

## Basic Rules of the “No Limit Texas Hold ‘em”

Each player will be dealt 2 cards face down (“hole cards”) which only the player will see. After looking at the 2 hole cards, there will be a round of betting. After that initial round of betting, 3 community cards (“the flop”) will be spread face up in the middle of the table, followed by another round of betting. After the second round of betting, another face up community card (“the turn”) will be added to the middle of the table, followed by another round of betting. After this third round of betting, a final community card (“the river”) will be placed face up in the middle of the table, and another round of betting occurs. Any players still in the game after the final round of betting then make their best poker hand out of any combination of their two hole cards and the five on the board in the middle of the table, and the winner of the hand will be the player with the best hand (see the “Rank of Poker Hands” section below).

### Betting

#### The Dealer Button:

A small white disc known as a “Dealer Button” (sometimes just called “the Button”) will rotate around the table to determine the order of the deal and the betting. The player immediately to the left of the Dealer Button receives the first card and then all players clockwise around the table get their cards, with the person “on the Button” receiving the last card dealt (as if the person with the Button were actually dealing). The Dealer Button moves clockwise to the next player after every hand so that it is fair and equal to all players at the table.

#### The Blinds:

To insure that there is betting action on every hand, the two players immediately to the left of the Dealer Button make mandatory bets known as “Blinds.” These bets are put up (“posted”) before the cards are dealt. The player immediately to the left of the Button puts up what is known as a “Small Blind,” and the next player puts up the “Big Blind” (which is a larger bet than the Small Blind). The amounts of these Blinds will increase in regular intervals throughout the tournament, and the Dealer will always inform the players as to how much they need to “post.” The Blinds rotate every hand (with the Dealer Button) so that it is fair and equal to all players at the table.

#### The Betting:

Players will start with \$2,000 in tournament chips. The Blinds will start at \$50 for the Small Blind and \$100 for the Big Blind. After the players have all received their two hole cards, betting begins with player to the left of the Big Blind. That player has three options:

- 1) Fold
- 2) Call the amount of the Big Blind (in this case, \$100)
- 3) Raise

This continues around the table until we get back to the Small Blind who has the option to:

- 1) Fold
- 2) Call the amount of the bet as it stands (it may have been raised)
- 3) Raise

Then the Big Blind has the same options. If nobody has raised, the Big Blind can “check” and the bet stands at the original amount (in this case \$100). Then the “flop” is placed face up in the middle of the table and another round of betting begins. The first person to bet is the player immediately to the left of the Dealer Button (this would be the person who had the Small Blind if they are still in the hand). Again, betting proceeds in a clockwise direction until everyone has either Checked, Bet, Called, Raised, or Folded. Then the “turn card” is placed face up on the table and betting proceeds exactly as it did after the “flop.” Lastly, the “river” card is put face up on the table and betting once again proceeds in the same

way. Any players still in the hand after the final round of betting then turn up their two hole cards to see who wins. The dealer will always tell you who the winner is.

#### Raising:

The game is “No Limit” which means that at any time you may bet as much as you have in front of you. Though the minimum amount of the bets are set (the “Blinds”), the maximum you can bet is however many chips you have. Betting all your chips is what is referred to as going “All In.” To raise less than all your chips, any amount is allowed so long as it is at least the amount of the bet that preceded it. For example, if the Big Blind is \$200 and you want to raise, you must make it at least \$400. If somebody before you already raised the \$200 to make it \$600 and you want to re-raise, you must make it at least \$1,000 – a \$400 raise since the other player raised it \$400 to make it \$600.

#### Side Pots:

If the bet to you is more chips than you have and you still want to play, you can. You would put all your chips in and say “All In.” You would be playing against other players in the pot only for the amount that you were able to call. The extra chips that you could not “cover” go into a “side pot” that just those players will be playing for. If you win the hand, you would only get the pot that you had enough chips to be in. The best hand among the other players would take the “side pot.” The Dealer will take care of all the dividing of pots and will be sure to give you any pots you may be entitled to. You cannot be bet out of a hand because you do not have enough chips to call a bet.

### **How Tournament Poker Works**

Each table will have ten players. Each Player will start with \$2,000 in chips. The Blinds will start at \$50/\$100 (Small Blind/Big Blind). Every twenty minutes, the Blinds will increase – first to \$100/\$200, then to \$200/\$400, etc. Since there are a limited number of chips on the table and the minimum bet keeps increasing, eventually players will start getting “knocked out” of the game. Eventually, there will be two players left in what is called “heads up” action. One player will wind up with all the chips on the table and be declared the winner.

