



Rules and Etiquette

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**888Poker League (888PL)
Freeroll Tournament Rules and Etiquette**

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SECTION 1 - PROPER BEHAVIOUR AT 888PL TOURNAMENTS

i.) CONDUCT CODE.

888PL tournament hosts will endeavour to maintain a pleasant environment for all our customers, but are not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our venues and competition to repeat violators. The following are not permitted:

Collusion with another player or any other form of cheating.

Verbally or physically threatening any patron or employee.

Using profanity or obscene language.

Creating a disturbance by arguing, shouting, or making excessive noise.

Throwing, tearing, bending, or crumpling cards.

Destroying or defacing property.

Using an illegal substance.

Carrying a weapon.

ii.) POKER ETIQUETTE

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

Deliberately acting out of turn.

Deliberately splashing chips into the pot.

Removing cards from the muck pile.

No player is to touch chips or cards that are not theirs, only the dealer of that hand is permitted to handle the chips in the pot.

Taking change for a bet before the completion of a round of betting.

Agreeing to check a hand out when a third player is all-in.

Reading a hand for another player at the showdown before it has been placed faceup on the table.

Revealing the contents of a live hand in a multi-handed 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.



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Needlessly stalling the action of a game.

Deliberately discarding hands away from the muck. Cards should be released in a low line of flight directly at the muck pile.

Stacking chips in a manner that interferes with dealing or viewing cards.

Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

Using a cell phone at the table.

iii.) TOBACCO USE

Smoking or the use of tobacco related products is not tolerated within any areas of the poker tournament. The use of tobacco related products, in the tournament area, are grounds for expulsion from the tournament.



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SECTION 2 – 888PL POLICIES

i) DECISION-MAKING

1. Tournament captains reserve the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the Tournament host are final.
3. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision is made in good faith by tournament staff then that decision will stand with the full support of 888PL management.
5. A ruling may be made regarding a pot if it has been requested before the community cards are returned to the deck (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first shuffle of the cards marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed.
8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.
9. A player, before they act, is entitled to request and receive information as to whether any opposing hand is alive or dead, or whether a wager is of sufficient size to reopen the betting.

ii.) PROCEDURES

1. Only one person may play a hand. Any advice given or taken from players or spectators will result in a time penalty or expulsion from the tournament,
2. No one is allowed to play another player's chips.
3. Game lengths may vary depending on the size of the field. Blind level durations may be increased or decreased reliant on time constraints.
4. Players must be registered before the start of the game. If any players arrive late they are to wait until the tournament host has started the tournament and chipped up all players before registering and taking a seat.
5. Registration will remain open until the end of the first blind level UNLESS a table has already been broken. As soon as the first table is broken down registration of new players is not permitted under any circumstances.
6. Cash is not allowed on the table at any times.



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7. 888PL and its staff are not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can.

8. Awareness of the amount being in play for each opponent is an important part of poker. All chips must be kept in plain view.

9. Poker passports can only be redeemed for \$1000 chips when; a player's chip stack is equal to or less than \$1000 AND they are not currently involved in a hand. The only time a passport can be redeemed, irrespective of stack size, is at the first break when it is treated as an add on. PLEASE NOTE: If a player is all in and has lost their chips, a completed stamp card must be presented before the start of the next deal to be redeemed. The passport must be completed before the declaration of all in and a player cannot hold up play to fill passports. If the host is unable to redeem your card in that time, and all players agree, the card may be used as chips and a carry over will occur (see Section 6 Point 30). This will be used as a last resort and we ask all players to please slow down play and wait on the host's instructions on any incidents of this sort.

