

RIVER RATZ POKER LEAGUE PLAYING RULES

(EDITED ON FEBRUARY 1ST 2026)

River Ratz tournaments are non-gambling entertainment. Anyone suspected of gambling will be asked to leave immediately. Under NO circumstances will any games be played for cash nor will any side bets be allowed. TDA rules will be enforced unless River Ratz league rules differ, with RiverRatz league rules superseding that of TDA.

River Ratz dealers are volunteers that work for gratuities only. Tipping is not required but is strongly encouraged and appreciated.

Players must be 18 years or older to be eligible to play in River Ratz games, however the policies of each individual venue supersede those of River Ratz, as in many venues players will need to be 21 years or older.

REGISTRATION AND SEATING

- Players will be seated on a first come, first served basis. Players arriving after the start of the first tournament will be added to the bottom of the player list. NO CALL IN SEAT HOLDING WILL BE ALLOWED
- Players will be allowed to select their own seats at the table. No holding of seats will be allowed. If someone has a medical reason for specific seating, the dealer may hold that seat for a player already present and registered to play.

CHIP STACK INFO

- Starting chip stack 3,000

ADD-ON CHIPS

- Purchasing an appetizer, entrée, or dessert item at the venue equals 1,000 chips per tournament. Please note no outside food or drink will be allowed at the venue.
- Purchasing and having merchandise from current venue equals 500 chips
- RRPL card cover equals 1000 chips and zipper pouch equals 500 chips
- Alcoholic and Non-Alcoholic drinks purchased equal 500 chips per drink PAID for. Free refills do not count for this. The 500 chips will be awarded with each drink PRESENT at the table, with those "on order" not allowed. Extra chips given until blinds of 1k/2k reached. An "All-in" player may not receive extra chips until hand is completed
- Dealer Appreciation of five dollars equal 1000 chips
- Purchasing a drink for the dealer equals 500 chips ONE TIME (except if the dealer is the spouse of the purchaser, or the purchaser is another dealer, then its 300 chips ONE TIME).
- Purchasing a meal for the dealer equals 1000 chips ONE TIME (except if the dealer is the spouse of the purchaser or the purchaser is another dealer, then its 500 chips ONE TIME).
- Playing with River Ratz on your birthday equals 500 chips
- Being the "Bubble" on the last game equals 500 chips for the NEXT game only.
- Please note that a dealer, venue owner or River Ratz personnel playing as a bounty will start with 5500 in chips

TOURNAMENT START

No tournament may begin with less than 5 players. In unique and rare instances, on a case-by-case basis, if it is at least 30 minutes past the scheduled start time the dealer may be permitted to deal AND play to constitute the 5th player. In this instance, the playing-dealer is not a bounty, however a player who knocks that playing-dealer out of the game will be awarded 1000 extra chips the preceding game. If a venue does not have enough players to play one half hour after the scheduled start time, any player who did show up and stay that half hour will be awarded a double win.

DEALER BUTTON

The dealer BUTTON for each tournament will be placed based on cards dealt to each player seat and the highest card “wins” the button. Suit ranking will be used in the case of a tie.

BLIND LEVELS

100/200 - 200/400 - 400/800 - COLOR UP BLACK - 500/1,000 - COLOR UP PURPLE - 1,000/2,000 - **2,000/4,000**

4,000/8,000 - COLOR UP YELLOW - 5,000/10,000 - 10,000/20,000 - 20,000/40,000

All blind levels in the local venues will run for 8-minutes until the final table. At that point the blinds will run for the number of minutes as there are players at the table. In the first tournament, the timer will be started when all players that were on the list at the tournament start time have been seated. In subsequent tournaments, the timer will be started when all players that were on the list at the end of the previous tournament have been seated.

