

THE POKER FACTORY

OFFICIAL RULES AND PROCEDURES

Version 1.0

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Preface

Welcome to The Poker Factory (TPF).

The purpose of this rulebook is to provide clear and consistent procedures governing all TPF poker events.

These rules are designed to protect the integrity of the game, ensure fairness among all participants, and maintain efficient tournament operations. Players are expected to understand and follow all rules contained herein.

Dealers and Tournament Directors have full authority to enforce these rules and to make decisions in situations requiring interpretation or discretion. All rulings are final and intended to preserve game integrity and continuity.

Participation in any league event constitutes acceptance of these rules and the authority of league management.

Definitions

Boxed Card - a card that is found face-up in the deck when it should be face-down. See Recommended Procedure 11.

Chip Race - is a procedure used to remove lower denomination chips from play during a tournament by exchanging them for higher denomination chips.

Chip Up - is the process of exchanging a player's lower denomination chips for an equivalent value in higher denomination chips during a tournament.

Collusion - is any agreement or coordinated action between two or more players that is intended to gain an unfair advantage over other participants in a tournament or cash game.

Dead Button - occurs when the dealer button moves to an empty seat (a busted player's seat), meaning no player receives the button that hand, but the blinds still move forward correctly.

Fouled Deck - is a deck of cards that is determined to be irregular, incomplete, or compromised such that the integrity of the game is affected.

Live Hand - is a hand that remains eligible to win the pot, provided it has not been folded, fouled, or killed.

Muck - The muck is the pile of discarded cards consisting of folded, burned, and otherwise dead hands collected by the dealer during play. To *muck* a hand means to discard it face-down into the muck, thereby relinquishing any claim to the pot. Once a hand is placed into the muck and is no longer clearly identifiable, it is considered dead and cannot be retrieved.

Oversized Chip - a chip where the denomination is worth more than the bet amount.

Shot Clock - is a time control mechanism used to limit the amount of time a player has to act on their hand.

Showdown - is the stage of a hand where all remaining players reveal their hands to determine the winner of the pot after all betting action has been completed.

String Bet - or raise is attempting a bet or raise in more than one movement without the clear verbal declaration of that bet amount.

Stub - refers to the remaining portion of the live deck that has not yet been dealt or used in play.

Substantial Action - is either A) any 2 actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds) or B) any combination of 3 actions in turn (check, bet, raise, call, fold). Posted blinds do not count towards SA.

Time Bank - is a limited number of additional time allowances provided to players to extend their decision time when a shot clock is in use.

Undercall - happens when a player puts in less chips than required to call and does not clearly say "call" first.

League Overview

The Poker Factory (TPF) is a structured poker league designed to provide professionally operated poker tournaments in a fair, social, and competitive environment across approved venues.

TPF events are conducted as organized tournament experiences focused on entertainment, player engagement, and skill-based competition. Games are operated under standardized procedures to ensure consistency across all locations, allowing players to enjoy the same rules, structure, and level of professionalism at every TPF event.

The league welcomes players of all experience levels, from beginners learning the game to experienced competitors seeking structured tournament play. TPF promotes respectful competition, good sportsmanship, and a positive atmosphere for players, venue staff, and spectators.

TPF tournaments operate under a league format in which players may earn points based on performance and participation. Points contribute toward seasonal rankings, leaderboards, and qualification for special events or finals, as determined by league management.

All events are managed by trained dealers and Tournament Directors responsible for maintaining fairness, enforcing rules, and ensuring the smooth operation of play. TPF works in partnership with host venues to deliver a safe, organized, and enjoyable entertainment experience.

TPF reserves the right to schedule, modify, or discontinue events, formats, or league structures as necessary to maintain operational standards and the integrity of the league.

Code of Conduct

TPF team 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.

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 disqualification from the tournament.

General Concepts

1: Floor Decisions

Protecting the integrity of the game and ensuring fairness are the highest priorities when making decisions. In rare or unusual situations, common-sense judgments made in the interest of fairness may take precedence over strict technical rules. All decisions made on the floor are final.

