

Joining the Game

In order to play any games of Redtooth Poker, players will need to complete the supplied registration form and sign the declaration. They are then provided with a membership card and number.

Players then need to register on the evening with the tournament director who will record their name and membership number on the tournament report form and allocate a seat using the seating kit supplied - Redtooth Poker tables are designed to seat 8 players. This ensures random seating arrangements for each game.

Overview of the Game

Texas Hold 'Em uses a disc called a dealer button to indicate where the cards are to be dealt. Prior to the deal, the two players to the left of the button place live bets called the small and big blinds. It is called a blind because players must pay this amount before seeing their cards. It's called live because it counts as part of any further bets in the first betting round.

The play begins with two cards dealt facedown to each player. Action starts with a betting round beginning with the player to the left of the blind bets and continuing clockwise around the table. Players may bet, check, raise or fold in turn. The big blind has the privilege of last action and may check or raise the bet.

Three community cards called "The Flop" are then dealt up in the centre of the table and another betting round takes place beginning with the player to the left of the dealer button. Another card is dealt face up (called "The Turn") followed by a round of betting.

The fifth and last card called "The River" is dealt face up and a final round of betting takes place. Players remaining in the hand will then show their cards and the winning poker hand will be awarded the pot. Any combination of pocket cards and community cards may be used to make the best five-card poker hand.

Dealer Button

In front of one of the players is a round disc or button. This disc determines the order of betting (posting the blinds) and moves to the left one player at a time, after each hand. The first player to have the dealer button is the player who draws an ace during seating - this is detailed in the seating kit.

Post Blinds

Before the cards are dealt at the beginning of each hand, the two players directly to the left of the dealer button must post "blinds". To post a blind is to place a bet before getting cards.

The player to the immediate left of the dealer button posts the "small blind," equal to half of the minimum bet. The player to the left of the small blind posts the "big blind," equal to the amount of the minimum bet.

The blinds start at 25 (Small) and 50 (Big) - meaning that the minimum bet would be 50. These increase throughout the game as detailed on the tournament report and announced by the tournament director. Once the new blinds have been announced, these take effect from the next time they are posted.

Pocket Cards

Once the blinds have been posted, the first round of cards is dealt. These consist of two cards face down to each player and are called the "pocket cards". Each player can see his or her own pocket cards. Then the first round of betting takes place, beginning with the player immediately to the left of the big blind and continuing in a clockwise direction around the table.

Betting

Any bet needs to be a minimum of the current big blind. There are basically five options for betting throughout the game:

1. Check

If there has been no betting before you then you are able to check, this means no bet but you remain in the hand. This isn't applicable in the first round before the flop due to the posted blinds.

2. Fold

If you don't want to continue playing in this hand then you can fold your cards, you lose any chips you've invested into the pot up to this stage. Pass your cards to the dealer as they are no longer in play.

3. Call

If there has been a bet before you and you want to match it but not raise it, you can call. Your bet would be the same as

the bet before you. For example the current bet is at 800, you would need to put in 800 to call.

4. Raise

If you wish to raise the betting you need to do two things. The first is to call the previous bet, the second is to raise. The minimum raise is the difference between the previous two bets.

For example, the big blind is 400 and someone has bet 1000. This is a bet of 400 plus a raise of 600. You would need to call that bet (1000) and raise (Previous raise of 600) = 1600. You could raise any amount above 1600 as well as that is the minimum raise. Any raise needs to be more than the previous raise or the big blind.

If you raised to 1800 then the next legal raise would be as follows:

Previous bet = 1000, You raised to 1800 (call of 1000 + raise of 800) the next raise would need to be a minimum of 2600 (your bet of 1800 + the raise of 800).

5. All In

Players are also able to go 'All In' which means that they are betting all their chips on that hand.

Side Pot

A side pot is created when one player has insufficient funds to call the bet. These chips are placed to one side and betting can continue with the other players in the usual way.

You can only win any pot that you have contributed to - for example if you go all in with 300 and there are four other players who call you, that would make your pot 1500 (5 x 300). The other players could continue betting but you would only be eligible for the 1500 pot if your hand wins. Then the other players would determine which of them wins the main pot without reference to your hand.

The Flop Cards

Following a 'burn' card (where the top card is placed face down on the table for security) three cards are dealt face up in the middle of the table. These cards are called the "Flop". All three cards are "community" cards and can be used by all the players at the table to make up their best possible five-card hand.

