



SEMINOLE HARD ROCK HOTEL & CASINO

POKER TOURNAMENT RULES



The following rules are provided as a guideline for the players to be informed and for the supervisors to use in the decision making process. Many situations arise where the rules need interpretation and when rules are broken or pushed to the limit, it is up to the supervisor to interpret how the rules shall be applied in the best and fairest interest of the game. Intent of the players' actions shall be taken into consideration, but never assumed. Bigger buy-in players are held to a higher standard and expectation when following the rules. Unintentional errors and gross misunderstandings occur from time to time. They will be considered as a lesser offense than a deliberate violation and can be ruled as such with warnings and/or hand penalties. Players must also assume a level of responsibility for noticing and calling attention to mistakes, particularly when their own interests are involved. Players are advised to read the structure sheet before playing a specific tournament to learn of the details of the event and prizes awarded. Late registration for daily tournaments varies and can be based on special events and guarantees. Please be advised that most of our rules listed below follow the updated 2019 TDA rules and suggested procedures.

1: Floor Decisions:

The best interest of the game and fairness are top priorities in decision-making. Unusual circumstances occasionally dictate that common sense decisions in the interest of fairness take priority over technical rules. Floor decisions are final. Management reserves the right to alter or cancel rules, policies and promotions at any time.

2: Player Responsibilities:

Players should verify registration data and seat assignments, protect their hands, make their intentions clear, follow the action, act in turn with proper terminology and gestures, defend their right to act, keep cards visible and chips correctly stacked, remain at the table with a live hand, table all cards properly when competing at showdown, speak up if they see a mistake, call for a clock when warranted, transfer tables promptly with chips visible at all times, follow one player to a hand, know and comply with the rules, practice proper etiquette, and generally contribute to an orderly event.

3: Electronic Devices and Communication:

Players may not talk on the phone while at the table. Ring tones, music, etc. should be inaudible to others. Also, while in a hand, players are asked to keep the screen face down to avoid communication relay that may jeopardize the integrity of the tournament. Betting apps and charts should not be used by players with live hands. Photography and videography are not permitted.

4: Official Language:

English-only will be enforced. Failure to follow this rule may result in a penalty. This includes talking to players not at your table and talking in between and during hands.

5: Random Correct Seating:

Tournament seats will be randomly assigned. A player starting in a wrong seat with a correct chip stack will move to the correct seat & take his or her current total chip stack with them.

6: Alternates, Late Registration & Re-Entries:

Alternates, players registering late, and re-entries will be sold full stacks. They will randomly draw a seat and table by the same seat pool that's in place for new players and are dealt in except between the small blind and button. In re-entry events, a player may forfeit their chip stack at the end of registration only to buy a new stack. Those forfeited chips will be removed from play. If a forfeit occurs in a bounty tournament the bounty will go back into the prize pool.

7: Special Needs:

Accommodations for players with special needs will be made when possible.

8: Breaking Tables:

Players from a broken table will be assigned new tables and seats by a 2-step random process. They can get any seat including the small or big blind or the button and be dealt in except between the small blind and button.

9: Chips Out of View and in Transit:

Players may not hold or transport chips in a way that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play. We will provide racks or bags to transport chips when needed.

10: Declarations. Cards Speak at Showdown:

Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown but deliberately miscalling a hand may be penalized. Any player in the hand or not should speak up if he or she thinks a mistake is being made in reading hands or calculating and awarding the pot.

11: Face Up for All-Ins:

All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck his or her hand without tabling. All hands in both the main and side pot(s) must be tabled and are live.

12: Playing the Board at Showdown

To play the board a player must table all hole cards to get part of the pot.

13: Disputed Hands and Pots:

The reading of a tabled hand may be disputed until the next hand begins. Accounting errors on awarding of the pot may be disputed until substantial action occurs on the next hand. If a hand finishes during a break, the right to any dispute ends 1 minute after the pot is awarded.

14: New Hand & New Limits:

A hand begins on the first riffle when hand shuffling or the push of the shuffler green button when using a shuffle machine. A new level will not be announced until the clock reaches zero. The new level applies to the next hand. Hands begin on the first riffle, push of the shuffler button, or on the dealer push. If a hand starts at the prior level by mistake, the hand will continue at the prior level after SA occurs

15: Chip Race, Scheduled Color Ups:

A: At scheduled color-ups, chips will be raced off starting in seat 1, with a maximum of one chip awarded to a player. Players can't be raced out of play: a player losing his last chip(s) in a race will get 1 chip of the lowest denomination still in play.

B: Players must have their chips fully visible and are encouraged to witness the chip race.

C: If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value.

16: Cards & Chips Kept Visible, Countable, & Manageable. Discretionary Color-Ups:

A: Players, dealers and the floor are entitled to a reasonable estimation of chip counts; thus chips should be kept in countable stacks. We recommend clean stacks of 20 chips each as a standard. Higher denomination chips must be visible and identifiable at all times.