2: Player Responsibilities

Players are responsible for maintaining awareness of the game and protecting the integrity of their own participation. Each player must:

- Protect their hand at all times, including while action is pending.
- Make sure their intentions are clear.
- Follow the action and act only when it is their turn, using the proper terminology and gestures.
- Keep cards visible to the table and chips correctly stack.
- Verify bet amounts and understand the action before calling, raising, or folding.
- Remain at the table with a live hand.
- Table all cards properly when competing at showdown.
- Speak up if they see a mistake.
- Call the clock when warranted. Transfer tables promptly.
- Follow one player to a hand
- Know and comply with the rules
- Maintain respectful and appropriate conduct toward all players, dealers, staff, and venue personnel.

Players who fail to protect their hand assume the risk of the hand being ruled dead if it becomes fouled, collected, or otherwise unidentifiable.

The dealer and Tournament Management are not responsible for protecting a player's hand.

3: Player Identity

Clothing or other accoutrements must not continuously obscure player identity or become a distraction to the game. (This does not include face masks worn as PPE.)

4: Official Language

English-only will be enforced in TPF events during play of hands, with the exception of Sign Language for any hearing-impaired players.

5: Official Terminology and Gestures

Official betting terms are simple, unmistakable, time-honoured declarations like bet, raise, call, fold, check, all in, complete, and pot (pot-limit only). Regional terms may also meet this test. Also, players must use gestures with caution when facing action; tapping the table is a check. It is the responsibility of players to make their intentions clear: using non-standard terms or gestures is at player's risk and may result in a ruling other than what the player intended.

6: Electronic Devices and Communication

To make or receive a call, you must stand back from the table. Use of a hands-free device (e.g. Headphones) to make or receive calls is also not permissible. Videos, music, etc. should be inaudible to others. Betting apps, spreadsheets and charts should not be used by players with live hands. Other devices, tools, photography, videography, and communication must not create a nuisance. If you have cards, you cannot touch your phone.

Players are strictly prohibited from using any form of assistance in the gaming area at all times, even when not involved in a hand. This includes, but is not limited to, solver apps, real-time assistance tools, charts, odds calculators, and communication with external sources for strategic advice. Spectators are also forbidden from providing assistance.

Anything else (texting, internet, apps, etc) is permitted at the table provided you are not involved in the hand. In a self-dealt event, the dealer of the hand cannot use their phone. Should a player's continued use of their mobile phone at the table lead to any interference with the game the TD may impose a suitable penalty on that player. This can include social media updates, excessive texting and/or texting of other players in the tournament.

Electronic devices or any object that could conceal gaming equipment are not permitted on the table.

Seating, Breaking & Balancing Tables

7: Random Correct Seating

All tournament seating will be randomly assigned but we reserve the right to adjust it to accommodate players with special needs and to randomly re-assign family members seating at the same table prior redraws.

A player starting at the wrong seat with a correct chip stack will move to the correct seat with their current total chip stack.

8: Alternates, Late Registration and Re-entries

Alternates, players registering late and re-entries will receive full stacks. They will randomly draw a seat and table by the same process and from the same seat pool then in place for new players and are dealt in except between the small blind and button.

9: Table Balancing and Halting Play

Tables will be balanced with a difference of 2 players unless appointed differently by the Tournament Director following the smoothness and fairness of the game. To balance tables, the player who will be big blind next is moved to the worst position, including taking a single big blind when available, even if that means the seat has the big blind twice. Worst position is never the small blind.

Full-table play will halt on tables 3 or more players short of the table with the most players. Play halts on other formats (ex: 6-hand and turbos) at TDs discretion. TDs may waive halting play and waiver is not a misdeal. As the event progresses, at TD's discretion tables may be more tightly balanced.

10: Breaking Tables

Players from a broken table will be reassigned to new tables and seats at random using the Letspoker system and tournament tablelets. Players may be moved to any available seat, including the small blind, big blind, or button, and will be dealt in accordingly, except for positions between the small blind and the button.

11: Special Needs

Accommodations for players with special needs will be made when possible.

