

No Limit Texas Holdem Tournament Rules

#	Rule or term	Definition
1	Floor People	Floor people are to consider the best interest of the game and fairness as the top priority in the decision-making process. <u>Unusual circumstances can, on occasion, dictate that decisions in the interest of fairness take priority over the technical rules.</u> The floor person's decision is final.
2	Random Seats	Tournament seats will be randomly assigned.
3	Chip Race	When it is time to color-up chips they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a chip race will be given one chip of the smallest denomination in play. Players are encouraged to witness the chip race.
4	Raises	A raise must be at least the size of the previous bet or raise. There is no cap on raises. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. An all-in bet of less than a full raise <u>does not reopen</u> the betting to a player who has already acted.
5	Odd Chips	When there are two or more high hands with identical value the pot will be split as evenly as possible any odd chip(s) will go to the left of the button .
6	Side Pots	Each side pot will be brought in and verified by the dealer before any more cards are turned.
7	Calling for a Clock	Once a reasonable amount of time has passed (1-2 minutes) and a clock is called for, a player will be given a maximum of one minute to make a decision & the final 10-seconds will be a countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead with no recourse. Any player that was dealt in the hand may call clock.
8	At Your Seat	A player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand. Also, players must be at their seat to call time.
9	Face Up	All cards will be turned face up once a player is all-in and all betting action is complete.
10	Oversized Chip	A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise but does not state the amount, the raise will be the maximum allowable up to the size of that chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with a single oversized chip a verbal declaration must be made before the chip hits the table surface.
11	Ethical Play	Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
12	Etiquette Violations	Examples include; commenting on the hand during play, unnecessarily touching of other players cards or chips, delay of the game, and excessive chatter or taunting, acting out of turn. Repeated etiquette violations may result in penalties.
13	One Player per Hand No Advice	Whether in the hand or not, may not advise, criticize play, call a hand that hasn't been tabled, or speculate before the action is complete. Players may not ask, or offer advice on how to play a hand.
14	No Disclosure	Players, whether in the hand or not, may not disclose contents of live or folded hands to one or more players
15	Exposing Cards	A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.
16	Show 1 show all	If a player shows his hand to another player, any other player at the table may ask to see the cards and is entitled to. If the hand is not yet over the dealer can keep the cards in question on the side or top of the muck and show them at the end.
17	Official Language	The English-only rule will be enforced in the United States during the play of hands.
18	Communication Devices	A player may not use a cellular phone, text-messaging device, or other communication device at the table during a hand.
19	Deck Changes	Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes
20	New Limits	When time has elapsed in a round and a new level is announced it applies to the next hand.

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21	Chips Visible	All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.
22	Higher Chips Visible	Players must keep their higher denomination chips visible at all times. If larger denominated chips are hidden by one player and a second player challenges that player, the hidden chips may be counted as the value of the chips they are hidden by if the player hiding the chips wins the pot.
23	Declarations by players	Verbal declarations as to the content of a player's hand are not binding; however, a player miscalling or misreading their hand is not held to what was said, if the cards are tabled they play, and the best possible hand will be declared by the dealer.
24	Significant Action	It is considered significant action when two or more players have acted on their hand in any round of play.
25	Dealer errors	If the dealer makes an error in dealing procedure and the error is pointed out by players, or a floor person, before there is <i>significant action</i> , the hand may be recalled and dealt again. If a dealer misreads a hand and it is corrected the pot will be awarded to the appropriate player as long as both cards were tabled. If the error is noticed after the cards are mucked and the pot is awarded the error can not be corrected.
26	Killing Winning Hand	Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
27	Rabbit Hunting	No rabbit hunting is allowed.
28	Dodging Blinds	A player who intentionally dodges blinds when moving from a broken table may incur a penalty and have to post the big blind in whatever position that player sits.
29	Breaking Tables	Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button.
30	Balancing Tables	When balancing tables, players will be moved from the big blind to the worst position (which is never the small blind). The table from which a player is moved will be as specified by a predetermined procedure. Play will halt on any table that is three or more players short.
31	Exposed cards	Exposure of one of the first two cards dealt is a misdeal. If a card is exposed from the third card on, as it is dealt, that card will be set aside, at the end of the deal the next card in the deck will be used to replace the exposed card and the exposed card will become the first burn card. If there are two cards exposed during the deal it will be declared a misdeal.
32	Unprotected Hands	If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if a player had raised and the raise had not yet been called, the raise will be returned to the player.
33	Verbal Declarations	Verbal declarations in turn are binding. Action out of turn may be binding and will be binding if the action to that player has not changed. A check, call, or fold is not considered action changing.
34	Methods of Raising	A raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion.
35	Pot Size	Dealers will not count the pot, they will spread it for players to view if requested.
36	Button in Heads-up	When heads-up the small blind is on the button and acts first. When beginning heads-up play the button may need to be adjusted to ensure that, no player takes the big blind twice in a row.
37	Showdown	At the end of last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet during the last betting round the player to the left of the button shows first and so on clockwise. With equal action at the showdown any player dealt in the hand may request the cards be tabled.
38	Action Pending	Players must remain at the table if they still have action pending on a hand. Walking away from the table results in a dead hand.
39	String bets / raises	When placing a bet or making a raise players must make only one motion from chipstack toward the pot unless first verbally declaring their action. Dealers will be responsible for calling string bets and raises.
40	Playing the Board	A player must show both cards when playing the board in order to get part of the pot.