terms and Conditions and the Rules of Poker, the Rules of Poker shall prevail.

7.9 In the event of a dispute relating to any Tournament/Satellite, the decision of the Major Events Director shall be final.

7.10 To the maximum extent permitted by law and without affecting any rights which cannot be excluded under Consumer law within each jurisdiction and the *Competition and Consumer Act 2010* (Cth), FHG (including the Major Events Director) shall not be liable for any losses whatsoever that may arise from any decision of the Major Events Director under clauses 7.9 and 7.10.

Compiled by Full House Group for the Australian Poker League, 888PL and Pub Poker using the TDA Rule book as the basis for all rules and then tailored for self dealt tournaments. The Tournament Director should act in the interest of the game whilst taking individual player circumstances into account. All efforts are made to standardise this rule book across all events however at times this may not happen. The Laws in each state are unique and not represented in this book whatsoever. For State Laws please see the relevant government website.

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