

# HCPN POKER TOURNAMENT RULES

## General Concepts

### 1. Floor People

Floor people are to consider the best interest of the game and fairness as top priorities in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The floor's decision is final.

### 2. Official Language

The English-only rule will be enforced during the play of hands.

### 3. Official Terminology of Tournament Poker

Official terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at player's risk because it may result in a ruling other than what the player intended. It is the responsibility of players to make their intentions clear. See Rules 36 & 44.

### 4. Communication

Players may not talk on the phone while at the poker table. Other electronic devices may be used *in between hands only*.

## Seating, Breaking & Balancing Tables

### 5. Random Correct Seating

Tournament and satellite seats will be randomly assigned. A player who started the tournament in the wrong seat with the correct chipstack amount will be moved to the correct seat and will take his current total chipstack with him.

### 6. Special Needs

Accommodations for players with special needs will be made when possible.

### 7. Breaking Tables

Players going from a broken table to fill in seats assume the rights & 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 & the button. All chips must be moved in a chip rack.

### 8. Balancing Tables

In flop and mixed games when balancing tables, the player who will be big blind next will be moved to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. Play will halt on any table that is 3 or more players short.

### 9. Number of Players at Final Table

In flop games, the final table will consist of 10 players.

## Pots / Showdown

### 10. Declarations

Cards speak. Verbal declarations regarding the content of a player's hand are not binding; however, any player deliberately miscalling his hand may be penalized.

### 11. Face Up for All-Ins

All cards will be turned face up once a player is all-in and all betting action for the hand is complete. The dealer & players should insist on timely compliance with this rule.

### 12. Showdown Order

In a non all-in showdown, at the end of the last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet in the last round, the player to the left of the button shows first and so on clockwise.

### 13. Contested Showdown / Playing the Board

All hole cards must be shown to win a contested showdown, even if playing the board.

### 14. Uncontested Showdown

In a non all-in showdown, when all opponent(s) cards have been mucked without being revealed, the last live hand wins. Opponents who muck at showdown without revealing their hands also lose the right to ask to see the winning hand.

### 15. Asking to See a Hand

All players dealt in to a hand have the right to ask to see a hand that reaches showdown. Asking to see a hand is a privilege granted at TD's discretion to protect the integrity of the game (suspicion of invalid hand, collusion, etc). This privilege is not to be abused.

### 16. Killing Winning Hand

Dealers cannot kill a winning hand that was tabled and was obviously the winner. Players are encouraged to assist in reading tabled hands if it appears an error is about to be made.

### 17. Awarding Odd Chips

The odd chip goes to the high hand. In flop games when there are 2 or more high hands or 2 or more low hands, the odd chip(s) will go to the first player clockwise from the button.

### 18. Side Pots

Each side pot will be split separately.

### 19. Disputed Pots

The right to dispute a hand ends when a new hand begins. See Rule #20.

## General Procedures

### 20. New Hand & New Limits

When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed.

### 21. 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 remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play. Players are encouraged to witness the chip race.

### 22. Chipstacks Kept Visible & Countable

Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Players must keep their higher denomination chips visible and identifiable at all times.

### 23. Deck Changes

Deck changes will be as prescribed by the house. Players may not ask for deck changes.

### 24. Calling for a Clock

Once a reasonable amount of time has passed & a clock is called for, a player will be given a maximum of one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown followed by a declaration to the effect that the hand is dead.

### 25. Rabbit Hunting

No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come".

## Player Present / Eligible for Hand

### 26. At Your Seat

A player must be at his seat by the time all players have been dealt complete initial hands in order to have a live hand. A player must be at his seat to call time.

### 27. Action Pending

A player must remain at the table if he has a live hand with action pending.

## Button / Blinds

### 28. Dead Button

Tournament play will use a dead button.

### 29. Dodging Blinds

Players who intentionally dodge any blind when moving from a broken table will incur a penalty.

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## 30. Button in Heads-Up

In heads-up play, the small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.