B: TDs control the number and denominations of chips in play and may color up one or more players at their discretion at any time. Discretionary color ups are to be announced.

C: Players must keep live hands in plain view at all times.

17: Deck Changes:

Deck changes will be on the dealer push if hand shuffled, or every other hand if on a table using the shuffle machine. Players may not ask for deck changes unless the deck is believed to be defective.

18: Calling for a Clock:

If in the tournament staff's judgement reasonable time has passed, he or she may call the clock or approve a clock request by any player in the event. A player on the clock has up to 25 seconds plus a 5 second countdown to act. If the player faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. A tie goes to the player. TDs may adjust the time allowed and take other steps to fit the game and stop persistent delays.

19: Hand for Hand:

When tournament play reaches the "bubble" (one position outside the prize pool payout), the clock will be paused. For every hand that collectively dealt by all tables on the bubble, two minutes will be deducted for the clock. If the time deducted from the clock takes the tournament into a new blind level, the level will go up and hands will be played at the new increased level. If time deducted from the clock takes the tournament into a break, then players will take the scheduled break. In scenarios where players are all in and there is a call, players will keep hands face down and wait for all other tables to complete action first before continuing.

20: At Your Seat and Live Hands:

To have a live hand, a player must be at his or her seat when the last card is dealt to all players on the initial deal. A player not then at their seat is dealt in, they may not look at their cards, and the hand is immediately killed after the initial deal. "At your seat" means within reach of your chair. This rule is not intended to encourage players to be out of their seats while in a hand.

21: At the Table with Action Pending:

Players with live hands (including players all-in or otherwise finished betting) must remain at the table during showdown. Leaving the table is incompatible with protecting your hand and following the action, and is subject to penalty.

22: Misdeals:

A: Misdeals include but are not necessarily limited to: 1) 2 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out. B: Players may be dealt 2 consecutive cards on the button. C: In a misdeal, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, then their hands are killed. The original deal and re-deal count as one hand for a player on penalty, not two. D: Once substantial action occurs a misdeal cannot be declared; the hand must proceed.

23: Substantial Action:

Substantial Action is either A) any 2 actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds) or B) any combination of 3 actions in turn (check, bet, raise, call, fold).

24: Four-Card Flops:

If the flop has 4 rather than 3 cards, exposed or not, the floor will be called. The dealer then scrambles the 4 cards face down, the floor randomly selects one as the next burn card and the other 3 are the flop.

25: Acting in Turn:

Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits chips to the pot that stay in the pot.

26: Oversized Chip Betting:

When facing a bet or blind, pushing out a single oversized chip (including your last chip) is a call if raise isn't first declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an overchip silently (no declaration) is a bet of the maximum for the chip.

27: Accepted Action:

Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by others. If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount, the caller has accepted the full correct action & is subject to the correct wager or all-in amount.

28: Non-Standard Folds:

Any time before the end of the final betting round, folding in turn if there's no bet to or folding out of turn are binding folds subject to penalty.

29: Exposing Cards and Proper Folding:

A player who exposes his or her cards with action pending, including the current player when last to act, may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high also known as helicoptering.

30: Ethical Play & Etiquette Violations:

Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification. Etiquette violations are subject to enforcement actions in the rule below. Examples include but are not limited to: persistent delay of the game, unnecessarily touching other players' cards or chips, repeatedly acting out of turn, betting out of reach of the dealer, abusive conduct, and excessive chatter.

31: Warnings, Penalties, & Disqualification:

A: Enforcement options include verbal warnings, one or more "missed hand(s)" or "missed round(s)" penalties, and disqualification. For missed rounds, the offender will miss one hand for every player (including him) at the table when the penalty is given multiplied by the number of penalty rounds. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be anted or blinded out of a tournament.

B: A penalty may be issued if a player exposes any card with action pending, violently throws a card, violates one-player-to-a-hand, or similar incidents occur. Penalties will be issued for soft play, abuse, disruptive behavior, vulgar language (f-bomb), or cheating. Checking the exclusive nuts when last to act on the river is not an automatic soft play violation. TD's discretion applies based on the situation.

C: A player on penalty must be away from the table. Cards are dealt to their seat, their blinds and antes are posted, and the hand is killed after each initial deal. Chips of a disqualified player shall be removed from play and their bounty will be added back into the prize pool.

32: Deal Making & Identification:

With respect to the prize pool, if a deal is agreed on among players then this will end the tournament. Prize pools can **ONLY** be chopped if at the final table **AND** inside the money. Winners must show their current valid picture identification (driver's license, state or military identification card) acceptable to the Seminole Hard Rock Hotel & Casino Hollywood in order to collect prizes. Residents of foreign countries without a U.S. tax treaty will be subject to withholdings on all tournament winnings, including satellite tickets.