

NO LIMIT TEXAS HOLD 'EM POKER TOURNAMENT RULES

- ◆ Any dealing error during the pocket cards will be deemed a misdeal. All cards are to be returned to the same dealer, reshuffled and re-dealt. Objections can not be made after the first player action has been declared unless all cards were not shuffled before the pockets were dealt in which case the hand will be restarted and bets returned to original players.
- ◆ Any dealing or burn cards exposed in error by the dealer after the pocket cards will be returned to the deck and the deck is then to be reshuffled.
- ◆ All players are entitled to view any cards exposed in error by the dealer.
- ◆ The minimum bet when none have been made will be an amount equal to the big blind.
- ◆ No under raising is permitted, except to go all in and such all in underraises are classified as a raise so other players can re-raise if they wish to.
- ◆ Any declarations made by players when it is not their turn stand UNLESS someone makes a raise before that players actions that is twice the amount of any out of turn raise, then a declaration out of turn can change their action declared out of turn and any call out of turn can withdraw if there is any raise before their turn.
- ◆ The first declaration made by a player when action is on them stands.
- ◆ No string bets - if chips are put over the betting line all those chips are the bet and no other chips can be added UNLESS a verbal amount was announced before chips went over the line OR if the chips are short of a call then chips must be made up to the correct call amount OR if chips create an underraise then the correct minimum raise will apply.
- ◆ If there is any doubt about a players action this must be verbally clarified before the next players action is finalised.
- ◆ Players are not permitted to take their cards off the table.
- ◆ Players are not allowed to expose any cards to other players or spectators until there is a show down. Other players remaining in the game can request such cards to be immediately folded and when the current hand is over reveal those cards to all the table players.
- ◆ Players are not permitted to remove their chips from the table.
- ◆ Players are to move tables or seats only when directed to do so by tournament officials.
- ◆ Whenever players are eliminated from the game they must leave the table.
- ◆ When re-buys are permitted this option must be made before the end of next hand in play. Once a player declines a re-buy and leaves the table they can not rejoin the tournament.
- ◆ Players can only re-buy chips when they have none unless there is an add-on / top-up at a pre-determined time or other conditions declared prior to the start of the tournament.
- ◆ In the event that a player is not at the table when his 2nd card is delivered their cards will be folded. Any blinds required can be placed in the pot by any other player at the table from that players chips.
- ◆ Players may exchange chips with other players only to make change, but this must be done in the sight of other players.
- ◆ Players are not permitted to loan or sell chips to other players or make private side bets of any kind.
- ◆ When there is a split pot with a small chip that cannot be split, or made into smaller available change, the players involved will cut cards to determine the winner of that chip.
- ◆ When small value chips are being removed from the table, the current dealer or floor manager will cut cards to determine who receives the higher value chip between the players with odd chips.
- ◆ When players are taking too long to make simple decisions the dealer will call time and from such point the player in action should make a decision within 1 minute.
- ◆ The tournament director decisions are final.

SELF DEAL ONLY

- ◆ At a self deal table the player to the left of the dealer shuffles the cards, the player to the right of the dealer cuts the card (onto a cut card) so that the dealer can then pick up and deal the cards.
- ◆ Always burn one card before the flop, turn and river.
- ◆ The minimum number of cards for cutting the deck is 5 - you must cut.
- ◆ Any player can call time for slow play unless there are strong objections and a consensus with other players (or tournament director) that the decision warrants more time.