



Texas Hold'em Poker Tournament Rules

- **Seat Assignment** - Player's seats will randomly be assigned. As the players arrive and check in they will be given a laminated card with a table and seat number on it. This is the player's seat until a tournament director moves them elsewhere.
- **Starting Stacks** - Upon arriving at the table, the dealer will direct them to their seat, collect the laminated seat card and give the player his starting chips. **(\$1,500)**
- **Blind Levels** - The way tournaments differ from standard games is that the blinds increase at regular intervals. In a timed tournament the blinds increase at the discretion of the tournament director. The purpose of the blinds is to force play and gets the action going. As play progresses, the amount of the blind bets will increase and will be posted on the screen (if available) and/or announced by the tournament director. The tournament director will determine the progression of the blind amounts based upon the pace of play in order to finish the tournament in allotted time.
- **The Deal** - The deal proceeds as soon as the tournament director calls "shuffle up and deal". The two players to the left of the button are the small blind and the big blind. After each hand the button moves one seat to the left. The button is determined in the first hand completely randomly.
- **Absent Players** - All players must be dealt into the hand and their blinds/antes forced into the pot whether they are at the table or not. If the player is not present by the time his second card is dealt, his hand will be ruled dead and his cards folded.
- **Breaking Tables** - As players are eliminated the tournament director will start breaking tables in a pre-determined order. If your table breaks, you will be assigned randomly to an empty seat at one of the remaining tables.
- **All-in Bets** - A player who declares himself all in plays for all of the chips in front of him. If the other player has more he is only entitled to an amount equal to his own stack. The same goes for an all-in player that has less than his required blind. He is only entitled to what he put in.
- **All-in confrontations** - When two players are all in and the action is completed, both hands must be exposed face up before the rest of the board is run.
- **Calling the Clock** - A player can request the pit boss to force a player to choose an action in a set amount of time (typically 90 seconds). If the player fails to act in that time, his or her hand is folded. Only a player seated at the table at the time the current hand was dealt can call the clock.
- **Multiple Busts** - If two players go broke on the same hand the player with the greater amount of chips at the start of the hand finishes in the higher position.
- **Inappropriate play** - Inappropriate play such as swearing and or throwing cards is not allowed.

- **Coloring up** - The lowest chip denomination in play will be removed from the table when it is no longer needed in the blind structure. Lower denomination chips will be rounded up.
- **Final Table** – Once the player count is down to eight the final table begins.
- **Heads up** - When two players are left you have reached heads up play. In this scenario the small blind is the button and acts first before the flop but last on all ensuing streets. When one player accumulates all the chips he is declared the winner and the tournament is over.
- **Disputes** – All player disputes will be handled at each table by the dealer. If not satisfactorily handled by the dealer the tournament director will step in. The tournament director's decision is FINAL.