Showdown/ Pots

12: Declarations. Cards Speak at Showdown

Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown but deliberately miscalling a hand may be penalized. Dealers should read and announce hand values at showdown. Any player, in the hand or not, should speak up if he or she thinks a mistake is made in reading hands or calculating and awarding the pot.

13: Tabling Cards and Killing Winning Hand

Proper tabling is both turning all cards face up on the table and allowing the dealer and players to read the hand clearly. "All cards" means both hole cards in hold'em.

At showdown players must protect their hands while waiting for cards to be read. Players who don't fully table all cards, then muck thinking they've won, do so at their own risk. If a hand is not 100% retrievable and identifiable and the TD rules it was not clearly read, the player has no claim to the pot. The Tournament Director's decision on whether a hand was sufficiently tabled is final.

Dealers cannot kill a properly tabled hand that was obviously the winner.

14: Live Cards at Showdown

Discarding non-tabled cards face down does not automatically kill them; players may change their minds and table cards that remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck or otherwise rendered irretrievable and unidentifiable.

15: Showdown and Discarding Irregularities

If a player tables one card that would make a winning hand, the dealer should advise the player to table all cards. If the player refuses, the floor should be called.

If a player bets then discards thinking he or she has won (forgetting another player is still in the hand), the dealer should hold the cards and call the floor. If cards are mucked and not retrievable and identifiable to 100% certainty, the player is out and

not entitled to a refund of called bets. If cards are mucked and the player initiated a bet or raise not yet called, the uncalled amount will be returned.

16: Face Up For All-ins

All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck his or her hand without tabling. All hands in both the main and side pot(s) must be tabled and are live.

Do not wait for the showdown to turn the cards up; do not wait for side pots to be divided before turning up the all-in who is only in for the main pot; if betting action is finalized on any street prior to the showdown, turn the cards up at that point and then run out the remaining cards.

17: Non All-in Showdowns and Showdown Order

In a non all-in showdown, if cards are not spontaneously tabled or discarded, the Tournament Director may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no final round bet, the player who would act first in a final betting round must table first (i.e. first seat left of the button in flop games).

A non all-in showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and is not required to table the cards.

18: Asking to See A Hand

Players not still in possession of cards at showdown, or who have mucked their cards face down without tabling, lose any rights or privileges to ask to see any hand.

If there was a river bet, any caller has an inalienable right to have the last aggressor's hand tabled on request ("the hand they paid to see") provided the caller tabled or retains his or her cards. Tournament Director's discretion governs all other requests such as to see the hand of another caller, or if there was no river bet.

Example 1: NLHE. 3 players remain in the hand. There is no betting on the river and no player is all in. At showdown Player A discards face down and the cards are pushed into the muck by the dealer. B tables his hand, showing trips. C pushes his

cards forward face-down. B may ask to see C's hand because B has tabled his cards. However, B's request is at TDs discretion; B has no inalienable right to see it because there was no bet on the river thus he did not "pay to see C's hand." Neither A nor C may ask to see a competitor's hand because they have neither tabled their cards nor retained them.

Example 2: NLHE. 4 players remain in the hand. On the river A bets 1000, B calls, C raises to 5000, and D, A and B all call. No player is all-in. B tables his hand, showing trips. D instantly discards face down and the dealer kills his hand into the muck. C begins to push his cards forward face-down. Both A and B have an inalienable right to see C's hand on request because 1) they paid to see it as C was the last aggressor on the river and 2) both A and B retain their cards. D (who also called C) relinquished his right to see C's hand when he discarded without tabling. All other requests in this situation are at TD's discretion, such as B asking to see A's cards (the cards of another caller).

19: Playing The Board At Showdown

To play the board, a player must table all hole cards to get part of the pot.

20: Awarding Odd Chips

First, odd chips will be broken into the smallest denomination in play. The odd chip goes to the first seat left of the button.

21: Side Pots

Each side pot will be split separately.

22: Disputed Hands and Pots

The reading of a tabled hand may be disputed until the next hand begins. Accounting errors in calculating and awarding the pot may be disputed until substantial action occurs on the next hand. If a hand finishes during a break, the right to any dispute ends after the dealer sorts the deck.

