

Pokerpalooza

Texas Hold 'Em Poker Tournament Rules



Tournament Structure

- Check-in will begin at 5:15. Please be prompt, so that we can begin the tournament on time. You will need to bring either your student ID card or your 2005-2006 IM Card in order to check-in and receive chips.
- We will be checking bags at the door, so please do not bring any unnecessary items to the tournament.
- When you check-in, we will give you a wristband and a card that indicates your table and seat. Please hold onto these cards, as you will need to check them back into us later in the tournament. They are important because they will help us with seating throughout the tournament.
- Play will begin at 6pm on Friday, November 18, 2005 and will continue until we declare a winner.
- We will take short breaks throughout the tournament, and once we have 8 full tables left, we will take an extended break in order to rearrange the room.
- The eight players that make it to the championship table will receive an IM division champ pennant, while the tournament winner will receive an IM championship shirt and their picture on the IM Wall-of-Fame in the ARC.
- Once you are eliminated from the tournament, you will need to go to the front and check-out with the tournament directors. It is then that you will receive your complimentary deck of cards.
- We will be allowing spectators, but they must stay behind the designated areas to prevent any cheating. There is also limited room for spectators, so keep that in mind.
- You may bring food with you if you like, but you must check it and wait until a break to eat it outside of the ballroom. We will be providing water throughout, and will have limited food available.
- **We will be having a costume contest - As long as you have on underwear and shoes, you can wear whatever you choose.**

How to Play Intramural Texas Hold'em

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (*The Pocket Cards*).
4. The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (*The Flop*).
6. The second betting round begins with the player to the left of the button.
7. The dealer burns one card and turns one community card face-up (*The Turn*).
8. The third betting round begins with the player to the left of the button.
9. The dealer burns one card and turns one community card face-up (*The River*).
10. The fourth, and final, betting round begins with the player to the left of the button.
11. Card showdown with the pot being awarded to the winner(s).
12. The dealer button is advanced clockwise one player.

Playing No-limit Texas Hold'em

A version of poker in which a player may bet any amount of chips (up to the number in front of him/her)

Texas Hold'em uses a dealer button to indicate the theoretical dealer. After each hand is complete, the button moves clockwise to the next active player. This player is referred to as "the button" and is considered to be "the dealer" for that hand.

The First Round

The player to the left of the button is required to post the small blind. The small blind is usually equal to half the amount of the big blind. The player to the left of the small blind is required to post the big blind. All blinds in hold'em poker are considered live bets and the players who posted them have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been posted, two hole cards are dealt to each active player, after which the first betting round begins with the player to the left of the big blind. There is no limit to the number, or quantity, of raises that a player may make in any round.

A player who does not have enough chips to call a bet is declared "All-In". That player is eligible for the portion of the pot to the point of his final wager, the "main pot". All further betting action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In.

The Second Round

After the first round of betting, the dealer burns one card and turns three community cards (*The Flop*) face-up on the table. The community cards are common to all the players participating in the hand.

The second betting round begins with the first active player to the left of the button.

The Third Round

After the second round of betting, the dealer burns one card and turns the fourth community card (*The Turn*) face-up on the table.

The third betting round begins with the first active player to the left of the button.

The Fourth Round

After the third round of betting, the dealer burns one card and turns the fifth community card (*The River*) face-up on the table.

Buy-in

- Each player will receive 44 chips
 - Black Chips \$100.00 - 4
 - Red Chips \$ 25.00 - 20
 - Green Chips \$ 5.00 - 20
- No buy-in or borrowed (when you're out you're out)
- The tournament will continue until one player has won all of the chips
- **Once you are eliminated, there is no additional buy - in**

Dealer

For the first few rounds of the tournament (TBA)

- Each hand will be dealt by a player at the table. After each hand, the dealer chip will rotate to the left, designating who the dealer will be.

Dealers will be provided for the later rounds of the tournament (TBA)

Seating

- Each player will be seated according to a random drawing and this will remain their seat until they are eliminated or advance to another table.
- Up to 7 players will be seated at each table.
- Players may be moved to another table to keep the tables balanced. This will be done when the blinds increase. Each player will draw a card, and those with the high cards will move to another table and be placed in any available seat ahead of the big blind.
- The eight finalists will be combined at the championship table and be seated by another random drawing.
- These eight finalists will begin play with the next level of limits and blinds above the last level in play prior to combining the tables

Limits and Blinds

- Texas Hold 'Em uses a structured betting system with limits and blinds
- The tournament will begin with limits of \$5.00 / \$10.00 and increase every 30 minutes. Current blinds will be posted on the screen, and any changes in blinds will be announced. The levels of the blinds are subject to change based on the pace of play. Here is an example of how the blinds will be implemented:
 - 6:00pm Blinds \$5.00 / \$10.00
 - 6:30pm Blinds \$10.00 / \$20.00
 - 7:00pm Blinds \$15.00 / \$30.00
- After the signal designating the end of a betting level, the new limits apply on the next deal
- There will be a short break between levels as needed
- Each hand will have four rounds of betting. The bets in all rounds cannot be smaller than the high blind amount.