We will play similar to the World Series of Poker. The tables will be balanced by the Tournament Director. This system will be used throughout the tournament. Eventually 10 players will remain and this will be considered the

Championship Table. These 10 players will play off until one player has all the chips, or at a designated time set by the Tournament Director. If the designated time limit must be used the winners will be determined by highest to lowest chip count when time expires.

\*Players can not refuse to move from one table to another when so directed by the Tournament Director.

### **Rank of Poker Hands** (lowest to highest)

High Card  
One Pair  
Two Pair  
Three of a Kind  
Straight  
Flush  
Full House  
Four of a Kind  
Straight Flush  
Royal Straight Flush

### **General No-Limit Texas Hold 'em Rules**

1. The cards will speak for themselves. That is, a player stating the contents of his or her hand will not be binding. However, at the discretion of tournament director, any player intentionally miscalling his hand may have that hand fouled.
2. When the signal sounding the end of a round goes off, new Blind amounts (as described above) apply on the next hand. The next hand begins when the dealer begins the first shuffle.
3. A raise must be at least the amount of the previous bet or raise. If a player puts in a raise of 50 percent or more of the previous bet, they will be required to make a full raise. This will be exactly the minimum raise allowed. However, this does not reopen the betting if a player goes all-in for 50 percent or more of the previous bet unless another player, other than the initial bettor, makes a full raise.
4. When raising, you must put the amount of the raise out in one motion into the pot or state your raise amount. If you state the amount, you may make more than one motion into the pot.
5. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces raise.
6. If a player lacks sufficient chips for a blind, the player is entitled to get action on money he has left. A player who posts a Short Blind and wins does not have to make up the Blind.
7. Side pots: Each side pot will be split as a separate pot. They will not be mixed together before they are split.
8. Calling for the clock procedures: If a reasonable amount of time has passed and a player has not taken any action on a hand, the tournament director may call for a clock. If a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time the minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.
9. The one-player-to-a-hand rule will be enforced.
10. A draw for the Dealer Button will be held at the beginning of each Initial Round and the Final Round.
11. Tournament seats for the Initial Rounds and the Final Round will be randomly assigned.

12. A player who wants to use a cellular phone must step away from the table.
13. There will be no foreign chips on the table except for a maximum of one card cap.
14. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.
15. If a player walks away from the table during play and does not indicate that his or her hand is protected by putting a chip on it, the Dealer will have the option of killing such an unprotected hand. If the Dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be that, if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.
16. Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.
17. You must be seated at the table to call time. An absent player is always dealt a hand. You will be posted or blinded off. Your hand is live until it is your turn to act on the hand. If you are not present to act on your hand, then your hand is dead.
18. The Dealer Button remains in position until the appropriate Blinds are taken.
19. Hold your hand until the player in front of you completes his action.
20. If the Dealer exposes a player's card, the player may not keep that card. After completing the deal, the Dealer will replace the exposed card with the top card off the deck. The exposed card is then placed face up on top of the deck and will be used as the burn card. If there is more than one exposed card, it is a misdeal.
21. No deck change requests. One extra shuffle or scramble per player request. (Limit: One request per player, per round of dealing.)
22. A "split pot" results when 2 or more players have exactly the same hand. If 2 or more players have exactly the same hand, the pot will be divided equally between them, and any extra chip that cannot be divided will go to the player to the left of the Button.
23. All players who are dealt a hand at their table, have the right to see any called hand.
24. All cards will be turned face-up once a player is all-in, and all action is complete.
25. No "rabbit hunting" allowed-- i.e., after a round of play has ended, a player cannot ask the dealer to see the next cards that the player would have gotten if the round had not ended.
26. If two or more players go broke during the same hand, the player starting the hand with the largest amount of money finishes in the higher tournament place for cash awards.
27. Floor people are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The floor person's decision is final.
28. You must be 21 years of age or older to play.

29. Tournament Director reserves the right to disqualify any tournament participant whose behavior is considered detrimental to the game. Foul and abusive language and other misconduct will not be tolerated.
30. Please be reminded all the dealers are volunteers and must be treated accordingly.