General Procedures

23: New Hand and New Limits

A new level starts on announcement after the clock reaches zero. The new level applies to the next hand. Hands begin on the first riffle, or on the dealer push. If a hand starts at the prior level by mistake, the hand will continue at the prior level after Substantial action occurs.

24: Chip Race, Scheduled Colour Ups

At scheduled color-ups, chips will be raced off starting in seat 1, with a maximum of one chip awarded to a player. Players can't be raced out of play: a player losing his or her last chip(s) in a race will get 1 chip of the lowest denomination still in play.

Players must keep all chips clearly visible at all times and are encouraged to observe the chip race process.

If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.

CHIP-UP ALTERNATIVE: At events where a chip race is not conducted, players will receive a "Chip Up". Any player with a remaining "odd chip(s)," after the colour up, will automatically receive one chip of the lowest denomination chip still in play. Giving another player an odd chip in order for them to be chipped up will result in a penalty of the tournament director's discretion.

25: Cards & Chips Visible, Countable & Manageable Discretionary Colour-Ups

Players, dealers, and the floor are entitled to a reasonable estimation of chip counts; thus, chips should be kept in countable stacks. The TDA recommends clean vertical stacks of 20 same denomination chips each as a standard. Higher denomination chips must be visible and identifiable at all times.

TDs control the number and denominations of chips in play and may color up one or more players at their discretion at any time. Discretionary color ups are to be announced.

Players must keep live hands in plain view at all times.

26: Deck Changes

The decks are changed only when a card is damaged or at the Tournament Director's discretion.

27: Rebuys

Players may not miss a hand. Players declaring intent to rebuy before a hand are playing chips behind and must make the re-buy.

Note: this is not the case for events that have a "re-entry" - a re-entry can be exercised at any time during the advertised re-entry period, and the player does not need to be assigned to the same seat.

28: Rabbit Hunting

Rabbit hunting (revealing cards that would have come if the hand had not ended) is not allowed.

29: Calling the Clock

Players should act in a timely manner to maintain a reasonable pace of the game. If in the Tournament Director's judgement reasonable time has passed, he or she may call the clock or approve a clock request by any player in the event.

Players must be at their seats to call for a clock. A player on the clock has up to 25 seconds plus a 5 second countdown to act. If the player faces a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. Tournament Directors may adjust the time allowed and take other steps to fit the game and stop persistent delays.

Player Present/ Eligible for Hand

30: At Your Seat and Live Hands

To have a live hand, players must be at their seats when the last card is dealt to all players on the initial deal. Players not then at their seats may not look at their cards which are killed immediately. Their posted blinds and antes are forfeited to the pot. A player must be at his seat to call time. "At your seat" means within reach of your chair. This rule is not intended to encourage players being out of their seats while in a hand.

31: At The Table With Action Pending

Players with live hands (including players all-in or otherwise finished betting) must remain at the table and seated for all betting rounds and showdown. Leaving the table is incompatible with protecting your hand and following the action and is subject to penalty.

Button and Blind Procedures

32: Dealer Button

The dealer button represents the nominal dealer position and determines the order of betting and blind placement for each hand. The button moves one seat clockwise after the completion of every hand, regardless of whether players are eliminated.

The player assigned the button acts last in all post-flop betting rounds.

33: Dead Button

Tournament play will use a dead button. The dealer button will always move forward one position each hand, even if this results in a seat without a player receiving the button or posting a blind.

No player will be required to post more than one big blind in a single rotation of the table.

34: Button in Heads-Up

Heads-up, the small blind is the button, is dealt the last card, and acts first pre-flop and last on all other betting rounds. Starting heads-up play, the button may need to be adjusted to ensure no player has the big blind twice in a row.

35: Dodging Blinds

Players who intentionally dodge any blind will incur a penalty.

36: Button Placement and Movement

If incorrect button movement is discovered before substantial action occurs, the error will be corrected. However, if substantial action has occurred, play will continue.

37: Missed Blinds

Players who miss blinds due to absence must post the appropriate blind(s) upon returning before receiving cards. Missed blinds are considered live chips and form part of the player's wager.

Players may not intentionally avoid blinds by leaving the table.

