

Game of Texas Hold 'Em

We will be playing No-Limit Texas Hold 'Em. There are many books, articles, and websites that provide standard instructions on how to play the game. For some basic information on the history of the game and how to play it, you can [visit Wikipedia](#).

Tournament Structure

- All players will begin with 5,000 in chips.
- Blinds will begin at 100/200 and increase every 15 minutes.
- A full blind structure is included below. HOWEVER, since we are required by state law to end the tournament within a certain period of time, we reserve the right to change or alter the blinds at any point in the tournament.
- The tournament will have random seating. Players will randomly choose their seat by drawing a seat assignment card at registration.
- At the end of the 5th round, there will be a break. During this break, chips will be colored up and players may add-on.
- Tables will be balanced and condensed as needed throughout the course of the tournament at the sole discretion of tournament director. We will make every attempt to keep tables at equal ratios throughout the course of the night. When condensing tables, players may be moved to a different position at a new table. For example, a player being moved from a table where s/he was the button, may be moved into a position other than the button at the new table.
- When only 10 players remain, play will stop and players will draw for seats at the final table.
- All tournament participants must be 21 years of age or older.
- Players who arrive late to the tournament will still be placed into the tournament with a full chip stack as long as tournament is within the first five blind levels. Once tournament has completed the fifth blind level, no additional players may join.

Rebuys and Add-ons

- There are two types of Add-Ons: Instant Add-On & Final Add-On
 - An Instant Add-On allows a player to add 5,000 in chips to his/her starting stack. This add-on costs \$100 and is only available prior to the first round of play at the start of the tournament.
 - A Final Add-On allows a player to add 10,000 in chips to his/her stack. This add-on costs \$100 and is only available to players who remain in the tournament before the first break takes place. Final Add-Ons will take place during the first break. Players can also donate \$200 for 20,000 chips.
- There is only one type of Rebuy
 - A Rebuy allows a player who has less than 2,500 in chips re-buy for \$100 and receive an additional 5,000 in chips. The rebuy period occurs during the first five blind levels of the tournament. There are no limits to the number of Rebuys a person can make. A player who has less than 2,500 in chips may do a double

rebuy and receive 10,000 in chips for \$200 (5,000 in chips for each \$100) but a player may never go over 10,000 in chips. For example, if a player has 800 in chips and does a double rebuy, the dealer will only give the player 9,200 in chips for the \$200.

- Please Note at the end of the first break: Players who have below 2,500 in chips at the start of the first break may rebuy for \$100 AND add-on for an additional \$100. The player would receive an additional 15,000 chips for \$200.

Rules & Etiquette

We ask that all guests remember that this is a poker event for charity. Since the dealers are volunteers and all players may not have the same skill level, some mistakes may be made, so players should be patient and cordial at all times. Here are some additional rules that will be in effect:

- Cursing, swearing, and verbal abuse will not be tolerated. Players engaging in such behavior will be removed from the tournament.
- Please refrain from criticizing another player's play.
- Please be courteous and nice to the dealers. Remember they are volunteers.
- Keep your chips on the table and visible at all times—with larger denominations on top and/or in front of your chip stack.
- Poker chips may not be given to another player in the tournament.
- Do not handle another player's chips. While you may give another player change for chips, you may not give chips to another player.
- Protect your cards so that no one else can see them. Keep your cards on the table at all times (holding cards against your shirt or putting them in your pocket or lap is not allowed).
- You may leave the table at any time (e.g., top get a drink, go to the restroom, etc.). During your absence, cards will be dealt to your seat and folded. Your blinds will be put into the pot during your absence.
- Speaking on mobile phones is not allowed while sitting at the table. If you need to use the phone, you must get up from the table.
- It is each player's responsibility to follow the flow of the game. Play in turn. Do not act out of turn.
- At no time should any player or spectator make statements that could unfairly influence the play of a hand. This includes commenting on mucked cards and discussing possible hands.
- Do not splash the pot. When making a bet, announce your bet and place the chips in front of your cards towards the center of the table. Do NOT throw the chips into the pot.
- String bets are not allowed. If your intention is to bet \$100, then you must either announce your bet OR move enough chips to cover the bet into the pot in one motion. You may NOT take \$50 and put it in the pot and then go back into your chip stack for another \$50 to complete your bet without announcing your bet.
- Verbally announce your action—call, raise, fold, check, bet.

- You may not say "I call your bet and raise you..." You must announce your raise or intention to raise.
- Do not expose any cards until the showdown.
- In a showdown situation when there are no more opportunities for betting (this happens most often when it's heads-up play and one of the players is all-in), the players in the hand must turn their cards over immediately.
- Rabbit hunting (asking to see what cards would have appeared, had you bet) is not allowed.
- Agreeing to "check-down" a hand after a player has gone all-in is not allowed.
- If a player decides to muck (discard) his/her cards, that player is allowed to do so without his/her opponent seeing the cards. Once the cards hit the muck, that player is no longer in the hand and cannot win the pot. The remaining player does not have to show his/her hand in order to win the pot.
- If the dealer exposes a card while dealing, dealing continues in order with the last card being dealt going to the person whose card was exposed. The exposed card becomes the burn card. In instances where two cards are exposed by the dealer while the cards are being dealt, a misdeal is declared and the cards are reshuffled and re-dealt. If a player accidentally exposes his/her cards during a hand, the entire table must be shown the cards and play continues.

Blind Schedule

The blind levels for the first 10 levels only are posted below. Please remember, we reserve the right to change or alter the blinds or length of the levels at any point in the tournament.

Level	Small Blind	Big Blind	Duration
Level 1	100	200	15 Minutes
Level 2	200	400	15 Minutes
Level 3	300	600	15 Minutes
Level 4	400	800	15 Minutes
Level 5	500	1000	15 Minutes

Break 1 Add On & Color Up Chips			
Level 6	1000	2000	15 Minutes
Level 7	2000	4000	15 Minutes
Level 8	3000	6000	15 Minutes
Level 9	4000	8000	15 Minutes
Level 10	5000	10000	15 Minutes

***Blind levels will continue to increase through level 20. Blind levels may vary at the discretion of the tournament director.**

Prizes

Prizes will be awarded to all players at the final table. Once a player is knocked-out in a prize position, they must complete a winner's form. WSOP prizes are non-transferable.

Final Say

The tournament director is responsible for enforcing all tournament rules. The tournament director may use discretion when enforcing rules. All rulings deemed by the Tournament Director override the rules mentioned above and are considered final.