PLAYERS ENTERING A TOURNAMENT

- In a multiple-table venue, no player may enter a tournament once tables have consolidated to a final table or once the blinds reach 500/1000, whichever comes first.
- In a single-table venue, no player may enter a tournament once the blinds reach 500/1000.
- Regardless of the number of tables, no player may enter a tournament once there are only 4 players remaining.
- If the clock is already running, and the table(s) is/are full when additional player(s) arrive to play, the clock will be held at the 5 minute mark of the 400/800 blind level until current players are eliminated and room is made to allow the waiting player(s) to enter that tournament.
- If a player is not at the table by the completion of the deal, and they are to be a blind, the blinds will be posted on their behalf.
- No new player may enter into a tournament and be seated in the SMALL BLIND or BUTTON position.

COMBINING TABLES / RE-SEATING

- As players are eliminated from the game, to keep the tables balanced, the dealer may re-seat players.
- When tables are combined to form a final table, the dealer will deal for the button location.
- The official time for the blind level should be paused during any significant down time.

BETTING

- The minimum bet is the amount of the BIG BLIND.
- The minimum raise must be double the previous bet.
- No STRING BETS. A STRING BET is moving chips into play with more than one motion without a verbalization.
- Players are highly encouraged to state their intentions (call, check or raise) before placing chips in front of them. All verbalizations are binding. Any forward motion towards the playing field constitutes a bet. If there is no verbalization prior to a motion, all chips moved towards the pot must be put into play.
- Players betting out of turn must stand on the bet they make. If a player continuously bets out of turn, after being warned by the dealer, and it is believed the betting out of turn is intentional, a 10 minute time out may be assessed.

ALL IN / SIDE POTS

If a player lacks sufficient chips for a blind, the player MUST bet his/her remaining chips. If the player lacks sufficient chips for a bet, the player may bet his/her remaining chips. A player cannot win more chips from each player in the hand than he has bet.

This situation creates a SIDE POT for players with remaining chips.

River Ratz poker league allows for “courtesy” calls, which means that in the instance of a player moving all in for less than what would currently constitute a minimum bet, the remaining players in the hand may simply call that reduced amount.

Whenever a player is ALL IN and all betting action is completed, all hands in play will be turned face up. When a player loses all their chips, they are eliminated from play and must leave the table. If two or more players are eliminated on the same hand, the player who started the hand with more chips will be awarded the higher finishing position.

RULES OF PLAY

- Chips must remain on the table at all times unless a player is reassigned to another table.
- All cards must remain above the table during play.
- All cards and chips must be visible to the dealer and other players at all times.
- Players may not ask advice from any player, spectator, or dealer. If a player exposes their cards to another active player during the hand their cards will be mucked. If a player shows their cards at the end of the hand, the cards must be shown to all players (show one, show all).
- If a player exposes his cards prematurely the following applies:
 - If the cards are exposed prior to the FLOP, the hand is mucked.
 - If the hand is exposed after the FLOP, the hand must be left exposed and all other players have the option to either bet or fold. The player who exposed their cards may only call a bet or fold, they no longer have the option to initiate a bet or raise.
- A player's cards are considered mucked when he moves the cards towards the muck pile. Once cards are mucked they cannot be put back into play.
- Players will be held to a 30 second decision clock. Players who do not make a decision on playing their hand in that time limit will have their hand mucked.
- The 30 second decision clock is a tool meant to be used by players who genuinely need time to make a decision on the pending poker action. It is NOT meant to be used by players at the Championship as a tool to artificially lengthen the time each hand takes to complete. Therefore, any player who repeatedly employs the 30 second decision clock to waste time will relinquish the right to the 30 second decision clock and will immediately be placed on a 5 second decision clock. Such a decision will be made at the sole discretion of RRPL floor and tournament personnel.
- A player who announces that they wish to leave and goes all-in prior to the flop without regard to their two cards for three consecutive hands will have their chips taken by the dealer and will be out of that tournament.
- No player may talk on a cell phone while playing a hand.
- Dealers are not permitted to “rabbit hunt”, either in the venues or at the Championship.
- All drinks must be placed in a cup holder, not on the table.
- No ash trays may be placed on the table. Please be courteous of non-smokers.
- To be fair to all players playing the game, the only language allowed during play is English.
- No SPLASHING the pot. Players must place their bets in front of them, so all players know exactly how much they are betting.
- No TABLE TALK about a hand still in play. Players may not talk about their hand in any way, shape, or form while others are still playing, unless they are heads up.

