



## Multi-Table Tournament Rules

### 1. Registration

- a.) **Membership:** All entrants must register with Pop's Poker and The Good Lions in order to play.
- b.) **ID:** Registration requires a valid ID, driver's license preferred.
- c.) **Age:** All entrants must be 21 years of age or older in order to play.
- d.) **Forms of Payment:** Only cash is accepted as payment. No coin is accepted or given.
- e.) **Communication:** The buyin and fees will be posted on the website and in person at Pop's.

### 2. Tournament Structure

- a.) **Starting Chips:** Each player will begin each entry (and re-entry) with an equal number of chips as posted.
- b.) **Blind Levels:** The tournament will use escalating blind levels at regular intervals, as outlined in the posted tournament structure sheet.
- c.) **Antes:** Antes may be introduced as per the tournament structure.
- d.) **Re-entry:** Some tournaments may allow for re-entry into the tournament if a player loses all of their chips, or if the player surrenders their existing chips, before the end of the re-entry period. Re-entry rules and allowances will be posted prior to the start of the tournament.
- e.) **Add-ons:** Add-ons are opportunities for players to increase their chip stack for a fee. Add-on chips and fees will be posted for each game prior to the start of the tournament. Add-ons (if applicable) will be made available during the first break of the tournament, or at the end of late registration.

### 3. Gameplay

- a.) **Rules:** All rules will be governed by the Tournament Director's Association (TDA) Rules.
- b.) **Please use verbal declarations to act:** All other actions will be interpreted according to TDA rules and may not be based on your intentions, rather based on interpretation of your actions.
- c.) **Players must act in a timely manner:** Any player at the table may call clock, at which time the player will have 30 seconds to act. If they do not act by the end of the clock timer with a 10 second count down then: if they are facing a bet, their hand will be folded, if not, their action will be considered a check.

### 4. Chip Stacks and All-In

- a.) **Visibility:** Players must always play with visible chip stacks. Players should not hide chips or stack them in a way that makes it difficult to determine their current stack size.
- b.) **All-Ins:** When a player goes all-in, they must push all of their remaining chips forward in one motion, or declare "all-in." If this is done improperly, the player's action may be invalidated.
- c.) **Chop Pots:** In the event of a tie (split pot), the chips will be divided evenly among the players remaining in the hand. If there are any remaining chips, they will be broken down to the smallest chip denomination that is in play, and that extra chip will be awarded to the player to the left of the dealer button in that hand.

### 5. Late Registration

- a.) **Late Registration:** Late registration and re-entries are allowed up until a specified level, and players who enter (or re-enter) during late registration will begin with a full starting chip stack (as posted prior to the tournament start).
- b.) **Re-Entry:** Players who wish to re-enter may do so after losing all of their chips, or they may forfeit their remaining chips and re-enter, within the late registration/re-entry period. Re-entries require that players pay the full buyin at the cage and receive the same initial starting stack as posted prior to the tournament, at which time they will be re-seated randomly. The number of allowable re-entries will be posted for each tournament prior to the start of the tournament.

### 6. Chips and Betting

- a.) **Chips:** Chips must remain in play on the table at ALL times.
- b.) **Stacking Chips:** Players must stack their chips in a neat and organized manner, making it easier for the dealer and other players to count. Large chips must be in FRONT of all other chips.
- c.) **Verbal Declarations:** If a player verbally declares an action (bet, raise, call, fold), it must be honored. Actions that are non-verbal, or that do not conform to poker standards are subject to interpretation by the dealer and/or the Tournament Director.
- d.) **All-In Rules:** If a player is all-in, they are considered to be in the pot for the full amount of their chips. Any additional bets from other players will be placed into side pots.
- e.) **Rules:** Rules regarding betting will be based on the TDA rules.

