



WPT ACTION CLOCK RULES

- The Action Clock will be implemented into play when the tournament field is one table off the money.
- The Action Clock will be controlled by the dealer. Dealers will start the Action Clock following the completion of each deal once the last card has been dealt. When players act in turn, the Action Clock will be reset, with each player receiving a fresh 30 seconds to begin his or her action.
- When a bet or raise has been made, the dealer will first count the bet or raise size, announce the amount, and then start the clock for the next action. If a player calls the bet, the dealer will reset the clock to begin the next player's action.
- Dealers will advise players when the Action Clock reaches 10 seconds.
- To begin play in the Action Clock portion of the tournament, each player will receive time-extension chips. Each time-extension chip is worth a 30-second addition to a player's action.

Number of players in the money	Number of time-extension chips (per player)
25-34 players	Two (2) time-extension chips, per player
35-44 players	Three (3) time-extension chips, per player
45-64 players	Four (4) time-extension chips, per player
65-80 players	Five (5) time-extension chips, per player
81-100 players	Six (6) time-extension chips, per player
101-120 players	Seven (7) time-extension chips, per player
121-140 players	Eight (8) time-extension chips, per player
141-160 players	Nine (9) time-extension chips, per player
161+ players	Ten (10) time-extension chips, per player

- Players should keep all remaining time-extension chips with them throughout the duration of the tournament once the Action Clock has been implemented into play.
- Upon reaching the final three (3) tables of the tournament, each remaining player will reset to a maximum of six (6) 30-second time-extension chips.
- Upon reaching the official WPT final table of the tournament, each remaining player will reset to a maximum of eight (8) 30-second time-extension chips.
- Time-extension chips are to be treated with the same level of importance as tournament chips. In the case that the field reaches the conclusion of a day's play during the Action Clock portion of the tournament but before the final three (3) tables are reached, all remaining players will place any unused time-extension chips in their chip bag to return with the following day.
- Players are required to keep remaining time-extension chips visible at all times.
- If a player wishes to use a time-extension chip, the player is to pass the time-extension chip forward to the dealer in exchange for an additional 30 seconds to be added to their Action Clock.
- In the case that the Action Clock expires for a player with remaining time-extension chips, the player's Action Clock will be automatically extended an additional 30 seconds before the dealer collects the time-extension chip(s) used. Collection will take place at the end of the player's action. If a player's Action Clock expires and the player does not have any time-extension chips remaining, he or she will be (a) forced to check if there is no bet pending or (b) fold if facing a bet or a raise.
- The Action Clock will never be paused unless there is an extreme situation that calls for play to be halted.
- Tournament play will transition to eight-handed play once 10 tables remain.