After the flop is dealt, a second round of betting takes place, again beginning with the player immediately to the left of the dealer button. All subsequent rounds of betting begin with the player to left of the dealer button.

The Turn Card

Following the flop, a further 'burn' card and then a fourth "community" card is dealt face up in the middle of the table. This card is called the "Turn" card and can also be used by all players. It is followed by a third round of betting.

The River Card

Finally, a final 'burn' card and then the fifth and final "community" card is dealt face up in the middle of the table. It is called the "River" card and is followed by a fourth and final round of betting.

Showdown

Once all betting is complete, players determine the best five-card hand that they can make. The player with the best five-card poker hand wins the pot. Should multiple hands tie, the pot is split with any odd amount going to the player immediately to the left of the dealer.

Start Again

After a hand is completed and the pot taken by the winner, the dealer button is moved one player to the left, the blinds are posted and the next hand begins.

Chip Amounts

In Redtooth Poker events - players start the game with 2000 chips and at the break are given a further 1500 each. This means that any players who have gone out in the first session will be able to rejoin the tournament. They will take their original seats and the players around the table will each be dealt a card until an ace appears; this person will then become the dealer for the start of the second session.

The Winner

The winner is the last person playing who will now own all the chips.



Detailed Rules & Procedures

1. The Tournament Director (TD) is to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. Their decision is final.

Betting Procedures

2. The action of betting is physically defined as the release of chips after a single, forward motion.

3. Above all, verbal declarations in turn are binding. A player who declares a call, raise, fold, must do so to the limit that the chips allow. If simultaneous declarations are made (folding in a raise and saying call), the verbal declaration takes precedence.

4. Action out of turn is not binding. The deliberate intention to act out of turn may result in a penalty.

5. Check-raising (checking, then later raising over a bet) is allowed.

6. String betting (placing out bets with more than one motion without verbally declaring your intention) is forbidden. Any betting motions after the first motion will be dismissed.

7. By stating the word "raise", a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.

8. The minimum bet must be at least the amount of the big blind.

9. Any raise must be as described overleaf. If a player cannot cover the full minimum raise, he or she must go all-in.

10. There are no limits on the amount of raises allowed per betting round.

11. When a player throws in an oversized chip without making a verbal declaration...

11a. Before the flop, an oversized chip is a call.

11b. After the flop, an oversized chip **by the initial bettor** will constitute the size of the bet.

11c. After the flop, an oversized chip **by a player facing a bet** will be considered a call.

11d. If a player states just the word "raise" and throws in an oversized chip, the raise will be that amount.

Split Pots, Side Pots, and going All-in

12. A player who is all-in must show his cards at the showdown.

13. In the case of a split pot when there are two or more high hands, the chip(s) will be split as evenly as possible (chips may need to be broken down into smaller denominations) with any odd chip(s) left over given out to the winning player with the worst position (left of the button being the worst).

14. Each side pot will be split as a separate pot. They will not be mixed together before they are split.

15. When a player creates a side pot by going all-in, the side pot will be the current pot plus each call up to the amount of the all-in. Any raises (or calls in the case of a below-the-limit all-in) go into the new pot.

16. At the showdown with a side pot, the player who is all-in can only win the pot set aside when he or she went all-in. After the winner of that hand is resolved, the players involved in the main pot determine the winner without regard to the all-in hand.

17. In case of multiple side pots, a player can only win up to what he put in times the number of calls up to the all-in amount.

Blinds

18. Players must post blinds before cards are dealt.

19. If a player does not have enough to cover his blind, a side pot is created before cards are dealt and...

19a. The side pot will equal the amount of the all-in times the number of callers.

20. When heads up, the blinds are reversed. The player on the button has the small blind.

Dead Button

21. In the hand after a big blind is eliminated, the button will move normally and there will be no small blind. The

following hand, the button will move into the position where the eliminated player was, creating a dead button situation. This means that there is no player at that position, the hand is dealt by the player to the right of the dead button.

22. In the hand after a small blind is eliminated, the button will move into the position where the eliminated player was, creating a dead button situation. This means that there is no player at that position, the hand is dealt by the player to the right of the dead button.

23. In the hand after both blinds are eliminated, the button will move into the position where the former small blind was and there will be no small blind. The following hand, the button will move into the position where the former big blind was. Normal play continues from the following hand.

24. Through players being eliminated, no player should miss a big or small blind.

Chips

25. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.