### 7. Penalties

- a.) **Infractions:** Players may receive penalties for rules infractions, such as acting out of turn, getting up from a live hand, angling, collusion, excessive stalling, abusive language, exposing live cards, or other at the sole discretion of the floor manager or TD. Penalties may escalate in severity.
- b.) **Escalation:** Players who continue to violate the rules, may be subjected to escalating penalties such as: Official Warning, two (2) hand penalty, one (1) round penalty (or a 2.5-blind chip penalty), disqualification.



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### 8. Balancing Tables, and Table Break Re-Seating

- a.) **Balancing Tables:** Players may be moved to a different table as necessary to balance the number of players at each table. When moving players from table to table for balancing (not table breaks) you will be taken from the worst position (under the gun) after you complete your hand, and placed at the new table in the first available position to the left of the big blind.
- b.) **Table Break, Re-Seating:** As players are eliminated, tables will be consolidated, and we will break tables. Players will be seated randomly when reseated due to a table break. You will receive a new table seating receipt with your specified table and seat number. Tables that receive three (3) or more players at the beginning of a new hand will re-deal for the button.
- c.) **Use Racks:** Players who are requested to move, must put their chips in a rack prior to moving them from table to table with the express permission of the floor. Chips that are not in racks are subject to forfeiture. Racks must be returned to the TD or Floor Manager, not placed on the floor, or behind your seat.

### 9. Tournament End

- a.) **Payout Structure:** Payouts will be made according to the tournament's prize payout structure. Once registration is closed, the payout amounts will be posted to the tournament screen on TVs around the room.
- b.) **Payouts:** The tournament will end when one player has accumulated all of the chips, or when the "predetermined end time" has occurred, or when there is a unanimous decision by all of the remaining players to end the tournament.
- c.) **Winner:** The player with the most chips at the time of the end of the tournament, will be declared the winner.

### 10. General Conduct

- a.) **Respect:** All players must act in a respectful manner toward others at the table.
- b.) **Language:** Abusive language, behavior, or cheating will not be tolerated and may result in disqualification.
- c.) **Stay Seated:** Players must remain seated during play. If you leave the table, your hand will be folded or considered a dead hand. Getting up from the table during a live hand will result in a penalty.
- d.) **No Excessive Talking:** Players should avoid giving away information about their hand or strategy during play. The "one player per hand" rule is ALWAYS in play.
- e.) **Seat Selection:** Players must remain in their assigned seat. Changing seats (or tables) during the tournament without permission is prohibited.
- f.) **Electronic Devices:** Phones or other electronic devices must be turned off or set to silent. Talking on the phone at the table is not allowed. You may not be on your phone when involved in a hand, this includes texting. Meta glasses and wearable recording devices are strictly prohibited.
- g.) **Collusion:** Any form of collusion between players is strictly prohibited. This includes sharing information about hands, coordinated betting, or chip dumping.
- h.) **Angle Shooting:** Any behavior that manipulates the rules or the game unfairly to gain an advantage is considered angle shooting and is strictly forbidden.
- i.) **Language:** Only English will be allowed at the table. This ensures that all players understand all other players and there is no possibility of two players communicating without others understanding.

### 11. Disputes

- a.) **Disputes:** If a dispute arises, the TD/floor manager will have the final say. Players are expected to respect any decisions made by the TD/floor manager.
- b.) **TDA Rule #1:** As per TDA rule #1, floor decisions are final.

### 12. Miscellaneous Rules

- **Muck:** Once a player has announced a fold, the hand is folded. If a hand touches the muck, then the hand is considered folded. Once a hand is folded it cannot be re-entered into play.
- **Dealer Errors:** In case of a dealer error, the floor manager will make the final decision, which may involve correcting the mistake or allowing players to adjust their actions based on the situation.
- **Coloring Up:** Players may be asked to "color up" to higher denomination chips during the tournament. When this happens, players must exchange their lower-value chips as required.
- **Fair Play Rules:** These house rules are intended to maintain fair play, ensure the smooth running of the tournament, and create a respectful environment for all players involved.
- **Refunds:** No refunds are given once the tournament has begun.
- **Prize Forfeiture:** Prizes that go uncollected for 30 days are forfeited.