Passport draws occur with the following criteria:

- At the end of the first break completed cards will be redrawn any player who is still live will receive an additional \$1000 and any player who is out of the tournament will receive \$2000.
 - Number of redraws is dependant on players:
 - Tournaments with less than 60 runners will do 3 draws.
 - Tournaments with more than 60 runners will do 5 draws.
- For tournaments with 40 or more runners a second draw will be conducted at the completion of the second break. There will be two draws in total and only eliminated players can be drawn back in, they will be re seated with \$2000 in chips. **Please Note:** If at any time the tournament has only 25 runners or less no re draw is to be made.
- **888PL management and staff reserve the right to change these passport procedures or rulings at any time without any written notice required.**

10. If a player is not present is it the responsibility of the dealer to make sure all correct blinds are posted by the responsible players, the dealer or Tournament host is to place blinds for absent players

11. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them. It is strongly advised that player's cards should be in contact with the felt at ALL times.

12. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible and located at the front of all chip stacks.

13. Your chips may be picked up if you are away from the table for more two rotations of the table, approx 30 minutes, or even earlier at the Tournament Host's discretion.. Your absence may be extended if you notify a Tournament Host in advance. Frequent or continuous absences may cause your chips to be picked up from the table.

14. If a chip stack is to be removed from the table then it can be done. If possible the table the stack needs to be removed from should be broken and all live players dispersed into the field. Stacks can be removed from the tables at any time.

15. Looking through the discards or deck stub is not allowed at any time and will result in a warning or time penalties.

16. After a deal ends, dealers are asked to not show what card would have been dealt. Rabbit hunting will result in a warning or time penalties, for repeat offender's expulsion from the tournament or even the 888PL competition can be a result.



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17. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table or talking to observers or other players is discouraged, and the player will be asked to cease if a problem is caused.

18. A non-player may not sit at the table.

19. In 888PL tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own. The Guest at no time is permitted to offer advice or discuss the hands in play or previous hands.

20. Speaking a foreign language during a deal or to another player with a live hand is not allowed. English is the only language to be spoken at 888PL tables at any time,

21. Bad beat tables will be played at venues IF time and size of venue permits. Bad beat tables will be opened in the following ratio: > 40 players = 1 bad beat table, 40 – 60 = 2 bad beat tables, 80+ players three bad beat tables. This is just a guideline and may be altered at the tournament captains' discretion.

i.) Bad Beat tables must commence within ten minutes of the third blind level commencing and must be completed ten minutes before the completion of the second break.

ii.) If at this time the table has not completed the kill rule will be applied and the chip leader at this time will be bought back into the tournament. No time warning will be issued to players on when the kill rule will be enforced.

iii.) SEATING

1. You must be present to register for a tournament.

2. It is the player's responsibility to be in the playing area when seating is being called for, either for regular tournaments or bad beat tables. If all players are not present at seating call, reserves or alternates may be seated in their place and those players in turn become alternates.

3. Tournament captains' will move players quickly and ask for their cooperation in this process. Whilst we do endeavour to move players to as close a position they came from it is possible that you will be seated in a position that is not a close proximity to that which you left.

4. A player may not hold a seat in more than one game.

5. 888PL and its staff reserve the right to require that any two players not play on the same table (husband and wife, relatives, business partners, and so forth).

6. When a tournament starts, active players will draw a card for the button position. The button will be awarded to the first highest card out or first Ace to land.



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SECTION 3 - GENERAL TOURNAMENT RULES

i.) MISDEALS

1. Once action begins, a misdeal cannot be called. The deal will be played, and no chips will be returned to any player whose hand is fouled. In 888PL tournaments, action is considered to occur when two players after the blinds have acted on their hands, this is called substantial action.
2. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
 - (a) The first or second card of the hand has been exposed by a dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more boxed cards (improperly faced cards) are found.
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burncard).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

ii.) DEAD HANDS

1. Your hand is declared dead if:
 - (a) You fold or announce that you are folding when facing a bet or a raise.
 - (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - (c) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.)
 - (d) You have the clock on you when facing a bet or raise and exceed the specified time limit. If a player has not taken action within a reasonable timeframe (i.e. no more than 2 minutes.) the clock can be called which will result in them having 60 seconds to make a decision
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at a Tournament host's discretion if doing so is in the best interest of



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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.

3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

iii.) IRREGULARITIES

1. In 888PL tournaments, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

2. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.

