

Texas Hold 'Em Tournament Rules

No rake will be taken.

No limit betting structure.

Each round will be limited to twenty (20) minutes.

Straddle bets are not permitted.

An absent player must be dealt a hand each deal and have antes, blinds, and forced bets put in the Pot from his/her stack as required. The Dealer will be responsible to ensure the proper amount of chips are put into the Pot. Any player that is absent from the Tournament for more than one-half hour will be disqualified from Tournament Play and forfeit their tournament entry. No refunds will be granted.

An exposed card on the initial card dealt to each player will constitute a misdeal.

If a player lacks sufficient non-value chips for a blind, the player is entitled to get action on whatever amount of non-value chips they have remaining. A player who posts a short blind and wins does not need to make up the blind. When a player is all-in for less than the required blind, the remaining players will have the following options:

1. Fold
2. Complete the Blind
3. Raise

If the signal sounding the end of a round goes off, any hand partially complete or underway will be finished. A hand is said to have begun on the first riffle of the shuffle. New limits apply on the first hand of the next round.

Initial seating assignments are done by the player drawing a table and seat number during registration. The Tournament Director may move players during the Tournament to "balance" the number of players at each table. Best efforts will be made to place a player in the same position that he/she was in prior to the move.

When tables are "broken" (remaining players at table all reseated at other tables), players will again draw their seat and table assignment for the next table. A player moving into a seat assumes any obligations or benefits of the seat unless that seat is between the small blind and the button.

Players will redraw their table and seat assignment in the same manner when the field is reduced to a final table.

"High carding" will be utilized at the beginning of the Tournament and again when the field is reduced to a final table in order to determine the Dealer Button.

Players are eliminated when they have lost all their non-value chips. The winner is the player at the final table with all the non-value chips.

A player who declares himself all-in, loses the Pot, and then discovers that one or more non-value chips are hidden, is not entitled to benefit from concealment. The Tournament Director in his sole discretion will rule on each case.

An odd non-value chip will be awarded to the player closest to the button starting at the left of the button.

No person will be permitted to take another player's chips once that person has participated in tournament play.

When the field has been reduced to two (2) tables, the following shall apply:

If two or more players go broke on the same hand, the player starting the hand with the larger amount of non-value chips finishes in the highest tournament place.

At the final table when a three-handed game loses a player, the player due for the big blind must take it. This means that a player may have to take the little blind twice in a row, or have to take the big blind immediately after taking the little blind. Proper assignment of the big blind takes precedent. When only two players remain, the small blind is on the button.

BETTING STRUCTURE

ROUNDS

BLINDS

1st

\$25 - \$50

2nd

\$50 - \$100

3rd

\$100-200 (chip up \$25 chips)

10-MINUTE BREAK

4th

\$200 - \$400

5th

\$400 - \$800

6th

\$500 - \$1,000 (chip up \$100 chips)

10-MINUTE BREAK

7th

\$1,000 - \$2,000

8th

\$2,000 - \$4,000

9th

\$4,000 - \$8,000 (chip up \$500 chips)

10-MINUTE BREAK

10th

\$5,000 - \$10,000

11th

\$10,000 - \$20,000

12th

\$20,000 - \$40,000 (chip up \$1,000 chips)

10-MINUTE BREAK

12th

\$40,000 - \$80,000

14th

\$50,000 - \$100,000

BLINDS WILL INCREASE IF ANY MORE ROUNDS ARE NEEDED