

Texas Hold'em Poker Tournament
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**Terms and
Conditions**

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Effective November 1, 2008

A. General Provisions:

- (i) All lottery schemes conducted in the province of Manitoba must be licensed by the Manitoba Gaming Control Commission (MGCC) or by another person or authority as named by the Lieutenant Governor in Council.
- (ii) The MGCC may license charitable organizations and religious organizations to conduct Texas Hold'em poker tournaments as fundraisers within the province of Manitoba in accordance with Section 207(1)(b) of the Criminal Code (Canada).
- (iii) All licence holders must follow the requirements of The Gaming Control Act and Regulation and these Texas Hold'em Poker Tournament Terms and Conditions. The MGCC can change any of the terms and conditions of a licence at its discretion, when appropriate.

B. Penalties:

- (i) Every person or licence holder that violates any term or condition of a Texas Hold'em poker tournament licence or fails to conduct business in a manner approved by the MGCC is subject to remedial action by the MGCC.
- (ii) The MGCC may suspend a licence at any time without notice for the breach of any terms and conditions or, if in the opinion of the MGCC, it is in the public interest to do so.

Definitions

In these Terms and Conditions:

“all-in” means a player bets all their chips

“betting interval” means the period of play when each player has an opportunity to bet, check, raise, call or drop (fold)

“big blind” means a mandatory bet (typically twice the amount of the small blind) placed by the player to the left of the small blind position before any cards are dealt

“burn” means to discard the top card from the deck face down

“call” means a player places enough chips into the pot to make their contribution equal to the contribution of any other player, but no greater

“check” means a player remains in the round of play but does not wish to place a bet, provided no previous player has made a bet during that betting interval

“community cards” means the five cards dealt face up in the middle of the table which may be used by all players in constructing a standard five-card poker hand

“dealer” means the individual responsible for dealing the cards and controlling the playing table. Players cannot deal

“dealer button” means an object used to designate the player in the dealer position as if that player were actually dealing the cards

“drop” or **“fold”** means a player discards their hand and no longer participates in the round of play

“flop” means the first three community cards to be placed face up during a round of play

“hand” means any combination of two pocket cards and/or five community cards which are used to create a standard five-card poker hand

“MGCC Standard Rules of Play” are those established by the MGCC as provided in Section 7 of these Terms and Conditions

“misdeal” means a wrong distribution of cards by the dealer to the players

“mucked cards” means the pocket cards being discarded when a player drops or folds

“**pit boss and/or manager**” means the individual who volunteers or is contracted to manage or assist in managing the general play at the tables, which includes but is not limited to handling player disputes and relocating players

“**pocket cards**” means the two cards dealt face down to each player that can only be used by that player in constructing a standard five-card poker hand

“**raise**” means a player places enough chips in the pot to call, plus one or more chips

“**rebuy**” means the fee paid by any player, prior to being eliminated, to purchase more chips to stay in the game

“**river**” means the fifth and final community card to be placed face up during a round of play

“**round of play**” means the period of play commencing with the first card dealt by the dealer and concluding with the awarding of the pot

“**side pot**” means a new pot(s) established by the dealer after a player has gone all-in and additional bets have been placed

“**small blind**” means a mandatory bet (typically half the amount of the big blind) placed by the player immediately to the left of the dealer button before any cards are dealt

“**tournament chairperson**” means the member of the organization named in the application who must ensure that all aspects of the tournament are conducted in compliance with the approved application and these Terms and Conditions and, further, must make final decisions on player disputes and ensure that all required reports are submitted to the MGCC

“**tournament rules**” are rules established by the licence holder that describe required conduct of players and the conduct or operation of the event. All tournament rules must comply with these Terms and Conditions

“**turn**” means the fourth community card to be placed face up during a round of play

1. General

1.01

No person convicted of a criminal offence may be involved in any way in a Texas Hold'em poker tournament if, in the opinion of the MGCC, the integrity of the event could be compromised by that person's involvement.

1.02

The licence holder must notify the MGCC in writing about anything that has, is, or is likely to compromise the honest conduct and management of the Texas Hold'em poker tournament.

1.03

The MGCC and its representatives may, at any time before, during or after the Texas Hold'em poker tournament, audit or inspect anything related to the Texas Hold'em poker tournament. This includes, but is not limited to, the event facilities, buildings, expenses, recipients of funds, documents and records.

1.04

During an audit or inspection, the MGCC and its representatives must be given free access at all times and must be allowed to remove anything considered relevant to the audit or inspection.

1.05

Licence applicants must identify all suppliers and type of supply or service on the application and the MGCC will determine if registration of the supplier is required.

1.06

A licence holder must not do business with a supplier who is not registered if the MGCC has determined registration as a requirement.

1.07

Licence holders cannot assign the conduct or management of the tournament to any supplier on their behalf.

2. Use of Funds

2.01

Funds generated from Texas Hold'em poker tournaments must be used for the advancement of education, religion, health or the relief of poverty, or must benefit the community through the promotion of sport, recreation, culture or any other area considered appropriate by the MGCC.

