



2025

SACRAMENTO POKER LEAGUE  
RULES AND REGULATIONS SEASON 5

## Table of Contents

<i>Season Format</i> .....	2
<i>Tournaments Events General Format</i> .....	2
<i>Tournaments Events Playing Rules</i> .....	3
Blinds Schedule or Rounds/Levels of Play .....	11
Qualification to Main Event.....	11
Main Event Important Details .....	12
Locations and Schedule Details .....	13
SPECIAL NOTES.....	13

## Season Format

- 12 Tournaments Events for the Season.
- 1 Final Event (Main Event) for those who are qualified.
- 1 Tournament Event per month.
- Each Tournament will be play on the third weekend of every month with 3 Fridays mixed in throughout the year.
- Event #1-January 18th, Event #2-February 15th, Event #3-March 14th. Event #4-April 19th, Event #5-May 17th, Event #6-June 20th, Event 7- July 19th, Event #8-August 16th, Event #9-September 19th, Event #10- October 18th, Event #11-November 15th. Event #12 December 20th.
- The Main Event will be held on January 3rd, 2026.

## Tournaments Events General Format

- The type of game is Texas Hold'em.
- Antes will be playing from Level 1, and only the Big Blind will pay the ante.
- All Events will start at 6:30 pm.
- The Buy-in will be \$ 60.00 for 10.000 chips.
- Players can have an add-on of \$10.00 for an extra 10.000 chips.
- Players who in the day of the Event buy-in before 6:20 pm, will receive an extra 5.000 chips.
- Players will have a maximum of 3 Re-buys, until level 8 of the events, for \$45.00 each.
- Registration for the event will close at the end of level 4 of the events.
- At the end of level 4, players will have an option to buy another add-on for \$10.00 for 10.000 chips until the end of level 8 (for a max total of 2, one before level 5 and a second one before level 9).
- \$5 Knock out chip, which is optional.
- The Registration Money will be allocated as follows:
  - \$45 buy-in is part of the payout for that Event Pot (EP).
  - \$15 buy-in Part will go to the End of the Year Pot (EOYP).
  - Add-on's will go to the End of the Year Pot (EOYP).
  - \$5 Knock out chip has its dedicated fund, and its optional.
  - Fifty percent of the Rebuys will go to the end of the year Fund.
- Points Structure:
  - 1st place 10pts.
  - 2nd place 9pts.
  - 3rd place 8pts.
  - 4th place 7pts.
  - 5th place 6pts.
  - 6th place 5 points
  - 7th place 4points
  - 8th place 3 points
  - 9th place 2 points

- 10th place and half of the total players of the night, 1 point.
- Each Knock out or elimination of a player is 1 point.
- Each Buy-in is 1 point.
- Each Add-on is 1 point.
- Each Re-buy is 1 point.
- Initial seating is determined by computer random assignments, and players will be playing 9 positions per table.

## Tournaments Events Playing Rules

### PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

All Participants must adhere to SPIRIT and letter of these Official Tournament Rules that forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.

1. Cheating is defined as ANY act engaged in by a Participant to break the established rules of play to gain an advantage. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value chips from one Event to another; introducing chips not intended for an Event into that Event; card MARKING. card substitution; or the use of any kind of cheating device.
2. Collusion is defined as any agreement between or among two (2) or more Participants to engage in illegal or unethical acts against other Participants. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another Participant; sending or receiving signals from or to another Participant; the use of electronic communication with the intent to facilitate collusion; and any other act that Tournament Directors deem inappropriate.
  - a. Chip dumping is defined as any agreement between or among two (2) or more Participants for one or more of the Participants to bet chips with the intent of increasing another Participant's stack.
  - b. Collusion is defined as any agreement between or among two (2) or more Participants to engage in illegal or unethical acts against other Participants. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another Participant; sending or receiving signals from or to another Participant; the use of electronic communication with the intent to facilitate collusion; and any other act that Tournament Directors deem inappropriate.
3. All Participants are entitled to expect civility and courtesy from one another at every table. Any individual who encounters behavior that is not civil or courteous – or is abusive in any way – is encouraged to immediately contact a Tournament Director. Participants who violate this rule are subject to penalty.
4. This rule shall include, but is not limited to, any Participant whose personal hygiene has become disruptive to the other Participants seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other Participants shall be

