



The Manitoba Gaming Control Commission (MGCC) has set out Standard Rules of Play in its Texas Hold'em Poker Tournament Terms and Conditions. Licence holders must also set their own tournament rules to be used in conjunction with these MGCC Standard Rules of Play.

**MGCC STANDARD RULES OF PLAY
TEXAS HOLD'EM POKER TOURNAMENTS**

1. Tournament rules must include:
 - a) entry fee and amount of chips received;
 - b) the procedures and rules for allowing prepaid entry fees or pre-registration (if applicable);
 - c) the prizes being offered;
 - d) any minimum limits or conditions for raises;
 - e) the number of blinds and the progression of increase in the blinds;
 - f) the time limit, price charged, amount of chips and method established for rebuys, if allowed;
 - g) the method used for elimination of lower value chips;
 - h) the rules for elimination of players;
 - i) the method used for determining the order of finish (see 8.03);
 - j) the method of resolving tournament standing ties;
 - k) the rule for allowing players to leave the table;
 - l) the designated language for the tournament; and
 - m) any other information essential to a player's understanding of how the tournament will be conducted.
2. Refunds cannot be offered once tournament play has begun.
3. Table and player positions must be assigned randomly and the dealer button must start with the player to the left of the dealer.
4. All suits have the same rank. The rank of cards, from highest to lowest, must be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except where the ace may be counted low.
5. Cards must be displayed on the table so that they can be seen by any player before the start of play at each event.
6. All cards must be dealt by a Texas Hold'em poker tournament dealer.



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7. Player conduct:
 - a) A player cannot bet on more than one hand in any round of play.
 - b) No substitute players are allowed.
 - c) Players may not give, sell, exchange or redeem chips with another player.
 - d) Players may not handle the chips placed in the pot.
 - e) Players are responsible to protect their cards.
 - f) Players must keep their pocket cards in full view of the dealer at all times.
 - g) Players may examine their pocket cards at any time and must do so in a manner that does not disclose them to other players or spectators.
 - h) Players may not exchange information concerning their cards.
8. The dealer will collect all the cards and shuffle them prior to each round of play.
9. The dealer will move the dealer button to the next player in a clockwise direction prior to commencing each subsequent round of play.
10. The player immediately to the left of the dealer button will post the required blind (small blind if two blinds are required) before the beginning of each round of play.
11. If two blinds are required, the player immediately to the left of the small blind position will post the required big blind before the beginning of each round of play. When all but two players have been eliminated from the table, the player with the dealer button will post the small blind and the other player will post the big blind.
12. All cards will be dealt in a clockwise direction beginning with the player immediately to the left of the dealer button.
13. The dealer will commence the first betting interval by dealing one card to each player face down, then a second card to each player face down.



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14. Betting for the first betting interval will proceed as follows:
- a) The player immediately to the left of the big blind position is the first to act and must call, raise or drop. When all but two players have been eliminated from the table, the player with the dealer button is the first to act and must call, raise or drop.
 - b) Betting continues in a clockwise direction until each player has an opportunity to call, raise or drop with the exception of the player in the big blind position who may also check if no other player has raised.
15. The dealer will commence the second betting interval by burning a card and then dealing three community cards face up in the middle of the table, commonly referred to as the flop.
16. Betting for the second betting interval will proceed as follows:
- a) The player immediately to the left of the dealer button is the first to act and must bet, check or drop.
 - b) Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise or drop.
17. The dealer will commence the third betting interval by burning a card and dealing one community card face up, commonly referred to as the turn.
18. Betting for the third betting interval will proceed as in 7.16.
19. The dealer will commence the fourth betting interval by burning a card and dealing one community card face up, commonly referred to as the river.
20. Betting for the fourth betting interval will proceed as in 7.16.
- Upon completion of four betting intervals:
- a) If only one player remains in the round of play (i.e., all but one player has dropped) the player is not obligated to show their hand.
 - b) If two or more players remain in the round of play:
 - i. it will be the obligation of the player who made the last bet to show their hand; or
 - ii. if no player has placed a bet, it will be the obligation of all players to show their hands.



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21. Any combination of a player's pocket cards and/or community cards may be used to construct a standard five-card poker hand.
22. If a tie cannot be broken, the pot will be split among all equal hands for that round of play.
23. In the event of a split pot with an uneven number of chips, the extra chip must be relinquished to the dealer.
24. A player who is eliminated must not be allowed to re-enter the tournament and must leave the tournament area immediately.
25. As players are eliminated, tables must be maintained, as closely as possible, with an equal number of players.
26. Relocating players must be done in such a way to ensure each player's new position is as close to their previous position as possible. Relocated players must assume all responsibilities of the new position.
27. No misdeal may be called after the first bet. In the event of a misdeal, additional blinds cannot be required.
28. The use of any cell phone or electronic device during tournament play is prohibited.
29. The tournament chairperson is responsible to handle all disputes. Any player dissatisfied with the tournament chairperson's decision may contact the MGCC.

RANKING OF POKER COMBINATIONS

Royal Flush	is a hand containing an ace, king, queen, jack and 10 of the same suit.
Straight Flush	is a hand containing five cards of the same suit in consecutive ranking. An ace may count high or low.
Four of a Kind	is a hand containing four cards of the same rank.
Full House	is a hand containing three of a kind and one pair.
Flush	is a hand containing five cards of the same suit but not in consecutive ranking.
Straight	is a hand containing five cards of consecutive rank regardless of suit. An ace may count high or low.
Three of a Kind	is a hand containing three cards of the same rank.
Two Pairs	is a hand containing two pairs.
One Pair	is a hand containing two cards of the same rank.
High Card	is a hand that does not contain one pair or better.