2.02

An organization using Texas Hold'em poker tournament funds to purchase, build or renovate real property must ensure the proceeds from the subsequent sale, mortgaging or other disposition of that property (up to an amount equal to the value of funds raised by the Texas Hold'em poker tournament(s)) are used for a charitable or religious purpose.

2.03

An organization using Texas Hold'em poker tournament funds to purchase, build or renovate property owned by the applicant must have a "dissolution clause" that comes into effect should the organization fold or wind up its activities. This clause must be included as a specific provision for distribution of assets in the organization's constitution and/or in the Articles of Incorporation, which ensures the organization's assets are used for charitable purposes upon winding up.

2.04

An organization raising funds for a future capital project may place Texas Hold'em poker tournament funds into an interest-bearing investment or bank account until they have sufficient funds to begin the project. Special reporting will be required while those funds are invested outside of the organization's Texas Hold'em poker tournament bank account.

2.05

Organizations must budget a minimum of 15 percent profit to be used for their approved charitable objectives.

3. Fees and Expenses

3.01

Licence fees are set by the MGCC and must be submitted as required.

3.02

Texas Hold'em poker tournament expenses must not exceed 15 percent of gross anticipated entry fee revenue. Revenue from rebuys must not be included in this calculation. Licence fees, playing cards and poker chips expenses are not to be included in this 15 percent limit.

3.03

A licence holder owning the premises where their Texas Hold'em poker tournament takes place must not deduct rent as an expense.

4. Licence Applications

4.01

An organization applying for a Texas Hold'em poker tournament licence must provide all information required on the application form. In addition, the MGCC may request any other information it feels is necessary.

4.02

The MGCC may limit the number of events held by an organization during any specific time period.

4.03

A licence to conduct a Texas Hold'em poker tournament will generally be granted to a single organization. This organization must retain full responsibility for the operation of each Texas Hold'em poker tournament. Partnerships or associations of two or more licensable organizations will be considered.

4.04

An organization must ensure enough funds are available to award all prizes offered and may be required to provide a prize guarantee in a form satisfactory to the MGCC.

4.05

An organization can ask, in writing, for an exemption from any term or condition. The organization must satisfy the MGCC that compliance with the term or condition would cause unreasonable hardship.

5. Equipment and Supplies

5.01

Texas Hold'em poker tournament equipment must be in good working order and is subject to inspection and approval by the MGCC.

5.02

Texas Hold'em poker must be played with a standard 52-card deck without jokers, and must be of high quality suitable for tournament play. Decks must be replaced when worn. Wild cards are not allowed.

5.03

Texas Hold'em poker must be played at tables large enough to accommodate a dealer and a maximum of 10 players. Players must have sufficient room to examine their cards without disclosing their value to other players or spectators.

5.04

Licence holders are responsible to ensure only chips sold at their event are used and must ensure chips are clearly identified.

5.05

At least three colours (denominations) of chips must be available.

6. Conduct

6.01

A Texas Hold'em poker tournament licence may not be transferred, assigned, lent or borrowed.

6.02

The following must be posted at each Texas Hold'em poker tournament location:

- a) a copy of the current licence;
- b) all posters provided by the MGCC; and
- c) any other information required by the MGCC.

6.03

Copies of the following must be provided to players prior to each event:

- a) the tournament rules as approved by the MGCC;
- b) the MGCC Standard Rules of Play (as set out in Section 7); and
- c) rules that relate specifically to pre-registration for players who pre-register.

6.04

A complete copy of any other Texas Hold'em poker rule book that will be in effect at the tournament must be on the premises and available to players on request. It cannot supersede the approved tournament rules or the MGCC Standard Rules of Play.

6.05

Only players and workers are allowed in the playing area once seating has occurred. Players and tournament workers must be identifiable.

6.06

Licence holders must not permit spectators into the tournament area and must enforce a 5-foot barrier at all times between spectators and any table in play.

6.07

Once players are seated, tables cannot be left unattended by tournament workers.

6.08

People under 18 years of age are not permitted to play, work or volunteer at Texas Hold'em poker tournaments.

6.09

Texas Hold'em poker must be conducted as a tournament where all players pay an established entry fee for the same amount of chips.

6.10

Unidentified chips must be replaced and any chips not provided by the licence holder for that event must be submitted to the MGCC with an incident report.

6.11

Any deck found to be defective or containing damaged cards must be removed from play immediately. Suspected marked cards must be provided to the MGCC with an incident report.

6.12

Tournament chips must have no cash value.

6.13

Tournament chips cannot be sold by dealers.

6.14

A maximum of three rebuy units can be offered to players and sale of all rebuys must cease at a specified time during the event. Unlimited rebuys are not allowed.

6.15

Licence holders are responsible to ensure all workers are appropriately trained, thoroughly knowledgeable about the game and able to provide consistent conduct and operation of the event.

6.16

The tournament chairperson must:

- a) be a member of the licensed organization;
- b) be present throughout the event(s);
- c) ensure fair and consistent determinations when disputes or questions arise;
- d) ensure that all disputes or irregularities are properly recorded and reported to the MGCC;
- e) immediately report to the MGCC any incident that might compromise the integrity of the event(s);

f) ensure that all reports are submitted to the MGCC as required following the event(s);

g) have a final approved copy of the complete application available; and

h) ensure compliance with all terms and conditions of the licence issued.