The Bets

- Each hand starts with two “Blind” bets being posted, ensuring every hand is worth something
- The player to the dealer’s left posts the small blind which is the lower limit
- The player to the left of the small blind posts the big blind which is the higher limit
- The blinds shall remain in front of the players until the conclusion of the “pre-flop” betting. The dealer will rake the blinds and all other bets into the pot
- All bets shall be stacked and pushed directly in front of player. The dealer will verify all bets and rake them to the center pot at the conclusion of each round of betting. Tossing chips into the pot is not allowed
- Each player may bet up to four times (max) per betting round. This includes one bet and three raises. Once a player has reached the four-bet max they may either call or fold only.
- Players are required to verbally declare their bet (Call, Check, Raise w/ amount, or Fold)
- The dealer will make all change for larger chips out of the pot. Players betting large chips shall declare their bet when placing out the chips and the dealer will make the change as needed
- Players may not disclose or turn over their “hole cards” during a live hand even if folded. This injures the rights of players who are still competing. If a player

deliberately shows a card the entire hand will be declared dead and the player penalized (half the current pot)

All-In

- If a player cannot cover a blind, 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 he does not win the hand he is eliminated from the tournament and the winning hand receives both pots
- When a player does not have enough chips to cover a call he must fold or declare “All-In” and bet all remaining chips. Players who follow the “All-In” player will call the entire bet with a portion equaling the “All-In” player going into the (main) pot and the remaining chips going into a (side) pot. All additional betting for the remainder of the hand will go into the (side) pot. The “All-In” player is only entitled to the (main) pot should he win the hand with the (side) pot going to the next best hand.
- 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 Open

- The deal begins with the player in seat #1 and will advance to the left with each hand played.
- A “Button” which will advance to the left with the deal marks the dealer.
- Each deal shall be shuffled and cut by the player to the dealers right
- Each player is dealt two cards face down (hole cards)
- The betting starts with the player to the left of the big blind and advances to the left. Each player must “call, raise, or fold”, the only player that may “check” is the big blind because he has already posted a full bet (unless a previous player raised)

“Call” matching the big blind

“Raise” calling the previous players bet plus the raise

“Fold” permanently out of current hand (cards shall be returned to dealer (face down) and placed in discard stack)

- The player who posted the small blind can “call” by betting the remaining half equaling the big blind plus any raises from previous players
- The player who posted the big blind may “check” “call” or “raise”

The Flop

- After the first round of betting is completed the dealer will burn the top card and place the next three “Community” cards face up in the center of the table
- The second round of bets starts with the first active player to the dealer’s left
- Players now have the following betting options or they can fold:

“Check” declining to bet at this time but retaining the option to call or raise bets made by other players

”Bet” a player can bet the high blind or an additional amount

“Raise” calling the previous bet plus a raise

The Turn

- The dealer will now burn the top card and turn over one more “Community” card
- The betting will again start with the first active player to the dealer’s left
- Players have the same options as the previous round with bets & raises

The River

- The dealer now burns and turns the final “Community” card
- The betting will be the same as the previous round
- If a player makes a bet that all remaining players fail to call the hand is over with that player taking the pot and without having to show his cards

The Showdown

- After all bets are called, each player still in the hand will have bet the same amount and the dealer will declare that the pot is right
- All players must turn over their cards (visible to all players) and call their own hand

- The best five card hand wins the pot unless someone has gone “All-In” as described above

Time Limits

- Each player is expected to play their hand and make any bets or fold within 30 seconds

Misdeals

- The following circumstances will result in a misdeal.
 - Dealer exposes any of the “hole” cards to any player
 - Dealer starts with the wrong position or deals out of sequence (empty chair)
 - Dealer gives any player less or more than the two “hole” cards
 - All misdeals shall be reshuffled and cut
 - Once two players (after the blinds) have acted upon their hands the entire hand shall be played to conclusion regardless of misdeal
 - If too many cards are exposed during the flop or a card was not burned, the cards shall be reshuffled and a new card burned with three new “flop” cards being dealt
 - If too many cards are turned or a card not burned during the “turn” or “river” the existing “community” cards shall remain with the remaining cards reshuffled and a new card burned and a new single card turned
 - If a card is found face up in the deck it shall be placed on the bottom of the deck and the next card shall be played
 - If a card is found missing from the deck prior to any betting it shall be replaced, shuffled and cut. If two players have taken action the hand shall be played to conclusion
 - A card dropped or exposed by a player shall continue to be played

Chips

- When a participant advances or is asked to move to another table, the floor supervisor will escort the individual

UC Davis Intramural Rules

- IM sport supervisors reserve the right to make decisions in the spirit of fairness should interpretation of the above rules indicate a different ruling, provided that the conflict does not apply to the host in which case a pre-selected player will make ruling.
- Supervisor should be made aware of problem when it occurs and all play must stop with all cards and chips remaining as-is until a resolution is reached.
- Each player must play and call his/her own hand. No assistance may be given by other players or spectators
- Should a player need to briefly leave the game, all play will stop. Another player may not play for the absent player nor post any blinds
- All cards must remain in full view and are not allowed beyond the edge of the table
- All players are entitled to a clear view of opponent's chips with higher denominations made easily visible. Hiding chips is not allowed
- Looking through discards or remaining deck cards is not allowed at any time
- The dealer of each hand will be responsible for verifying all bets, raking bets into pot and awarding the pot to the winning player(s)

Poker Etiquette

The following actions are improper, and grounds for warning, suspending, or barring a violator:

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Agreeing to check a hand out when a third player is all-in.
- Reading a hand for another player at the showdown before it has been placed face up on the table.
- Telling anyone to turn a hand face up at the showdown.
- Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
- Stacking chips in a manner that interferes with dealing or viewing cards.
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
- Using a cell phone at the table.

Conduct Code

Intramural supervisors along with the ARC staff will maintain a pleasant environment for all our volunteers, employees and participants. We have established a code of conduct, and may deny the use of the ballroom to anyone who violates it. The following is not permitted:

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Carrying a weapon.

Don't forget your Costumes!!!!