26. Players must keep their highest denomination chips visible at all times.

27. There will be no foreign chips allowed on the table.

28. At the request of the TD, a player must exchange his or her chips for chips of a different denomination, this may involve chips being rounded up.

Killing a Hand / Dead Hands

29. Another player may call for a clock against a player who is taking an unreasonable amount of time to make a decision.

29a. Once a clock is called for, the player with action will be given one minute to make a decision. If a decision has not been made by the time the minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.

29b. A player who calls "time" will act on the same rules as above.

30. If a live player leaves during a hand, there will be no minute countdown and the hand will be declared dead.

31. A player must be in their seat by the time all players have complete hands in order to have a live hand. Otherwise the blinds will be forfeited and the hand will be killed.

32. If a live hand touches the muck (all folded hands), it will immediately be ruled dead.

33. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.

34. Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.

Verbal Discussion

35. Making statements that could unduly influence the course of play is not permitted.

Exposing Cards

36. During the initial deal, if any pocket card is exposed due to dealer error, it is a misdeal.

37. A player who exposes his cards during the play may incur a penalty, but will not have his hand killed. If any player at the table saw the exposed cards, any other player has a right to know what the exposed card or cards were. If a player unintentionally exposes his cards during play, his hand will not be ruled dead. If any player at the table saw the exposed card(s), then any other player at the table has the right to know what the exposed card(s) was.

38. At the showdown players begin the show their cards starting with the player to the left of the last to call. A player may "muck" his cards if they cannot win over a previously shown hand. If the house suspects cheating or collusion, you may be asked to expose your cards to the dealer, TD, and/or the other players.

39. Any player who is live during the showdown may ask to see both pocket cards from a player who reveals only one.

40. Any player may ask another player to reveal his or her pocket cards if they were exposed to any player at the table.

41. A player may **not** ask to see both pocket cards from another player who revealed them to a spectator.

Penalty Situations

42. Penalties available for use by the TD are verbal warnings, 5, 10 and 15 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.

43. A penalty may be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs (To go easy on another player at the table e.g., not betting or raising against them), or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behaviour, or similar incidents.

Raising the Blinds

44. When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. The hand begins when the first card is dealt.

45. Excessive stalling during a hand to receive a favourable position prior to an increase in the blinds may result in a penalty.

46. As blinds increase it may be necessary to exchange chips of a low denomination for chips of a higher denomination. When this happens, players may have odd chips. These are rounded up accordingly to the next chip value. For example if a player had 375 this would be swapped for 4 x 100 chips.

47. This usually happens at the break and the aim is to remove the lower denominations from the game and the blind levels from that point on are 100/200 so no advantage is given.

Multi-table rules

48. All seats will be randomly assigned.

49. Players going from a broken table to fill in seats assume the responsibilities of their new position. They may receive any position from blind to button.

50. The only place a moved player cannot be placed is between the small blind and the button. If it is necessary for a player to be moved to this position, that player must sit out that hand.

51. A player moved to balance two tables will be the player who will not lose position as a result of the move. Play may be halted temporarily to accommodate for the move. In a case where multiple seats are open, the worst positioned seats are the most preferable to be moved.

52. A player who intentionally dodges his blind(s) when moving from a broken table will forfeit the blind(s) and/or incur a penalty. The money will be put into the next pot and will be considered dead money.

53. As play progresses towards the final 8 players, the tournament may be played "hand-for-hand". This means that each table will wait until all other tables finish their hands before starting another. This deters stalling by players in an attempt to finish higher.

54. Hand-for-hand play may also be instituted during times where stalling to receive a higher place in the tournament would be advantageous to any player.

Rebuy and Add-on Rules

55. No rebuys are allowed.

56. Players are given an additional 1500 chips at the interval as detailed on the Tournament Report blind structure.

Miscellaneous Rules

57. One player to a hand. During the hand, a player may not discuss play with other players, spectators, or the dealer.

58. Players may not exchange chips for any reason.

59. A player who wants to use a cellular phone or any communication device must step away from the table.

60. A player may not leave a camera, cell phone, any recording instrument, or highly reflective item on the table.

61. The house may additionally call for deck changes. Players may not ask for deck changes unless proof can be made that certain cards can be construed as "marked".

62. Rabbit hunting (asking to see additional board cards after play is over) is forbidden as it can give insight into players' hands by reducing the possible number of unknowns.