3. If a card with a different colour back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different colour back is discovered in the stub, all action stands.

4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).

5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.

6. If there are extra chips in the pot on a deal as a result of forfeited chips from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.

7. A card discovered faceup in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other downcards. In that case, the card that was faceup in the deck will be replaced after all other cards are dealt for that round.

8. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.

9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

10. One or more cards missing from the deck does not invalidate the results of a hand.

11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.

12. Procedure for an exposed card varies. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A downcard dealt off the table is an exposed card. All exposed cards will be



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used as a burn card and the subsequent burn card is used for the exposed card. If a player exposes his hand and it is deemed intentional the player may be penalised or issued a warning.

13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card.

14. If you drop any cards out of your hand onto the floor, you must still play them.

15. If the dealer prematurely deals the flop before the betting is complete, those cards will not play, even if a player who has not acted decides to fold. The cards are returned to the deck and reshuffled and cut, a new flop will then be dealt.

16. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded, provided the deck stub, boardcards, and burncards are all sufficiently intact to determine the proper replacement card.

17. If the deck stub gets fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

iv.) BETTING AND RAISING

1. A player going all-in must put all chips that play into the pot.

2. In no-limit games, unlimited raising is allowed.

3. Any wager not all-in must be at least the size of the previous bet or raise in that round, and must be equal to or greater than the minimum bet for that round (Big Blind is the minimum bet).

4. In tournament play, an all-in wager less than the minimum bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager of less than half a bet, may fold, call, or complete the wager. (An example of a full raise on a \$200 betting round is raising a \$150 all-in bet to \$350.) Multiple all-in wagers, each of an amount too small to individually qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

5. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.

6. Rapping the table with your hand is a pass, otherwise known as a check.

7. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. A player who has called out of turn may not change his wager to a raise on the next turn to act. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. If there is an intervening call, an action may be ruled binding.

8. To retain the right to act, a player must stop the action by calling "time" (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause



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you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.

9. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw those chips and reconsider your action, provided that no one else has acted after you. In no-limit betting, if there is a gross misunderstanding concerning the amount of the wager.

10. String raises are not allowed. The dealer should enforce obvious infractions to this string-raise law without being asked. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)

11. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: Blinds \$25/\$50 a player bets calls for \$50 and the next player puts a \$100 chip in the pot without saying anything, that player has merely called the \$50 call.

12. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bet (other than going all-in). No one who has acted may change a call to a raise because the wager size has been changed.

v.) THE SHOWDOWN

1. To win any part of a pot, a player must show both of their cards faceup on the table, whether they were used in the final hand played or not.

2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, 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.

3. Any player, dealer, or 888PL staff member who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.

4. All losing hands will be killed by the dealer before a pot is awarded.

5. Any player who has been dealt in may request to see any hand that was eligible to participate in the showdown, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.

6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be



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shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule. At no times should any hole cards be disclosed to spectators until the hand is complete, if hole cards are disclosed to the public (be it physically or verbally) and a spectator offers advice or discloses that information to the table; said player's hand will be declared dead and folded.

7. If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, they are decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.

8. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled.

vi.) TIES

1. An odd chip will be broken down to the smallest unit used in the game. If there is an unbreakable amount, first to act in the betting round (closest to the dealer) will receive the odd chip.

2. No player may receive more than one odd chip.

3. If two or more hands tie, an odd chip will be awarded as follows:

(a) In a button game, the first hand clockwise from the button gets the odd chip.

(b) All side pots and the main pot will be split as separate pots, not mixed together.



