



# SEASON 23: WPT MAIN TOUR

## ACTION CLOCK RULES

- The Action Clock will be implemented into play after Level 16. While the Action Clock is in play, players must keep chips in stacks of 20, whenever possible.
- 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 clock to begin their action, as outlined below.

WPT Main Tour	Pre-Flop	Post-Flop
After Level 16	15 seconds	30 seconds
Day 3	20 seconds	30 seconds
Final 6 players	30 seconds	30 seconds

- 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.
- Pre-Flop: for a player's initial pre-flop action they will receive 15, 20, or 30 seconds, per the table listed above. For any additional pre-flop action (e.g., facing a 3-bet), the player will receive 30 seconds to make their follow-up decision.
- When players receive 15 or 20 seconds to act, dealers will not advise players when the Action Clock reaches 10 seconds.
- When players receive 30 seconds to act, 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.

WPT Main Tour	Number of Time Extension Chips (Per Player)
After Level 16	Five (5) time-extension chips, per player
Day 3 (start of the day)	Five (5) time-extension chips, per player
At 24 players	Five (5) time-extension chips, per player
At final 6 players	Five (5) time-extension chips, per player

- Players are required to keep their remaining time-extension chips visible at all times.
- At the conclusion of play each day, any unused time extension chips will be placed in the players' tournament chip bag and will carry over to the next tournament day. Time extensions are to be treated with the same level of importance as tournament chips, and removal of time extensions may be subject to penalty up to and including disqualification. If a player does not use any of their time chips and reaches the final table, they will be limited to a maximum of 20-time extension chips.
- 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, they 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.