

TOURNAMENT RULES

1. **Chips:** Each player will be given \$5,000 in chips to start the tournament. Those chips will be broken down as follows:

- 1 - \$1000 chip (black)
- 5 - \$500 chips (green)
- 10 - \$100 chips (blue)
- 6 - \$50 chips (red)
- 8 - \$25 chips (white)

There are no re-buys and once your chips are gone you are out of the tournament.

2. **Goodwill: Remember that there is no money at stake and this tournament is simply for fun.** Therefore, have fun, but excessive celebration, taunting, complaining, use of fighting words, and all other types of behavior which make the table area unpleasant area are prohibited. Players are obligated to protect the rights of all other Players (for example, Players must advise other Players of exposed cards). Players who are no longer involved a hand may not provide instruction or advice to another player in the hand, disclose any information regarding the hand of a Player still in the hand, or otherwise comment on recommended action for any Player still in the hand. Otherwise, talking is encouraged, subject to warnings by Carl Cox, (a.k.a. "the pit boss").
3. **Time Management:** Clock stoppages and deck changes may only occur at the pit boss' discretion. When a blind round ends and a new blind level is announced, the new blind amounts will apply to the next hand (a hand has begun with the first riffle). A Player's hand shall be mucked unless he is at the table before all Players have been dealt complete hands, except that the hand of any Player who has posted blinds will not be mucked unless he fails to return to the table before it is his turn to act.
4. **Chip change:** Please try to make change at the table from with other players due to a limit on chip availability.
5. **Odd chips:** When two or more Players split a pot, any "odd" chip which cannot be divided into smaller denominations shall be given to the winning Player who is closest to the dealer's left.
6. **Dealers:** The Players at the table will serve as the dealers and the dealer will move to the left one spot after each hand. Players at the table should all share shuffling responsibilities evenly. **AT the pit boss' discretion, the final table may have an assigned dealer.**
7. **Tournament Time:** The tournament is time limited. Play will begin promptly at 6:00 p.m. and end promptly at 9:00 p.m. Any player not then present shall be penalized at the rate of one big blind for each hand the player is not present, in addition to any blinds which may be payable. Any such penalties will be taken out of play and not made part of any pot. If a Player is not present by 7:00 p.m., his chips shall be forfeited and taken out of play, and he will be deemed to have not participated in that tournament. A Player is "present" for purposes of this paragraph if he has arrived at the tournament venue. The Player with the most chips at 9:00 pm will win the

tournament with recognition to those Players coming in 2nd and 3rd place. Any hand begun before 9:00 pm will be completed. Due to the time limit, Players must pay attention and act promptly. If a Player does not promptly act, any other Player in the still in the hand may ask that the Player be given sixty seconds to act. If no action is taken before the countdown ends, the acting Player's hand will be mucked.

8. **Blinds:** There will be a small blind and a large blind. The blinds will start at 25 and 50. The blinds shall increase every 20 minutes to 50/100, 75/150, and 100/200. Thereafter, the small blind shall continue to increase by 100 (with a large blind twice the small).
9. **Raises:** When raising, a player must either (a) verbally declare the amount of the raise before placing any chips in the pot, or (b) place the total amount of chips in the pot in a single motion. All raises must be at least double the size of the previous bet or raise. If a Player attempts to make a raise of less than the minimum amount permitted, he shall be required to make a raise in that minimum amount (or enough to place the Player all-in, whichever is less). An oversized chip thrown into the pot before the flop is a call. After the flop, an oversized chip by the initial bettor constitutes a bet in the amount of the chip, and a single oversized chip following a bet constitutes a call. A raise which puts a Player all-in and is less than the amount of the previous bet or raise does not reopen the action to additional betting from any Players who have already acted (any such Players may only call or fold unless subsequent raises are made).
10. **Verbal declarations:** Verbal declarations regarding a Player's intended action that are made in turn are binding (folding, betting, etc.). Verbal declarations regarding a Player's intended action that are made out of turn may be deemed binding in the pit boss' discretion. Verbal declarations regarding the contents of a Player's hand are not binding (i.e. a hand which has been exposed speaks for itself), however, a Player who deliberately misstates the contents of his hand after all action is complete may be penalized at the pit boss' discretion. If the dealer or Players involved in a hand are mistaken regarding which Player has won a completed hand, then all Players with knowledge of the mistake must attempt to notify the dealer of the proper winning hand before the dealer mucks the cards. After the dealer has mucked the cards, then the hand and chip distribution shall be final regardless of whether the pot was given to the correct Player.
11. **Exposing cards and chips:** All cards and chips must be displayed at all times. All cards shall be turned face up once a player is all-in and all action is complete. A Player who accidentally exposes his cards during play may incur a penalty, but will not forfeit his cards and the remainder of the hand will played out. If the pit boss believes that a Player intentionally exposed his hand during play, then the Player's cards will be mucked and the Player shall forfeit \$500 in tournament chips (which shall be taken out of play).
12. **Mis-Deals:** If only one card is exposed while a hand is being dealt, a mis-deal will not occur, that card shall become the first burn card, and the Player whose card was exposed shall be given a replacement card at the end of the deal. If only one Player is dealt too many cards and has not looked at any of the cards, a mis-deal will not occur, and the excess card(s) shall be retrieved and placed in the middle of the deck (or placed on the top of the deck if the only excess card was the first burn card). If a hand is dealt such that cards must be moved to the Player(s) who should have received them, a mis-deal shall be declared if any Player has looked at any card that should have

been dealt to a different player; otherwise, a mis-deal shall not be declared in this situation, except that the pit boss may declare a mis-deal if he deems it too confusing or time consuming to determine which cards should be dealt to each Player. If two or more cards are exposed while a hand is being dealt, then a mis-deal has occurred and the hand must be re-dealt. If a Player mucks his cards before the pit boss has announced that a mis-deal has occurred and such action causes any other Players to fold, then a mis-deal shall be declared, the Player who mucked first shall forfeit \$500 in tournament chips, and that Player shall be suspended from playing the following hand; however, if no other Players muck, then the violating Player shall instead only forfeit \$200 in tournament chips.

13. **Penalties:** The pit boss may issue a penalty if a Player breaks any rule or engages in any other conduct that the pit boss deems deserving of a penalty. Unless specified elsewhere in these rules, the types of penalties available include, but are not limited to, verbal warnings, suspensions from the table, reduction in tournament chips, and disqualification from the tournament. When a particular penalty is not already prescribed in the Rules, then the following step system may be used, though heightened penalties should be expected in cases of repeated or egregious misconduct: 1st violation - verbal warning, 2nd - forfeiture of chips in an amount equal to the current big blind, 3rd - forfeiture of chips in an amount equal to double the amount of the current big blind, and so on. A Player who is disqualified from the tournament shall have his chips removed from play.
14. **Table Consolidation and the “Final 8”:** As the tournament progresses players and tables will be consolidated. The pit boss shall decide when any consolidation of players and tables shall occur at his discretion but should be expected when player numbers at any table reach 6 (and there are available spots at other tables). The pit boss shall use a method of moving players to consolidated tables that is random. At 8:00 pm the top 8 chip leaders will be consolidated to the final table. Remaining players may continue to play at their tables or other consolidated tables, but the “Final 8” at the final table are the only Players still eligible to win or place (1st-8th place) in the tournament.