

House Rules:

1. This is a private game and is open to residents of World Golf Village and their guests only.
2. Play goes on till there is one player left. If a time limit is imposed the winners will be determined by chip count
3. No betting limit... "No Limit Texas Hold-em"
4. Men and women can play.
5. Must be over 21 years of age. No Exception.
6. The house has the right to bar anyone from play for any reason.
7. Unruly behavior or those deemed detrimental to the good of the game will be asked to leave.
8. Games start promptly at 8:00 pm
 - a. **No player may enter game after the first blind has passed.**
 - b. A registered player not ready at game time will forfeit his seat at the end of the first blind. At that point any standby can take that place. Blinds passed will be taken from his chip stack.
9. Play is limited to 40 players. First come first served.
10. If an incorrect rule interpretation is made in good faith the house has no liability.
11. Questions – contact Tournament Director Chas Stamm

Combining Tables

- Tables will eliminate players down to 4 and stop play. The clock will stop. They will combine with the next table down to 4 players thus...creating a new table of 8. New seat positions are picked.
- If any table of 4 waits more than one blind period, Play will stop and repositioning players from all tables will take place. Players from the largest table will be moved in accordance with the positioning of the Dealer Button on the short table.
 - When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), **relative to the button**, at the highest-populated table must move to the eliminated player's seat. In other words - if the player who busted out was four seats left of the button, move the player from the other table who is sitting four seats left of the button.

- This method of moving players ensures that a moved player is never forced to post two big or small blinds in a row or allowed to deal two hands in a row. In addition, the moved player can simply fill the empty seat vacated by the eliminated player.
- Players will be moved to best suit even numbers of players at each table.
- Dealers are excluded from this move as they are crucial to each table.

Position of Players

- When starting a "Table" seat positions will be determined by picking from the deck.
- Two players going out at same time...placement is the larger value of chips at the time of going "all in" is the higher rank.
- If equal amounts of chips...split both position's moneys

Heads-Up Play

Player cannot be big blind twice in a row. Button moves to accommodate the following big blind position.

Two methods of heads up play

1. **Casino Rules (TV Play)** - The small blind is on the button and first to act **before flop**. After the flop non-button (Big Blind) is first to act. Non button gets the first card. This is our method.
 - Ex. If you're down to the 3 players left in a tournament, and 1 is eliminated, you determine who was to be big blind next and that person is the big blind, and the other is the small blind. In heads up play, the small blind is always the dealer. **The first card is dealt to the non-dealer button.** This is the method used at WSOP and WGV.
2. **Simple Rules** - Dealer is big blind and last to act both before and after flop. We no longer use this method at WGV. 2-2011

Game Rules

No betting limit... "No Limit Texas Hold-em"

Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.

If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.

1. If leaving a table...your blinds are posted for you. Game goes on. "No Missed Blinds" (*Take your leave between your blind posting*) If a player is not back by the time it is time to act, that hand will be folded.
2. If changing a table, the player must take the same seat relative to the buttons on both tables.
3. If a player gets eliminated, the button can move to that vacated seat so that no one person misses a big blind and no one person gets two big blinds in a row.
 - This can be overridden in heads up play.

4. Same player can not be the big blind twice in a row.
5. **Show one show all.** Players are entitled to receive equal access. If cards are shown to one player, they have to be shown to all at the table. A player showing cards to another player must show to all players.
6. A player **disclosing one hole card** to a player still active in the hand **must show all cards** if requested by any player still in the hand.
7. **Cards thrown into the muck may be ruled dead.** However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
8. To win any part of a pot, a player must show all of his cards face up on the table, whether they were used in the final hand played or not.
9. Cards speak (**cards read for themselves/table talks**). **The dealer assists** in reading hands but players are responsible for holding onto their cards until the winner is declared. Deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
10. A **verbal statement** in turn denotes your action, is binding and takes precedence over a differing physical action.
11. The Button always moves forward and can occupy a vacant seat. A player should never miss a big blind. Sometimes a hand will be played without a small blind if that position has been eliminated.
12. **Ask to see a players hand rule...** Any player who has been dealt in may request to see any hand that is eligible to participate in the showdown, even if the opponents hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. ... If the winning player asks to see a losing players hand, both hands are live, and the best hand wins. (This means if the losing player mis-read his hand...he could still win the pot)

Only players who were dealt in (received cards) may make the request (no railbirds). If the request comes from the player who is showing the winning hand, the hand that is exposed is considered to be "live" (even if it has been mucked) and could possibly still win the pot.