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SECTION 4 - BUTTON AND BLIND USE

All 888PL tournaments are self dealt. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action on all but the first betting round. The button moves one seat clockwise after a deal ends to rotate the advantage of last action. Blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet (unless a certain structure or situation specifies otherwise). A blind other than the big blind may be treated as dead (not part of the poster's bet) in some structures, as when a special additional "dead blind" for the collection is specified by 888PL. With two blinds, the small blind is posted by the first player clockwise from the button and the big blind is posted by the second player clockwise from the button. On the initial betting round, action starts with the first player to the left of the blinds. On all subsequent betting rounds, the action starts with the first active player to the left of the button.

i.) RULES FOR USING BLINDS

1. The minimum bring-in and allowable raise sizes for the openers are specified by the big blind for that round. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 - (a) Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may be more than one big blind.
 - (b) Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands.
3. In heads-up play with two blinds, the small blind is on the button.
4. A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes. [See "Section 7 – Explanations," discussion #2, for more information on this rule and an alternate method of handling the situation.]
5. Chips posted by the big blind are treated as a bet.
6. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. This option to raise is retained if someone goes all-in with a wager of less than the minimum raise.



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SECTION 5 – 888PL NO LIMIT HOLDEM RULES

In holdem, players receive two downcards as their personal hand (holecards), after which there is a round of betting. Three boardcards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are common cards used by all players, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

i.) GENERAL RULES

These rules deal only with irregularities. See the previous chapter, “Button and Blind Use,” for rules on that subject.

1. If the initial holecard dealt to the first or second player is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If any other holecard is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burncard. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one.)
4. If the dealer failed to burn a card before dealing the flop, or burned two cards, the error should be rectified by using the proper burncard and flop, if no boardcards were exposed. The deck must be reshuffled if any boardcards were exposed.
5. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if all subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.
6. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a boardcard by any player, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burncard on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
7. If the flop needs to be redealt for any reason, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card. [See “Section 7 – Explanations,” discussion #1, for more information on this rule and an alternate method of handling the situation.]
8. A dealing error for the fourth boardcard is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card’s place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards



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or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. [See "Section 7 – Explanations," discussion #1, for more information on this rule and an alternate method of handling the situation.]

9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot. (The rule for tournament play is you must retain your hand and show it if asked, in order to win part of the pot.)

ii.) NO-LIMIT BETTING RULES

1. The number of raises in any betting round is unlimited.

2. The minimum bet size is the amount of the minimum bring-in, unless the player is going all-in. The minimum bring-in is the size of the big blind. The minimum bet remains the same amount on all betting rounds read: blind levels. If the big blind does not have sufficient chips to post the required amount, a player who enters the pot on the initial betting round is still required to enter for at least the minimum bet (unless going all-in for a lesser sum) and a preflop raiser must at least double the size of the big blind. At all other times, when someone goes all-in for less than the minimum bet, a player has the option of just calling the all-in amount. 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 \$1000, and a player goes all-in on the flop for \$200, a player may fold, call \$200, or raise to at least a total of \$1200.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. Example: Player A bets 100 and player B raises to 200. Player C wishing to raise must raise at least 100 more, making the total bet at least 300. A player who has already acted and is not facing a full-size wager may not subsequently raise an all-in bet that is less than the minimum bet or less than the full size of the last bet or raise.

4. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise. Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. (Player A could have raised, because Player B raised.)

5. In tournament play, the TDA rules require that the player either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion, to avoid making a string-bet.

6. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.

7. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.

8. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.

9. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)



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10. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size (but no greater). This does not apply to a player who has unintentionally put too much in to call.

11. Because the amount of a wager in no limit tournaments has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered may receive some protection by the Tournament host. A "call" or "raise" may be ruled not binding if it is obvious that the player grossly misunderstood the amount wagered, provided no damage has been caused by that action. Example: Player A bets \$300, player B reraises to \$1200, and Player C puts \$300 into the pot and says, "call." It is obvious that player C believes the bet to be only \$300 and he should be allowed to withdraw his \$300 and reconsider his wager. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The Tournament host is allowed considerable discretion in ruling on this type of situation. As a rule the tournament host is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot.

Example: On the end, a player puts a \$500 chip into the pot and says softly, "Four hundred." The opponent puts a \$100 chip into the pot and says, "Call." The bettor immediately shows the hand. The dealer says, "He bet four hundred." The caller says, "Oh, I thought he bet a hundred." In this case, the recommended ruling normally is that the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the "call" can be retracted. Note that the character of each player can be a factor.