*determined by Tournaments Director which may, in its discretion, implement sanctions upon any such Participant who refuses to remedy the situation in a manner satisfactory to Tournament Directors.*

5. *Tournament Directors will penalize any act that, in the sole and absolute discretion of Tournament Directors, is inconsistent with these Official Tournament Rules or the best interests of the Tournament.*
6. *Anyone found to have engaged in or attempted to engage in any act that officials believe in their sole and absolute discretion compromises or could compromise the competitive integrity of the Tournament will be subject to sanctions imposed by Tournament Directors. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of Tournament Directors and may include, but shall not be limited to, the following:*
  - a. *FORFEITURE OF CHIPS.*
  - b. *FORFEITURE OF PRIZE MONEY.*
  - c. *EJECTION FROM AN EVENT OR THE ENTIRE TOURNAMENT.*
  - d. *LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE TOURNAMENT EVENTS*
  - e. *EXCLUSION FROM ENTERING THE PREMISES.*
7. *Any and all violations of this Section or any other violation of the Tournament rules, as determined by Tournament Directors in its sole discretion, may be publicly disclosed in an effort to deter future violations and to assist other poker tournaments in identifying Participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.*
8. *Tournament Directors will use reasonable efforts to consider the best interests of the Tournament and fairness as the top priority in the decision-making process, with the understanding that “best interests of the Tournament and fairness” shall be determined by Tournament Directors, acting in its sole and absolute discretion. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. Tournament Directors’ decisions are final and cannot be appealed and shall not give rise to any claim for monetary damages, as each Participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or Event is dependent on many factors, including, but not limited to, the cards dealt, the cards retained, and the actions of other Participants.*

## **POKER RULES**

1. *Tournament Directors reserve the right to cancel or alter any Event at its sole discretion in the best interest of the TOURNAMENT or its Participants.*
2. *The English-only rule will be enforced at all tables during Tournament while cards are in play. Participants who violate this rule are subject to penalty.*
3. *Non-Standard and Unclear Betting: Participants use unofficial betting terms and gestures at their own risk. These may be misinterpreted other than what the Participant intended. Also, whenever the size of a declared bet can have MULTIPLE-MEANINGS, the bet will be valued at the LARGEST possible that does not exceed the value of the pot. Example: Blinds are 200-400 and the first player to act on the flop throws out a 5K chip and announces “Five”. If the amount of the pot at this time is less than 5,000, the bet will be 500. If the amount of the pot is 5K or more, the bet will be 5,000.*

4. *Count of Opponent's Chip Stack: Participants are entitled to a reasonable estimation of opponents' chip stacks. Participants may only request a more precise count if facing an all-in bet. The all-in Participant is not required to count; if he opts not to, the dealer or floor will count it.*
5. *Declarations: Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any Participant, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands. However, at Tournament Director's discretion, any Participant deliberately miscalling his or her hand will be subject to penalty.*
6. *Showdown: During a showdown where no Participants are all-in and if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive Participant on the final betting round (final street where betting is possible) must table first. If there was no bet on the final betting round, then the Participant who would be first to act in a betting round must table first (i.e., first seat left of the button in flop games.) Participants still are not in possession of their cards at showdown, or who have mucked face down without tabling their cards; lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot unless there are no other live hands at which point the pot can be awarded to "the" only live hand remaining. If a Participant refuses to show their hand and intentionally mucks his or her hand, the Participant in violation will receive a penalty.*
7. *Awarding Odd Chips: Odd chips will be broken into the smallest denominations in play, the odd chip goes to the first seat left of the button.*
8. *Side Pots: Each side pot will be split separately.*
9. *Playing the Board at Showdown: When playing the board, a Participant must table all hole cards in order to get part of the pot.*
10. *Deck changes will be on the dealer push or limit changes or as prescribed by Tournament Directors. Participants may not ask for deck changes unless a card is damaged.*
11. *Calling-for-clock: Once a reasonable amount of time has passed and a clock is called Floor People may, in their sole discretion, give the Participant an additional 0 up to 25 seconds to decide. If action has not been taken when prompted by the Tournament Directors, there will be a 5-second countdown followed by a declaration or stopwatch alarm. If a Participant has not acted before the declaration or alarm sounds, the hand will be dead. Tournament Directors, in its sole and absolute discretion, reserves the right, at any time, to invoke a clock or speed up the amount of time allotted for a clock. Tournament Directors, in its sole and absolute discretion, reserves the right at any time to implement an Event-wide "player shot clock" into any tournament at any point in that tournament's structure. The player SHOT CLOCK is a device used to assign each Participant a pre-determined amount of time to make each decision during a hand. As a Participant decides, the dealer will advance the device to the next Participant who will be given the same pre-determined amount of time for a decision. This process repeats until the conclusion of the hand. Any Participant intentionally stalling the progress of the game may be placed on a clock for all decisions moving forward. Participants unnecessarily calling the clock or stalling may incur a penalty.*
12. *Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.*