## Dealing Rules

### 31. Misdeals

In flop games, misdeals include but are not necessarily limited to: a) exposure of one of the first two cards dealt; b) two or more exposed or boxed cards; c) first card dealt to the wrong seat; d) cards dealt to a seat not entitled to a hand; e) a seat entitled to a hand is dealt out. If substantial action occurs, a misdeal cannot be declared and the hand must proceed.

### 32. Substantial Action

Substantial Action is defined as either: A) any two actions involving two players each putting chips in the pot (bet, raise, or call); or B) any combination of three actions (check, bet, raise, call, or fold).

### 33. Four-Card Flop

If the flop contains 4 (rather than 3) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorperson will be called to randomly select one card to be used as the next burn card and the remaining 3 cards will become the flop.

## Play: Bets & Raises

### 34. Verbal Declarations / Acting in Turn

Players must act in turn. Verbal declarations in turn are binding. Chips placed in the pot in turn must stay in the pot.

### 35. Action Out of Turn

Action out of turn will be binding if the action to that player has not changed. A check, call or fold does not change action. If action changes, the out of turn bet is not binding & is returned to the out of turn player who has all options: calling, raising, or folding. An out-of-turn fold is binding.

### 36. Methods of Raising

In no-limit or pot-limit, 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. It is the player's responsibility to make his intentions clear.

### 37. Raises

A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player puts in a raise of 50% or

more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed (see exception for multiple same-denomination chips in Rule 39). In no-limit and pot limit, an all-in wager of less than a full raise does not reopen the betting to a player who is not facing a legal bet or raise.

### 38. Oversized Chip Betting

Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared before the chip hits the felt. If the word "raise" is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.

### 39. Multiple Chip Betting

When facing a bet, unless a raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. Placing mixed denomination chips in the pot is governed by the 50% standard in Rule 38.

### 40. Number of Raises in Limit & No-Limit

There is no cap on the number of raises in no-limit games. In limit games there will be a limit to raises even when heads-up until the tournament is down to 2 players; the house limit applies.

### 41. Accepted Action

Poker is a game of alert, continuous observation. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount. Rule 1 may apply in certain situations at tournament director's discretion.

### 42. Pot Size & Pot-Limit Bets

Players are entitled to be informed of the pot size in pot-limit games only. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind a player to making a bet of a valid amount.

### 43. String Bets and Raises

Dealers will be responsible for calling string bets and raises.

### 44. Non-Standard & Unclear Betting

Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can have multiple meanings, it will be ruled as the lesser value. See Rules 3 & 36.

### 45. Non-Standard Folds

Anytime before the end of the last betting round of a hand, folding in turn when facing a check or folding out of turn are both binding

and may be subject to penalty.

### 46. Conditional Statements

Conditional statements of future action are strongly discouraged; they may be binding and/or subject to penalty. Example: "if-then" statements such as "If you bet, then I will raise."

## Play: Other

### 47. Chips in Transit

All chips must be moved in a chip rack. A player who takes chips out of view will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.

### 48. Accidentally Killed / Fouled Hands

Players must protect their own hands at all times. If a dealer kills a hand by mistake, or a hand is fouled, the player will have no redress and is not entitled to a refund of bets. If the player initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the player.

## Etiquette & Penalties

### 49. Penalties and Disqualification

Tournament staff can assess a 1-hand penalty, 1-, 2-, 3-, or 4-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in.

### 50. No Disclosure

Players are obligated to protect other players in the tournament at all times. Therefore, players, whether in the hand or not, may not:

1. Disclose contents of live or folded hands,
2. Advise or criticize play at any time,
3. Read a hand that hasn't been tabled.

The one-player-to-a-hand rule will be enforced.

### 51. 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.

### 52. Ethical Play

Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping and/or all other forms of collusion will result in disqualification.

### 53. Etiquette Violations

Repeated etiquette violations will result in penalties. Examples include, but are not limited to, unnecessarily touching other players' cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.