12. In all 888PL tournaments, the tournament host has the right to place a maximum time limit for taking action on your hand. The clock may be put on someone by the tournament host, if a player requests it or if the host deems it necessary. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted. If a player has not taken action within a reasonable timeframe (i.e. no more than 2 minutes.) the clock can be called which will result in them having 30 seconds to make a decision.



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SECTION 6 – 888PL TOURNAMENT RULES

By participating in a tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament or 888PL competition. Chips from a disqualified participant will be removed from play. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed. A penalty may be given for discussion of hands during the play.

1. Whenever possible, all rules as mentioned above are and will be enforced.
2. At this time 888PL does not require its participants to partake in table or seating allocation, but this may be changed at a later date or can be applied at nominated venues or at the discretion of the tournament host or management.
3. A change of seat is not allowed after play starts, except as assigned by the host.
4. The appropriate starting amount of chips (\$1000) will be placed on the table for each entrant at the beginning of the event, whether the person is present or not.
5. If an entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honoured, unless the required thirty minute time period has lapsed. If the player is unable to be contacted, the chips may be removed from play at the discretion of the host anytime after two rounds of the table have completed or a half-hour has elapsed, whichever occurs first.
6. A starting stack of chips may be placed in a seat to accommodate late entrants (so all blinds have been appropriately paid). A vacant seat will have such a stack removed at a time left to the discretion of the Captain.
7. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds.
8. In all tournaments, the starting position of the button is determined by the players drawing for the high card.
9. Limits and blinds are raised at regularly scheduled intervals.
10. All tournament host will announce blind level changes, once this announcement is made that is the end of the current betting level, the new limits apply on the next deal. (A deal begins with the first shuffle of the cards.)
11. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the tournament structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. All odd chips will be chipped up to the next smallest denomination during the first two prescribed breaks. The method for removal of odd chips, at final table or after blinds have reached 5000/10000 is for all players to stack their lesser-valued chips into greater denominations. For example, if the blinds have increased to a level where \$1000 chips are no longer needed to post blinds, each five \$1000 chips will be exchanged for a \$5000 chip. Players will temporarily keep any leftover chips that cannot be fully coloured up to larger chips. All leftover chips are counted, and equivalent chips in the larger denomination are presented to the table. Continuing the example; if there are 15x1000 chips remaining among 6 players, 3x5000 chips are prepared. In the event the remaining smaller chips do not add up to a whole larger chip; an extra larger chip will be presented. Each player with leftover chips in the smaller denomination



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will receive one card for each chip. The cards are dealt face up, starting to the dealer's left. Each player due to receive cards will receive all of his cards before the next player, rather than a "traditional" card deal. The player on the small blind, for example, who is due to receive three cards for his three chips, will receive all three of his cards before the big blind receives any. The larger chips are issued to the players with the highest single cards showing. No player is issued more than one chip. A chip race cannot eliminate a player from the game. In the event a player is left with no chips as part of the chip race, they will automatically qualify for a chip up of one chip of the next viable smallest denomination. As in the above example: one \$5000 chip.

12. A player must be present at the table to stop the action by calling "time."

13. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. (The dealer has been instructed to kill the hands of all absent players immediately after dealing each player a starting hand.)

14. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables as designated by your tournament host.

15. In 888PL tournaments, if a player is needed to move from a table to balance tables, the player in the cutoff will be automatically selected to move, and will be given the latest seat due for the big blind if more than one seat is open.

16. New players to a table as a result of balancing tables are dealt in immediately unless they are in the small blind or button position, where they must wait until the button has passed to the player on their left.

17. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.

18. In all events, there is a redraw for seating when the field is reduced to the final table.

19. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips are left in his stack. A player who posts a short blind and wins does not need to make up the blind.

20. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones. If another deal has not yet started, the Captain may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.