- As is proper poker etiquette, at the “showdown” (the point at which betting has concluded after the river card) ALL players in the hand must immediately AND simultaneously expose their cards so that the dealer may determine the winner of the hand. Players are not to hold back their cards while “waiting to see what everyone else has”.
- At a venue: Players who leave the table will be blinded out and their hands folded until they return, or they run out of chips, or once 15 minutes has passed, WHICHEVER COMES FIRST. A player can never win a game by being away from the table. Additionally, if a player is away from the table at the beginning of a new game, which has more than 10 participants (hence creating a waiting list), that player's seat will be given to the next player on the list, and the original player goes to the bottom of the list. For quarterly and annual tournaments, players chips will remain and stay in play until the final table.
- At the Championship: RRPL floor and tournament personnel have the final say on any rules disputes or disciplinary issues. A DEALER MAY ELECT TO CONSULT WITH A TEAM LEADER
- In the rare instance that two players get knocked out on the same hand, leaving just one player left in the game, AND those two players begin the hand with the exact same amount of chips, the remaining player will get credit for both wins. If one of the two losing players had more chips than the other, creating a side pot, that person is considered the second winner even if they lost that side pot.
- On occasion, one or more of the RRPL Team or a venue owner may choose to play at a local venue. All RRPL are 1000 chip bounties with points awarded to the quarterly tournament. Dealer/ RRPL team participation and placement DOES NOT AFFECT player placement. IE: Last two/three players remaining will earn 1st, 2nd and 3rd place as earned. Top ten dealer point leaders will play in a separate tournament after the RRPL Championship event annually. DEALER/TEAM PRIZES DO NOT ORIGINATE FROM PLAYER POOL
- Players at the final table of the Championship Event may choose to “chop the pot” at any time during play, however, this must be agreed to unanimously.

RRPL Dealers are fully trained and proficient in our rules and have final say in all conflicts. Dealers may ELECT to consult with a league director for clarification of a rule.

Bonus Hands

Chips will be awarded for the following hands that are tabled, regardless of whether or not the hand is played to the river. Both hole cards must play.

High hand (HH) and Bad beat(BB) hands will be awarded a special chip for that hand. Any single player that collects any four chips in a single quarter, HH and BB combined, will be awarded a special chip at the quarterly tournament that will award them an extra 1000 chips to be used at any/all venues for each game they play for the remainder of that quarter and into the next quarter, until the next quarterly tournament. Any player who gets all eight hands in a single quarter will receive 1000 extra chips for life.

Hands are as follows:

Royal Flush	Cracked Aces
Straight flush	Lose with A/K suited
Four of a kind	Any Aces full beat
Win with 7/2	Lose to 7/2

Prizes

All daily venues will be awarded as follows:

<u>10-19 players:</u>	<u>20+ players</u>
1st-1000 points	1st- 2000 points
2nd-500 points	2nd-1500 points
3rd-250 points	3rd-1000 points
	4th-500 points
	5th- 250 points

Players will require one (1) first place win or 3000 points to qualify for quarterly tournament.

Quarterly tournament info:

All starting stacks for quarterly tournaments will be based on points earned during the quarter.

- 40,000 starting stack - Highest points
- 35,000 starting stack - 2nd place points
- 30,000 starting stack - 3rd thru 5th place points
- 25,000 starting stack - 6th thru 10th place points
- 15,000 starting stack - 11th thru 15th place points
- 10,000 starting stack - 16th thru 25th place points
- 7,500 starting stack - 26th thru 50th place points
- 5,000 starting stack - less than top 50

Top ten finishing players from quarterly tournament will be granted entry into the Annual RRPL Championship Event

1st place winner will win a \$5,000 Vegas adventure pkg

2nd place winner will win a \$1,000 gaming voucher

3rd place winner will win a \$500 gaming voucher

GOOD LUCK AND SEE YOU AT THE TABLES!!