13. *At Your Seat: A Participant must be at his or her seat by the time all Participants have been dealt complete initial hands to have a live hand. Participants must be at their seats to call the clock as "At your seat" is defined as being within reach or touch of your chair.*
14. *Non-Standard Folds: Any time before the end of the last betting round of a hand, folding in turn when there's been no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are both binding folds and may be subject to penalty.*
15. *At the start of an Event or redraw, the button will begin in the seat with the first chip stack to the dealer's right. Tournament play will use a dead button. Dead Button is defined as a button that cannot be advanced due to THE ELIMINATION of a Participant or the seating of a new Participant into a position between the small blind and the button. At the final tables, there will be a redraw for the button.*
16. *Button in Heads-Up Play: In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither Participant has the big blind twice in a row.*
17. *Misdeals, Fouled Decks, and Substantial Action:*
- a. *a. Misdeals include but are not necessarily limited to:*
    - i. *2 or more boxed cards on the initial deal.*
    - ii. *2 or more extra cards were incorrectly dealt with during the initial deal.*
    - iii. *The first card dealt to the wrong seat.*
    - iv. *If Dealer dealt to a seat not entitled to a hand.*
    - v. *A seat entitled to a hand is dealt out.*
    - vi. *In flop GAMES, either of the first 2 cards dealt off the deck or any other 2 down cards are exposed by dealer error.*
      1. *Participants may be dealt 2 consecutive cards on the button.*
      2. *House standards apply for draw games (ex: lowball).*
  - b. *If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new Participants are seated, and limits stay the same. Cards are dealt to Participants on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a Participant on penalty, not two.*
  - c. *If substantial action occurs, a misdeal cannot be declared, and the hand must proceed. Substantial Action is either:*
    - i. *1. Any two actions in turn, where at least one of which puts chips in the pot (i.e., any 2 actions except 2 checks or 2 folds).*
    - ii. *Any combination of three actions in turn (check, bet, raise, call, or fold).*
    - iii. *If it is determined that a card was not properly burned from the top of the deck at the beginning of the round and at least one check has occurred, the actions will stand. The purpose of the burn card is to protect the stub and not preserve card order as randomness applies in this situation.*
    - iv. *If a missing burn card is noticed on the flop and substantial action has not occurred, the 3 flop cards will be scrambled and 1 card will be randomly chosen by the tournament floor staff and used as the burn card. The next card off the deck will be used to complete the 3-card flop.*

- d. *Fouled decks:*
  - i. *1. If a card with an unusual colored back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with an unusual color back is discovered in the STUB BUT will not appear in any hand or on the board and substantial action has taken place, all action stands.*
  - ii. *If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the Participants who wagered them.*
  - iii. *A Participant who knows the deck is defective has an obligation to point this out. If such a PARTICIPANT tries to win a pot by taking aggressive action, the Participant may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.*

18. *Methods of Betting: Verbal and Chips:*

- a. *Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, TOURNAMENT Personnel will DETERMINE based on the circumstances.*
- b. *Verbal declarations may be general (“call,” “raise”), a specific amount only (“one thousand”) or both (“raise, one thousand”).*
  - i. *Invalid Bet Declarations If a player faces no bet and:*
    - 1. *declares “call,” it is a CHECK.*
    - 2. *declares “raise,” the player must make at least a minimum bet.*
    - 3. *A player declaring “check” when facing a bet may call or FOLD BUT cannot raise.*
- c. *For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring “two hundred” is the same as silently pushing out 200 in chips.*
- d. *Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must always act in turn. Action out of turn will be binding if the action to that Participant has not changed. A check, call or fold is not considered action changing. If a Participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising, or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them and may incur a penalty. A Participant skipped by out of turn action must defend his right to act. If the skipped Participant has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Tournament Directors will be called to render a decision on how to treat the skipped hand.*
- e. *Incorrect Bets, Underbets & Underraises*
  - i. *opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Ex: NLHE 100-200, post-flop A opens for 600 and B raises to 1000 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the*