Dealing Rules

38: Misdeals and Fouled Decks

A misdeal shall be declared in situations including, but not limited to, the following:

- Two or more boxed cards are discovered during the initial deal;
- The first card is dealt to an incorrect seat;
- Cards are dealt to a seat not entitled to a hand;
- A seat entitled to a hand is improperly dealt out;
- If one of the first two cards dealt from the deck, or any other two downcards, are exposed due to dealer error.

A player may be dealt 2 consecutive cards on the button.

In a misdeal, the re-deal is an exact replay - the button does not move, no new players are seated, and limits stay the same. Players who were eligible to receive cards in the original deal, including those serving a penalty or temporarily away from

their seats, shall be dealt in. However, any such player's hand will be immediately declared dead.

For penalty purposes, the original deal and the re-deal are considered a single hand, not two.

Once Substantial action occurs a misdeal cannot be declared; the hand must proceed.

If a foul deck is discovered, regardless of substantial action, play will stop and all bets will be returned. Once a hand concludes, the right to dispute based on a fouled deck ends.

39: Button with Too Few Cards

A player on the button dealt too few cards should announce it immediately. Missing button cards may be replaced even after substantial action if permitted for the game type. However, if the button acts on a hand with too few cards (by check or bet), the button's hand is dead.

40: Burns after Substantial Action

The burn card is to protect the stub, not "preserve card order". If substantial action occurs and a hand is killed due to the wrong number of cards, all cards of the killed hand are mucked and randomness applies to further dealing. The stub is treated as a normal stub and one and only one card is burned off the stub for each subsequent street.

Example 1-A: THE 50-100. SB / BB in seats 1 and 2. Pre-flop, initial cards dealt to all players. SB / BB in seats 1 and 2. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action with 2 actions with chips. Seat 5 then realizes she has only 1 card and her hand is dead because SA has occurred. The dealer will burn only one card and then put out the flop. The dealer will not burn 2 cards to "return to the original stub order".

Example 1-B: Same game and initial deal. Seat 3 (UTG) folds and Seat 4 calls, completing substantial action. Seat 5 then realizes she has 3 cards and her hand is dead because SA has occurred. The dealer will burn one card and then put out the flop. The dealer will not consider Seat 5's third card as the burn and put out the flop without a burn off the stub.

41: Four Card Flops and Premature Cards

If the flop has 4 rather than 3 cards, exposed or not, the floor will be called. The dealer then scrambles the 4 cards face down, the floor randomly selects one as the next burn card and the other 3 are the flop.

Play: Bets and Raises

42: Methods of Betting: Verbal Declaration and Chips

Bets are by verbal declarations and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, the Tournament Director will determine the bet based on the circumstances.

Verbal declarations may be general (call, raise), a specific amount only (one thousand) or both (raise one thousand).

For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Example: Declaring "two hundred" is the same as silently pushing out 200 in chips.

43: Method of Calling

Standard and acceptable forms of calling include: A) saying "call"; B) pushing out chips equal to a call; C) silently pushing out an overchip; or D) silently pushing out multiple chips equal to a call under the multi-chip rule.

44: Method of Raising

A raise must be made by A) pushing out the full amount in one motion; B) verbally declaring the full amount prior to pushing out chips. It is the responsibility of players to make their intentions clear.

45: Raise Amounts

A raise amount must be at least equal to the largest prior full bet or raise of the current betting round. A player who raises 50% or more of the largest prior bet but less than a minimum raise must make a full minimum raise. If less than 50% it is a call unless raise is first declared or the player is all-in. Declaring an amount or

pushing out the same amount of chips is treated the same. EX: NLHE, opening bet is 1000, verbally declaring “fourteen hundred” or silently pushing 1400 in chips are both calls unless raise is first declared.

Without other clarifying information, declaring raise and an amount is the total bet. Example: A opens for 2000, B declares “Raise, eight thousand.” The total bet is 8000.

46: Oversized Chip Rule

Placing a single oversized chip (including your last chip) without the verbal declaration of “raise” will be interpreted as a call.

An oversized chip is any single chip with a value greater than the current bet required to call.