6.17

The pit boss and/or manager must be identified on the application and is responsible for the general play at the tables, handling player disputes and relocating players.

6.18

Dealers must maintain full control of their tables at all times including, but not limited to, handling betting order, side pots, chips, mucked cards, cards in play and player and spectator behaviour.

6.19

Persons directly involved in the conduct, management or operation of the Texas Hold'em poker tournament cannot play at that event.

6.20

The approved application, these Terms and Conditions and the approved tournament rules are part of the licence. Any and all changes must be applied for and approved in writing by the MGCC before implementing or advertising any such change. All approved amendments must be posted or available at each event, as directed by the MGCC.

6.21

Texas Hold'em poker tournaments may only be held in the location(s) and on the date(s) and time(s) specified on the licence or any subsequent approved amendment.

6.22

Licence holders must ensure advertising accurately reflects the event and must include the organization's name and licence number. Advertising for prizes must identify any restrictions that apply.

6.23

Texas Hold'em poker tournaments must not be advertised outside Manitoba.

7. MGCC Standard Rules of Play

7.01

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.

7.02

Refunds cannot be offered once tournament play has begun.

7.03

Table and player positions must be assigned randomly and the dealer button must start with the player to the left of the dealer.

7.04

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.

7.05

Cards must be displayed on the table so that they can be seen by any player before the start of play at each event.

7.06

All cards must be dealt by a Texas Hold'em poker tournament dealer.

7.07

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.

7.08

The dealer will collect all the cards and shuffle them prior to each round of play.

7.09

The dealer will move the dealer button to the next player in a clockwise direction prior to commencing each subsequent round of play.

7.10

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.

7.11

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.

7.12

All cards will be dealt in a clockwise direction beginning with the player immediately to the left of the dealer button.

7.13

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.

7.14

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.

7.15

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.

7.16

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.

7.17

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.

7.18

Betting for the third betting interval will proceed as in 7.16.

7.19

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.

7.20

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.

7.21

Any combination of a player's pocket cards and/or community cards may be used to construct a standard five-card poker hand.

7.22

If a tie cannot be broken, the pot will be split among all equal hands for that round of play.

7.23

In the event of a split pot with an uneven number of chips, the extra chip must be relinquished to the dealer.

7.24

A player who is eliminated must not be allowed to re-enter the tournament and must leave the tournament area immediately.

7.25

As players are eliminated, tables must be maintained, as closely as possible, with an equal number of players.

7.26

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.

7.27

No misdeal may be called after the first bet. In the event of a misdeal, additional blinds cannot be required.

7.28

The use of any cell phone or electronic device during tournament play is prohibited.

7.29

The tournament chairperson is responsible to handle all disputes. Any player dissatisfied with the tournament chairperson's decision may contact the MGCC.

8. Prizes and Winners

8.01

For every round of play, the last remaining player will be declared the winner or the winning hand among all remaining players will be determined in accordance with the following 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.

8.02

A list of tournament winners must be completed, signed and witnessed at the time of the event and forms part of the event report, unless otherwise approved by the MGCC.

8.03

The order of finish for the tournament will be determined by one of the following methods:

- If play continues until all but one player is eliminated, the order of finish will be the order of elimination from last to first. The last remaining player will be declared the winner; or
- If play stops at a set time as defined in the tournament rules, the order of finish will be determined by ranking the value of chips held by each player at the end of play from highest to lowest. The player having the highest value of chips will be declared the winner; or
- Any other method approved by the MGCC.

9. Records and Reporting

9.01

Licence holders must complete and submit all reports on MGCC-approved forms as required. All reports must be accurate and include all of the attachments indicated on the financial report.

9.02

Within 60 days after the final event, licence holders must submit required financial information on approved forms and disburse all funds as approved with the licence.

9.03
All Texas Hold'em poker tournament net revenue must be deposited immediately into a separate lottery bank account.

9.04
Licence holders must make payments directly from the lottery bank account to the supplier of goods and services or the charitable objectives as approved. Acceptable forms of payment from lottery bank accounts are cheques, electronic transfers and pre-authorized debits. Cash payments for expenses at an event are only allowed if they are supported with receipts that are attached to the applicable event sheet.

9.05
Organizations must retain copies of all Texas Hold'em poker tournament records and reports and all supporting source documents for a minimum of three years after the expiration of the licence.

9.06
Promotional prizes must be reported as an expense. Donated prizes must be reported appropriately on the financial reports.

9.07
Licence holders must complete and must post or make available on request "Profits at Work" forms as prescribed by the MGCC.

9.08
Licence holders must give the MGCC supporting documentation for the use of Texas Hold'em poker tournament profits upon request. This documentation must include, but is not limited to, invoice copies, receipts and written acknowledgements from each recipient.

9.09
Upon written request from the MGCC, the licence holder must provide an independent audited financial statement or financial review of its Texas Hold'em poker tournament operations.

Texas Hold'em Poker Tournament



**Manitoba Gaming
Control Commission**

For more information contact:

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