



Tournament Rules

Updated 1.24.23

BUY INS

Each player will pay \$50 (Pre-Reg) or \$75 (Day of) US dollars and will receive a value of 2,500 in chips. Late registration will be accepted through the first 1.5 hours at the fee of \$75 (value of 2,500 chips).

RE-BUYS

There are optional re-buys of \$50 US dollars to receive 2,500 in chips until approximately the completion of the 8th blind raise (roughly 2.0 hours into the tournament), only after a player has finished his or her chips.

ADD-ONS

Each player has the opportunity to pay \$50 US dollars more in cash at the end first two (2) hours of the tournament to receive 2,500 in extra chips. Add-ons are a one-time option.

PRIZES

50% of the registration revenue will be paid in prize money. The number of payouts and amounts will be determined on the day of the event, which will be based on the number of participants, re-buys, and add-ons.

BOUNTY GAME

New this year, we will be offering an optional side game called the Bounty Game.

1. Pay \$10 for a Bounty Chip (BC).
2. All players participating in the Bounty Game will be given a BC (red) and must keep it visible on the table.
3. If you knock out a player with a BC, you collect his/her BC and continue playing until you are eliminated from the tournament.
4. If you are knocked out of the tournament, you give your BC to the player that won the hand and hold on to the BC's you collected from other players. If you re-buy for the tournament, you can continue to collect BC's from other players.
5. Once you have been eliminated from the tournament, you may turn in your BCs you have collected and receive \$10 for each chip.
6. If you are knocked out in a hand that results in a split pot, your BC does not go to either player. It will go to the House for the fundraiser.
7. If a player in the Bounty Game is knocked out by a player NOT in the Bounty Game, then that player's BC goes to the House.

HAND RANKING

Below are the types of hands available ranking from the highest to the lowest. *Please remember that the cards speak for themselves:*

1. Royal Flush: Ace, king, queen, jack and 10, of the same suit.
2. Straight Flush: A hand that contains five cards in sequence, all of the same suit.

3. Four of a Kind: Four cards of the same rank.
4. Full House: Three matching cards of one rank and two matching cards of another rank.
5. Flush: Five cards of the same suit, but with no sequence.
6. Straight: Five cards in sequence.
7. Three of a kind: Three cards of the same rank.
8. Two Pair: Two cards of the same rank plus two cards of another rank.
9. One pair: Two cards of the same rank.
10. High Card: The highest card (Ace is the highest).

GENERAL RULES

1. The chips of ALL registered players enter the game from the start of the tournament, even if the player is late.
2. Cards must remain in full view at all times and are not allowed beyond the edge of the table.
3. Each player must call or fold his/her hand within 1 minute.
4. Looking through discards or remaining deck cards is not allowed at any time.
5. No money is allowed on the table and cannot be substituted with chips.
6. Each player must play and call his own hand. No assistance may be given by other players or spectators.
7. All raises must be at least the amount of the big blind.
8. Chips must not be hidden and must remain visible on the table with the higher denominations in clear view.
9. The chips of a player that wants to leave the tournament may NOT be given or donated, if this situation occurs, the chips of this player will continue in the game.
10. In case of differences between two or more players, the tournament organizer shall always have the last word, which will strictly comply with the tournament rules.
11. The tournament organizer should be made aware of any problems when they occur and all play must stop with all cards and chips remaining as-is until a resolution is reached.
12. If a player leaves the table, his/her 2 cards will be dealt and when it is his/her turn to bet the decision to fold will be taken and the cards will given to the dealer, who will make a "fold". If this player gets a "blind", the dealer will take this player's chips to put out the blind, this in front and with the authorization of the table. When the player comes back, s/he will be informed of this action.
13. The game ends when a player gets all the chips.

SEATING

1. Players will be assigned to a table with a seat number. The player with seat 1 will choose their seat and then remaining players will sit in order to the left of seat 1.
2. Each player will be seated according to a random drawing and tables will be balanced from time to time in an effort to keep the number of players at each table at a given time close to even.
3. Up to 8 players will be seated at each table.
4. The 8 finalists will be combined at one table and be seated by another random drawing.

DEALING

1. The dealer will deal the first card face down "hole card" or "pocket card" to the first player to his/her left and will continue dealing to the left.
2. At the end of each hand, the player to the left of the dealer will be the new dealer for that hand, and the button identifying the dealer will be moved.
3. The player to the right of the dealer must shuffle and cut the deck.
4. The dealer of each hand will be responsible for verifying all bets, raking bets into pot and awarding the pot to the winning player.

MISDEALS

When a misdeal is considered, cards must be shuffled and dealt again to all the players: The following are basic forms to consider a hand a MISDEAL:

1. If the first card dealt is face up.
2. If two or more cards are accidentally face up.
3. A player or the board is dealt too many cards.
4. The dealer starts at the wrong position or deals with no sequence (empty chair).
5. The dealer gives less than the two usual cards (hole cards).

The following situations are NOT considered misdeals:

1. If a card is accidentally face up when dealing to the players, dealing will continue and the first card to burn will be given to that player.
2. If a player exposes his/her card or drops a card, the hand continues.

THE BLINDS & BETS

Texas Hold'Em uses a structured betting system for the blinds. Since this is a tournament, there is NO LIMIT. Each hand shall have the following mandatory blind bets:

1. "Small Blind" or small mandatory bet.
 - a. Value is half of the "big blind" and will be placed by the player to the left of the dealer.
2. "Big Blind" or large mandatory bet.
 - a. Value is twice as much as the "small blind" and is placed by the player to the left of the player who places the "small blind".
3. To ensure that the big blind is not lost by the next player, if the player with the small blind is eliminated, the button and/or dealer will not move in the next hand, i. e. the dealer will be the same player, this may benefit all players.
4. The blinds shall remain in front of the players until conclusion of the pre-flop betting. The dealer will rake the blinds and all other bets into the pot once the round finishes.
5. All bets must be stacked in front of the player. The dealer will verify the bets and rake them to the center pot at the end of each round of betting. Tossing chips into the pot is not allowed.
6. The players must verbally declare their bet (call, check, raise with amount, or fold).
7. After the signal designating the end of a betting level, the blinds of the next level will apply on the next deal.
8. Each hand will have four rounds of betting. Since this is a no limit tournament, the maximum amount a person may bet or raise is the chips s/he has. The minimum bet or raise is the amount of the Big Blind.
9. Blind information to be used in this tournament will be available on tournament day.

ALL-IN

1. If a player cannot cover a blind, s/he must use all remaining chips and post a short blind and declare All-in. Both blinds and each called bet (not including raises) from the pre-flop round will go into a main pot. All raises from the pre-flop round and all bets from additional rounds will be placed into a side pot. The All-In player will not be able to bet for the remainder of the hand and should he win the hand he will win only the amount from the main pot, with the side pot going to the next best winning hand. If s/he does not win the hand s/he is eliminated from the tournament and the winning hand receives both pots.
2. If more than one player goes All-In during a hand additional side pots will be created using the same rules as above. A player may only win a pot equaling his all-in bet and the called bets from following players. The All-In player can only win other players what s/he bet.

CELL PHONE ETIQUETTE

1. Players must step away from the table to talk on a cell phone.
2. No texting while a hand is in play (even if you are not in the hand).
3. Please do not allow use of your phone to disrupt play.

PLAYERS COURTESY

1. Each player must stack his/her bet in front of him/her. Tossing chips into the center pot is not allowed.
2. Each player must verbally announce their bet to be taken into account. If player calls an amount but posts a lesser amount, the amount announced is what counts.
3. Players may not disclose or turn over their hole-cards during a live hand, even if folded.