13. All cards will be turned face up once a player is all in and all action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
14. There is no cap on the number of raises in no-limit games.
15. Players must act in turn at all times. Action out of turn may or may not be binding. If a player acts out of turn and the action does not change by the time it is that player's turn to act, that player's action is binding.

Action changes only if a player makes an initial bet or raises before the action gets back to the person that acted out of turn. Action does not change when the player in front of a player acting out of turn checks, calls or folds. If a player 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. Players may not intentionally act out of turn to influence play before them.

16. Bets and Raises

When calling an "All In" bet that is less than the big blind a player has the option to fold, call the "all in" bet, or raise.

If that player wishes to raise...the minimum size of that raise must be that of the big blind or the last raise if larger.

The Raise must be the size of the big blind. Not the call. The "call" can be the amount of an "all in" bet which might be less than the big blind.

If a player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet. For example, if the minimum bet is \$100, and a player goes all-in on the flop for \$20, a player may fold, call \$20, or raise to at least a total of \$120.

All players have the option of folding, calling the big blind or raising. If an "All in" occurs that is less than the big blind (minimum bet) all players after the "all in" must still either fold, call the amount of the big blind or any other raises that might have happened, or raise.

If raising, that raise must be at least the size of the big blind.

Where a situation arises that is not covered by these rules, the Dealers or Tournament director shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the Tournament and the maintenance of its integrity and public confidence.

The Tournament Director, Managers, and Supervisors are 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 decisions in the interest of fairness take priority over the technical rules. The Tournament Director reserves the right to overrule any floor decision.

Misdeals

- If a hole card is exposed during the deal, the rest of the deal is completed to the "button." The exposed card is then taken and used as the next "burn" card and the player with that exposed card is given an new "down" card.
- The exposed card cannot be kept. There is no "choice" on this.
- If more than one hole card is exposed, this is a misdeal and must be redealt.
- If the flop needs to be redealt because the cards were prematurely flopped before the betting was complete, or the flop contained too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

String Bets

- String Bets are not allowed.

"The purpose of the string bet rule is to stop a player from "calling," receiving information from his opponent's reaction, then adding more chips to change the wager to a raise.

"I'll call your \$100 and raise you another \$500"

That is a string bet and is illegal. You might see it happen in movies, but you should never see it allowed in a casino. You can't *call* and *raise* at the same time. You can *call* ... or you can *raise* - but you can't do both. As soon as the player said "I'll call your \$100" - he *called* and can no longer *raise*. The fact that he said "raise" just after he said "call" is meaningless - he verbally stated *call* before he verbally stated *raise*.

PROPER BEHAVIOR

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our card room to violators. The following are not permitted:

- a) Collusion with another player or any other form of cheating.
- b) Verbally or physically threatening any patron or employee.
- c) Using profanity or obscene language.
- d) Creating a disturbance by arguing, shouting, or making excessive noise.
- e) Throwing, tearing, bending, or crumpling cards.
- f) Destroying or defacing property.
- g) Using an illegal substance.
- h) Carrying a weapon.
- i) Players may not place any food or beverages on the poker table
- j) No Cell Phones! Please silence your cell phones and if you need to use them please leave the table.

POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Reading a hand for another player at the showdown before it has been placed face up on the table.
5. Telling anyone to turn a hand face up at the showdown.

6. Revealing the contents of a live hand in a multihanded pot before the betting is complete. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
7. Needlessly stalling the action of a game.
8. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
9. Using a cell phone at the table.
10. Player or staff abuse will not be tolerated. A player will incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property. Repeated etiquette violations such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties.
11. A player who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified player. Any player who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.

Blinds \$

100/200

3,000/6,000

200/400

4,000/8,000

300/600

5,000/10,000

400/800

10,000/20,000

500/1,000

20,000/40,000

1,000/2,000

25,000/50,000

1,500/3,000

40,000/80,000

2,000/4,000

50,000/100,000