21. All players must leave their seat immediately after being eliminated from an event.

22. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multihanded pot may not show any cards during a deal. Heads-up, a player may not show any cards unless the event has only two remaining players, or is winner-take-all. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized.

23. In no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion. Otherwise, it is a string bet.



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24. Higher-denomination chips must be placed where they are easily visible to all other players.
25. All tournament chips must remain visible on the table throughout the event. Chips taken off the table and concealed will be removed from the event, and a player doing this may be disqualified.
26. Inappropriate behaviour like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time or number of hands. A severe infraction such as abusive or disruptive behaviour will be punished by eviction from the tournament.
27. The decks are changed only when a card is damaged.
28. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two consecutive hands by the use of a "dead button".
29. In heads-up play with two blinds, the small blind is on the button.
30. If a player announces the intent to redeem a passport before cards are dealt, that player is playing behind and is allowed to use his passport as chip values dictate.
31. All hands will be turned face up whenever a player is all-in and betting action is complete.
32. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award. Players eliminated on the same deal who start their final hand with an equal amount of chips receive equal position, with the best hand on that deal receiving any non-divisible award, such as prizes that 888PL or venue offer.
33. 888PL management does not tolerate or are required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
34. Private agreements by remaining players in an event regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the Captain has the option of ensuring that it is carried out by paying those amounts.) Any private agreement that does not include one or more active competitors is improper by definition.
35. A tournament event is expected to be played until completion.
36. Management retains the right to cancel any event, or alter it in a manner fair to the players.



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SECTION 7 – EXPLANATIONS

1. The rules given for rectifying a holdem situation where the dealer has dealt the flop or another boardcard before all the betting action on a round are inferior, because the dealer is told to not burn a card on a redeal. Since the “no burn” rule is so common, there was no choice but to use it here. It would be better for poker if the rule were changed to always burning a card. Here are these rules (the third rule and fourth rule in “Section 5 – Holdem”).

“If the cards are flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.”

“If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card’s place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and turns up the final card without burning a card.

The portion of this rule saying the dealer does not burn a card on the redeal is inferior. It is harder for the dealer to control the card to be dealt if a burn is required. The sentence in the rule should read, “The dealer then cuts the deck, burns a card, and turns the final card.”

The present method for handling a premature dealing on the turn is used to have what would have been the last board-card used on the turn, and not reshuffling the deck until just before the last card is dealt. This method has four-fifths of the boardcards remaining the same, albeit in a different order. It would be better to reshuffle before the turn, preserving the chance of receiving the prematurely dealt card on either of the last two cards, as opposed to cutting that chance in half. The superiority of reshuffling right away is illustrated if the prematurely dealt card makes a gutshot straight-flush for a player.

2. Rule seven in “Section 4 – Button and Blind Use” says, “A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes.” This rule is standard practice, but allowing a new player or player making up blinds to come in between the blinds is better (if dealers are trained how to handle the resulting situations), because it gets players to rejoin the game into action, faster. This provision may also work with a dead small blind or dealer button.



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SECTION 8 – PENALTIES AND WARNINGS

1. Penalties and warnings are decided and purely discretionary upon the decisions formulated by 888PL tournament staff.
2. If three warnings are given to a player for the same offence, during a tournament, then they will be disqualified from that tournament and their chips will be removed from play.
3. If a player is removed from a tournament more than once then they will be disqualified for AT LEAST a whole season.
4. Any penalties issued during a tournament will normally be of a time penalty nature with set durations of at least 5 minutes. Depending on the breach of the rules or etiquette the penalty can be up to one blind level.
5. Tournament Captains' can remove chips from a player for breaches of rules and etiquette if a time penalty is not enforceable or is determined not to have an impact on the player's behaviour.



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SECTION 9 - CASH BUY IN EVENTS – THE AWARDING OF PRIZES

1. Prizes at cash buy in poker tournaments in Victoria will not be awarded as cash or in a means redeemable for cash.
2. 888PL approved prizes include WISH Gift cards, ANZ debit cards or venue vouchers which not redeemable for cash in the venue.