*bet to 1200 total for all bettors any time before the turn is dealt. After the turn the error stands.*

- f. *If the dealer prematurely deals a card before betting is complete for that round the below will apply:*
  - i. *A premature flop: Leave the flop burn card as the burn. Return the premature board cards to the deck stub and reshuffle the entire stub. The flop is re-dealt from the reshuffled stub without another burn card.*
  - ii. *A premature turn card: Leave the turn burn card as the burn for that round. Return the premature turn card to the deck stub and reshuffle the entire stub. The turn is re-dealt from the reshuffled stub without another burn card.*
  - iii. *A premature river card: Leave the river burn card as the burn for that round. Return the premature river card to the deck stub and reshuffle the entire stub. The river is re-dealt from the reshuffled stub without another burn card.*
- g. *All chips put into the pot in turn stay in the pot. If a Participant has raised and his or her hand is killed before the raise is called, the Participant may be entitled to the raise back but will forfeit the amount of the call. Any chips put into the pot out of turn cannot be removed from the pot.*
- h. *It is the Participant's responsibility to make his/her intentions clear. Standard and acceptable forms of calling include:*
  - i. *Verbally declaring "call."*
  - ii. *Pushing out chips is equal to a call.*
  - iii. *Silently pushing out an oversized chip.*
  - iv. *Silently pushing out multiple chips equal to a call.*
  - v. *Silently betting a chip amount that is tiny relative to the bet faced, will be ruled a full call. (i.e., NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)*
- i. *it is the Participant's responsibility to make his/her intentions clear. Standard and acceptable forms of raising include:*
  - i. *Placing the full amount in the pot in one continuous motion without going back toward the Participant's stack.*
  - ii. *Verbally declaring the full amount prior to the initial placement of chips into the pot.*
- j. *If a Participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. If a Participant puts in a raise of less than 50% of the previous bet, he or she will be forced to call instead.*
- k. *Over-Betting Expecting Change. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 CHANGE This is a raise to 650. PUTTING more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.*
- l. *Declaring, "I bet the pot" is not a valid bet in limit or no-limit poker but it does bind a Participant to make at least the minimum bet. If the Participant is facing a bet and*

*makes this declaration, the Participant will be required to make at least a minimum raise.*

- m. String Bets and Raises: Dealers will be responsible for calling string bets/raises. All Participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A floor person must verify string bets/raises called by a Participant. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a Participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a Participant's action is complete.*
- n. All-In with Chips Found Behind Later: If A bets all-in and a hidden chip is found behind after a Participant has called, TOURNAMENT Personnel will determine if the chip behind is part of accepted action or not. If not part of the action, A will not be paid off for the chip(s) if he wins. If A LOSES is not saved by the chip(s) and the TOURNAMENT Personnel may award the chip(s) to the winning caller.*
- o. Cards and Chip Stacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: Participants, dealers, and staff are entitled to REASONABLE estimation of a participant's chip count; therefore, chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must always keep their higher denomination chips visible and identifiable. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Participants with live hands must always keep their cards in plain view.*
- p. Penalties: In its sole and absolute discretion, Tournament Directors may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Tournament. Penalties will be invoked in cases of SOFT PLAY, abuse, or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a Participant throws a card off the table, forcefully mucks their cards causing one or all cards to turn over or engages in similar behavior. One-participant-to-a-hand means a Participant may not receive advice from anyone while in a hand and may not provide advice to any Participant while that Participant is in a hand.
 
