

Texas Hold'em Poker Tournament Rules Worksheet

Organizations are required to submit a **typed** copy of their tournament rules with each application. This worksheet has been provided as a courtesy to assist in designing Texas Hold'em poker tournament rules. **DO NOT** submit this worksheet with your application.

You must ensure the rules submitted include ALL information as specified in (7.01 a-m) of the Terms and Conditions. Tournament rules must not supersede the Manitoba Gaming Control Commission 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 prize(s) 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 methods 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.

a) Entry fee: _____

Amount of chips received: (Example provided below)

Start-up Chip Amount:

Amount of Chips	Chip Color	Value Point of Chips	Total Value
5	Red	5	25 Red
10	Blue	10	100 Blue
15	Green	25	375 Green
10	White	50	500 White
Total Value of Start-up chips:			1000
May be used to colour up	Purple	100	
May be used to colour up	Black	500	

***Remember** at least three colours (denominations) of chips must be available. You may want to post the chip values at your tournament if your chips are not value marked.

You may want to incorporate additional colours valued at a higher denomination to be used for colouring up according to your blind schedule.

b) The procedures and rules for allowing prepaid entry fees for pre-registrations (if applicable)

If you are offering prepaid entries or pre-registrations you MUST include the following information in your tournament rules. The rules pertaining to pre-registrations must be provided at the time of registration.

INCLUDE ANY RULES REGARDING:

- How, when and where pre-registrations will take place.
- If there are any set minimum number of participants required in order for the tournament to take place. (Include time limits)
- How registered participants will be advised of tournament cancellations. (Include time limits)
- How refunds will be made to pre-registered participants if the organization must cancel the tournament.
- How participants can request a refund. (Include time limits and number to call)
- Pre-registrant's ability to transfer pre-paid entry to another person.
- Any restrictions to individuals pre-registering for other players.

Organization's using two-part printed number tickets as a form of accountability, would simply be required to attach the winner stub to the event report to identify the player associated with each prize paid. Required event reports and source documents will be dependant on whether an organization uses two-part numbered printed tickets or the player registration list only.

A draft or hand drawn copy of the proposed ticket must be given to the Commission with your application. The ticket must have two (2) separate parts, each detachable from each other.

Part 1 to be retained by the person purchasing the entry, must include: The name and address of the organization; the location of the event; the date of the event; the number of the ticket; entry fee; rebuy fee, amount of rebuys offered; tracking system for rebuys purchased and the licence number issued by the Commission.

Part 2 to be retained by the licensee, must include: The name, address and phone number of the purchaser; the date of the event, the number of the ticket, entry fee, rebuy fee; amount of rebuys offered; tracking system for rebuys purchased and the licence number issued by the Commission.

c) The prizes being offered:

- Your list of prizes must include each prize being offered. If the prize offered is based on a percentage of revenue from entries, and re-buys are available, you must decide if the prize will include the revenue from re-buys. The maximum \$ value of each prize must be indicated. Keep in mind that you must allow for a profit of at least 15% of your gross revenue as profit for your organization. Example provided below:

ORDER OF FINISH	PRIZE
1 st	35% of total entries including re-buys
2 nd	25% of total entries including re-buys
3 rd	10% of total entries including re-buys

Sections d) to m) below list some suggested wording you may want to use. For each section you may choose one example, a combination of examples or provide your own rule for our consideration.

d) Any minimum limits or conditions for raises

- A raise must be at least one chip more than the previous bet
- Raises must be at least double the previous bet unless a player bets "all-in" (more commonly used)
- Other (please state rule)

e) Number of blinds and progression of increase in the blinds:

How to quickly calculate a poker tournament blind schedule	Example:
Divide the starting chip amount by 50. Make this your first big blind.	The first big blind = 20 (1000 starting amount ÷ 50 = 20)
Make your big blind equal to your starting chip amount at the time you want your tournament to finish. This is your anticipated final blind.	The final big blind amount = 1000 (same as starting amount) at the 4 hour mark using 20 minute levels (3 blinds per hour x 4 hours = 12 blind levels). 30 minute levels (2 blind levels per hour x 6 hours = 12 blind levels) would result in a tournament about 6 hours long.
Arrange the middle levels so that the blinds gradually increase from your first big blind to your anticipated final blind. Keep the first 2 or 3 levels low to allow new players to learn without having to risk too much.	Gradually increase your blinds from 20 to 1000 adding a couple additional levels to be on the safe side.
Add a couple extra blind levels.	The tournament will typically end when the big blind equals the starting value of chips.