  - i. a. Tournament officials can assess VERBAL warning, a missed hand, or one-round, two-round, three-round, or four round penalties and disqualification.*
  - ii. b. A missed-hand penalty will be assessed as follows: The offender can miss one hand or one to four rounds of hands away from the table. The offender's missed hand is counted as A PART of the round when a penalty is given.*
  - iii. c. Participants who receive a missed-hand penalty must remain outside the designated Event areas for the length of their penalty.*
  - iv. d. The Participant must notify TOURNAMENT Personnel prior to returning to their seat. REPEATING infractions are subject to escalating penalties up to disqualification.*
  - v. e. Tournament Directors will log all penalties issued throughout the duration of the TOURNAMENT under Participants Bravo account.**

- vi. *f. It should be noted that penalties may not always be imposed in THE SUCCESSIVE manner. The TOURNAMENT Personnel in their sole discretion, for example, can disqualify a person for a first offense if action of Participant is deemed worthy. Or a Participant, for example, may forego a warning and be assessed a three-round penalty. Participants should know that any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.*
- q. *Disqualification: A Participant who is disqualified for any reason, shall have his or her chips removed from play and no refund will be provided to that disqualified Participant. Any Participant who forfeits play for health or other personal reasons after the start of an Event will have his or her chips blinded off accordingly.*
- r. *Table Talk / Disclosure: Participants are obligated to always protect the other Participants in the Tournament. Therefore, whether in a hand or not, Participants may not:*
  - i. *Disclose contents of live or folded hands.*
  - ii. *Advise or criticize play at any time.*
  - iii. *Read a hand that has not been tabled.*
  - iv. *Discuss strategy with an outside source while involved in a hand.*
  - v. *The one-Participant-to-a-hand rule mentioned in Rule 113 will be enforced.*
  - vi. *Special Exceptions:*
    - 1. *A Participant is allowed to mention the strength or content of his/her hand if no other Participant in the hand will have a decision to make.*
    - 2. *In heads-up Events or when down to the last two Participants in a Tournament, Participants may speak freely regarding the contents of their hands.*
    - 3. *The Floor Person reserves the right to use his/her judgment to determine if one Participant intentionally helped another Participant. Participants who violate this rule are subject to penalty.*
- s. *Exposing Cards and Proper Folding: A Participant exposing his or her cards with action pending will incur a penalty but will not have a dead hand. The penalty will begin at the end of the hand. All Participants at the table are entitled to see the exposed card(s). When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”).*
- t. *Ethical Play: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.*
- u. *Etiquette Violations: Repeated etiquette violations will result in the imposition of penalties assessed by Tournament Personnel. Examples INCLUDE BUT are not limited TO unnecessarily touching other Participants’ cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, BUT IT is not limited to, talking or conversation that causes a disruption of Participants who are in a hand.*

## Blinds Schedule or Rounds/Levels of Play

Rounds								
Level	Duration	Game Type	Game Name	Ante	Small Blind	Big Blind	Start Time	Chip Up
Round 1	20m	No Limit	Texas Hold 'Em	\$200	\$100	\$200	0:00	
Round 2	20m	No Limit	Texas Hold 'Em	\$400	\$200	\$400	0:20	
Round 3	20m	No Limit	Texas Hold 'Em	\$600	\$300	\$600	0:40	
Round 4	20m	No Limit	Texas Hold 'Em	\$800	\$400	\$800	1:00	
Break 1	10m	REGISTRATION CLOSE					1:20	
Round 5	20m	No Limit	Texas Hold 'Em	\$1,000	\$500	\$1,000	1:30	
Round 6	20m	No Limit	Texas Hold 'Em	\$1,200	\$600	\$1,200	1:50	
Round 7	20m	No Limit	Texas Hold 'Em	\$1,600	\$800	\$1,600	2:10	
Round 8	20m	No Limit	Texas Hold 'Em	\$2,000	\$1,000	\$2,000	2:30	
Break 2	10m						2:50	✓
Round 9	20m	No Limit	Texas Hold 'Em	\$3,000	\$1,500	\$3,000	3:00	
Round 10	20m	No Limit	Texas Hold 'Em	\$4,000	\$2,000	\$4,000	3:20	
Round 11	20m	No Limit	Texas Hold 'Em	\$6,000	\$3,000	\$6,000	3:40	
Round 12	20m	No Limit	Texas Hold 'Em	\$8,000	\$4,000	\$8,000	4:00	
Round 13	20m	No Limit	Texas Hold 'Em	\$10,000	\$5,000	\$10,000	4:20	
Round 14	20m	No Limit	Texas Hold 'Em	\$20,000	\$10,000	\$20,000	4:40	
Break 3	10m						5:00	✓
Round 15	30m	No Limit	Texas Hold 'Em	\$30,000	\$15,000	\$30,000	5:10	
Round 16	30m	No Limit	Texas Hold 'Em	\$40,000	\$20,000	\$40,000	5:40	
Round 17	30m	No Limit	Texas Hold 'Em	\$50,000	\$25,000	\$50,000	6:10	
Round 18	30m	No Limit	Texas Hold 'Em	\$60,000	\$30,000	\$60,000	6:40	
Break 4	10m						7:10	✓
Round 19	20m	No Limit	Texas Hold 'Em	\$4,000	\$40,000	\$80,000	7:20	
Round 20	20m	No Limit	Texas Hold 'Em	\$5,000	\$50,000	\$100,000	7:40	
Round 21	20m	No Limit	Texas Hold 'Em	\$10,000	\$100,000	\$200,000	8:00	

## Qualification to Main Event

There are three ways to qualify for the Main Event:

1. Win 4 Tournaments in the Season.
2. Obtain 75 points at the end of the Season.
3. Players who participated in 8 Tournaments in the Season.

- Note: If you attend 7 games with just a few games left and the schedule will not allow you to attend the final games to qualify, you will have the capability to make arrangements with any of the 3 Tournament Directors in advance and Pay 45 dollars for attendance credit for

either of those final games and complete your qualification under attendance.

(A Maximum of 3 times during the season per players, that money will also be add to the end of the year pot.)

## Main Event Important Details

1. The Main Event will be on January 3rd, 2026.
2. No Buy-in, Add-ons, or rebuys will be available for the Main Event.
3. The only way to reach the final game is to qualify.
4. The chips stack per player will be based on the points scored during the Season by the player.
  - a. The calculation would be as follows: 300 chips per point+10.000 chips.
  - b. Example: 92 points in the Season, your chip stack should be  $300 \times 92 + 10.000 = 37.600$ . This will be your starting stack.
  - c. The knockout champion and the Season champion, each one of the Champions will have an extra 3000 chips for their chip stack.
5. Prizes for Main Event with an estimation of the Pot being \$10.000.

Prizes								
#	Name	Lock	Recipient	Award	Display	Adjustment	Shared	Amount
1	1st Place		Rank 1	47.00%	✓			\$4,050.00
2	2nd Place		Rank 2	27.00%	✓			\$2,300.00
3	3rd Place		Rank 3	14.00%	✓			\$1,200.00
4	4th Place		Rank 4	7.00%	✓			\$600.00
5	5th Place		Rank 5	5.00%	✓			\$400.00
6	6th Place		Rank 6	\$150.00	✓			\$150.00
7	7th Place		Rank 7	\$150.00	✓			\$150.00
8	8th Place		Rank 8	\$150.00	✓			\$150.00
9	9th Place		Rank 9	\$150.00	✓			\$150.00
10	10th Place		Rank 10	\$150.00	✓			\$150.00
11	Awards and Food			\$600.00	✓		\$100.00	\$700.00

Any money not being used by The Sacramento Poker League for food and awards will be divided and added to the first two places in an equal manner.

## Locations and Schedule Details

### LOCATIONS:

Are subjects to change/ check with any of the Tournament Director. the month of the tournament.

1. 2617 Point Reyes way, 95826
2. 4012 41st Ave Sacramento,Ca,95824

### SCHEDULE:

- 1) Event #1-January 18<sup>th</sup>
- 2) Event #2-February 15<sup>th</sup>
- 3) Event #3-March 14<sup>th</sup>
- 4) Event #4-April 19<sup>th</sup>
- 5) Event #5-May 17<sup>th</sup>
- 6) Event #6-June 20<sup>th</sup>
- 7) Event #7- July 19<sup>th</sup>
- 8) Event #8-August 16<sup>th</sup>
- 9) Event #9-September 19<sup>th</sup>
- 10) Event #10- October 18<sup>th</sup>
- 11) Event #11-November 15<sup>th</sup>
- 12) Event #12 December 20<sup>th</sup>
- 13) MAIN EVENT January 3rd, 2026,

## SPECIAL NOTES

This tournament events are based upon 25 to 30 participants PER EVENT.

The final game pot could range between 5K and 10k to play for on the final night.

Pictures and prizes will be awarded by The Sacramento Poker League at the end of the final night.

Upon reading this document of the above event. Make sure that you understand the Format, Rules and the structure prior to participation.

All information will be available on Sacramento Poker League's Facebook page.

If you do not have Facebook, contact any of the Tournament Directors for details.



SPL