Predicting when your poker tournament will end is difficult. The speed of your dealers and the length of time each player contemplates his/her betting decision will play a role on the length of your game. Try to make your big blind equal your starting chip amount somewhere between the 8th and 12th level. Rebuys will also play a role in the length of your tournament.

The starting blind should be approximately 1/50 to 1/25 of the initial starting chip amount. For example, if the starting chip amount is 1000, the first big blind should be anywhere from 20 to 40.

Each big blind is usually about twice as large as the previous big blind. The small blind is usually half of the big blind.

Here is a typical blind schedule for a no-limit Texas Hold'em poker tournament where each player is issued a total chip value of 1000 points at the start of the tournament. This blind schedule starts out slow for the first hour and should result in a poker tournament of about 4 hours. You can also use this same schedule for a 1500 point tournament, the game will just last a bit longer.

(Example: Blind Schedule)

LEVEL	SMALL BLIND	BIG BLIND
1	10	20
2	15	30
3	20	40
4	25	50
5	50	100
6	75	150
7	100	200
8	150	300
9	200	400
10	300	600
11	400	800
12	500	1000
13	600	1200
14	800	1600
15	1000	2000

In the example provided, blinds would change every 20 minutes if you are planning a 3-4 hour tournament and every 30 minutes for a 5-6 hour tournament. This is based on starting with either 1000pt or 1500pt. **Blind schedules and their progression should be announced and posted at your scheduled events.**

- Following the announcement to end the current betting level, the new level will begin with the next hand. A hand will be deemed to have started once the dealer begins to shuffle.
- Other (please state rule)

f) The time limit, price charged, amount of chips and method established for rebuys, if allowed:

Rebuys: No Yes (If yes, please complete the following)
 Rebuys available until: _____ am/pm Price charged: \$_____ per rebuy unit
 Each rebuy unit consists of _____ (amount of chips and value) per rebuy unit
 Max # rebuy units per person ____ (Cannot exceed 3)

Remember: Licensee's are responsible to control all rebuy limits. Proper procedures and limit controls must be included for purchasing rebuys. Refer to Section b) – organizations using two part printed tickets for one example.

Some recommended rules include:

- Each player who enters the tournament will receive a rebuy voucher(s). This voucher can not be traded or sold to any other player.
- Only players with _____ chips or less are eligible to purchase a rebuy.
- Players wishing to rebuy must do so at the rebuy table.

- A list of player's names will be kept at the rebuy table.
 - Players will be required to sign a rebuy control form in order to purchase rebuys.
 - Rebuys will only be available during the first hour from start of play.
 - Players are limited to the purchase of one rebuy at a time.
 - Players will sign in at registration and when they purchase a rebuy, their name will be stroked off the list.
 - Other (please state rule)
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g) Method used for elimination of lower value chips:

- The pit boss (or tournament chair, etc...) will color up at breaks at the end of each hour (or at scheduled breaks, each half hour, each). The lowest denomination of chip in play will be removed from the table at breaks scheduled at (_____). All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. In cases where there are not enough lower-denomination chips for a direct exchange, the chips will be exchanged as follows: If a player has chips totaling 49% or less of the new chip value, the chips will be removed without compensation. If a player has chips totaling 50% or more of the new chip value, they will be exchanged for the new chip.
 - The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind structure. All lower denomination chips that are sufficient quantity for a new chip will be changed up directly. In cases where there are not enough lower denomination chips for a direct exchange, the chips will be exchanged as follows: If a player has chips totaling 49% or less of the new chip value the chips will be removed without compensation. If a player has chips totaling 50% or more of the new chip value they will be exchanged for a new chip.
 - Other (please state rule)
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h) The rules for elimination of players:

- A player is eliminated when they cannot post a required blind or they have lost all of their chips.
- A player who has lost all their chips must exercise the rebuy option prior to the next hand being dealt; otherwise they will be considered eliminated from the tournament.
- A player who has lost all chips and has exercised all rebuy options will be considered eliminated from the tournament.
- A player who has gone all in and lost all of their chips will be eliminated from the tournament.

i) Method used to determine order of finish (see 8.03):

- Play will continue until all but one player is eliminated. The order to finish shall be the order of elimination from last to first. The last remaining player shall be declared the winner.
 - Play will stop at _____ am/pm. The order of finish shall 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 shall be declared the winner.
 - Other (please state rule)
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j) Method used to resolve tournament standing ties:

- If multiple players are eliminated on the same hand, the players starting the hand with the larger amount of chips finishes in the higher place for the prize money and any other awards. In the event that players started the hand with the same amount of chips, they will be declared tied and will share equally in the prize money or award. (If the prize being offered is merchandise, you must include a rule for how you will award the prize.)
- If multiple players are eliminated on the same hand, the dealer will cut cards to break a tie. The player closest to the left of the dealer will receive the first cut. Highest cut wins the prize. In case of dealer cutting a tie, the dealer would continue the process until the tie is broken.
- Other (please state rule)

k) Rule for allowing players to leave the table:

- Approval must be obtained by the Tournament Chairperson prior to a player leaving the table during live play.
- Players may only leave the table during scheduled breaks.
- If a player leaves the table, his hand will post and fold unless he returns by the time it is his turn to act. His blind will be posted and the hand will fold when there is action. If at any time a player is absent for more than five minutes, they will be eliminated from the tournament and their chips removed from play.
- If a player leaves the table, his hand will post and fold unless he returns by the time it is his turn to act. His blind will be posted and the hand will fold when there is action. If at any time a player is absent for more than two blind levels, they will be eliminated from the tournament and their chips removed from play.
- Players are allowed to leave the table for washroom breaks or any other miscellaneous breaks as long as they are not part of the small or big blind. If a players is absent for more than 10 minutes, they will be eliminated from the tournament and their chips removed from play.
- Any players wishing to leave the table must notify the dealer. The dealer may stop play temporarily, or player may advise the dealer to force in their blind for them. Player must return in a reasonable time (eg: ___ minutes) or will be deemed by the tournament chair to have abandoned their seat, have their chips removed and be eliminated from the tournament.
- Players will be allowed a 3 minute break up to twice each hour as directed by the tournament chair. In the event that a player is not present when play resumes, cards will be dealt and blinds will be posted by the dealer if needed. If action comes to the player not present, that hand will be folded by the dealer.
- A player may leave a table at any time but 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. The dealer will post any required blinds for the absent player.
- Other (please state rule)

l) The designated language for the tournament:

- Only English may be spoken during the tournament.
- Specify any other language (please state rule)

m) Any other information essential to a player's understanding of how the tournament will be conducted:

Examples of some additional rules you may choose to include:

- There are NO LATE ENTRIES. Players must be in their seats at ____ pm, or player will be considered ELIMINATED from the event, with no refund of paid fees.
- There are NO LATE ENTRIES unless the host has arranged chips in an empty seat for a "prepaid" player and instructs the dealer to post and fold, then a late player may be allowed to take that seat for up to 2 blind levels. The cards must be dealt to that player even if the seat is empty. If the seat is not claimed, then the remaining chips are simply removed from the tournament.
- Player chips must remain on the table at all times, unless you are assigned to another table. In this case, only a tournament worker can move your chips to your new seat.
- One player per hand. You may NOT ask ADVICE as to how to act during the action period. If you SHOW your cards to an active player at the table, you must show all players.
- No "splashing" the pot. Players are to place their chips in front of themselves so everyone knows exactly how much they are betting.
- No "string bets". A player must state their intentions verbally and clearly. (call, check or raise) before placing chips in front of them.
- No "Table Talk" about a hand still in play. Players should NOT talk about their hand while others are still playing.
- Other (please state rule)