To raise with an oversized chip you must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an oversized chip with no declaration is a bet of the maximum for the chip.

47: Multiple Chip Betting

If facing a bet, unless raise or all-in is declared first, a multiple-chip bet (including a bet of your last chips) is a call if every chip is needed to make the call. Example 1: Player A opens for 400: B raises to 1100 total (a 700 raise), C puts out one 500 and one 1000 chip silently. This is a call because removing the 500 chip leaves less than the 1100 call amount. Example 2: NLHE 25-50. Post-flop A opens for 1050 and B puts out his last chips (two 1000's). B calls unless raise or all in was first declared.

48: Prior Bets Not Pulled In

To avoid confusion, players with prior-bet chips not yet pulled in who face a raise should verbalize their action before adding chips to the prior bet.

If facing a raise, clearly pulling back a prior bet chip binds a player to call or raise; he or she may not put the chip(s) back out and fold.

If new chip(s) are added silently and the bet is unclear to the house, the call and raise rules apply as follows: 1) If prior chips don't cover the call AND are either left alone OR fully pulled back, an overchip is a call and multiple new chips are subject to the 50%

raise standard . 2) If prior chips are partly pulled back OR if prior chips cover the call, the combined final chip bet is a raise if reaching the 50% standard, if less it is a call.

49: Re-Opening The Bet

An all-in wager (or cumulative multiple short all-ins) totaling less than a full bet or raise will not reopen betting for players who have already acted and are not facing at least a full bet or raise when the action returns to them. If multiple short all-ins re-open the betting, the minimum raise is always the last full valid bet or raise of the round.

50: Accepted Action

Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by others. If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount or declares call, the caller has accepted the full correct action & is subject to the correct wager or all-in amount. As with all situations, Rule 1 may apply at TD's discretion. See also RP. 7.

51: Acting In Turn

Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits chips to the pot that stay in the pot.

52: Binding Declarations/ Undercalls in Turn

Verbal declarations made in turn (e.g. call or raise) are binding and commit the player to the full current action, regardless of the amount of chips placed forward.

An undercall occurs when a player puts forward less than the required call amount without first declaring "call". An undercall must be completed to a full call when made in turn:

1. Heads-up against any bet, or
2. Facing the opening bet of a betting round in a multiway pot.

The opening bet is the first chip bet of each betting round (the posted big blind is the opening bet pre-flop). In all other situations, the Tournament director may require the player to complete the call or allow the player to forfeit the chips already committed and fold.

If two or more undercalls occur in sequence, play backs up to the first undercaller, who must correct their bet. The TD will determine how subsequent actions are handled based on the circumstances.

53: Incorrect Bets, Underbets and Underraises

In limit and no-limit, opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Example: NLHE 100-200, post-flop A opens for 600 and B raises to 1000 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the bet to 1200 total for all bettors any time before the turn is dealt. After the turn the error stands.

54: Action Out of Turn (OOT)

Any action out of turn (check, call, raise) will be backed up to the correct player in order. The OOT action is subject to penalty and is binding if action to the OOT player does not change. A check, call or fold by the correct player does not change action. If action changes, the OOT action is not binding; any bet or raise is returned to the OOT player who has all options: call, raise, or fold. An OOT fold is binding.

Players skipped by OOT action must defend their right to act. If a skipped player has had reasonable time and does not speak up before substantial action OOT occurs after the player, the OOT action is binding. Action backs up and the floor will rule on how to treat the skipped hand given the circumstances, including ruling the hand dead or limiting the player to non-aggressive action.

55: Pot Size and Pot-Limit Bets

Dealers will not count the pot in limit and no-limit, however on request the pot may be spread to increase chip visibility. Players are entitled to a pot count in pot-limit only.

56: Invalid Bet Declarations

If a player faces no bet and: A) declares "call", it is a check; B) declares "raise", the player must make at least a minimum bet. A player declaring "check" when facing a bet may call or fold, but cannot raise.

57: String Bets and Raises

String bets and raises are not allowed. Such wagers involve multiple movements whereby a player puts out a bet then returns to their stack for more chips to add to the bet.

58: Non-Standard and Unclear Betting

Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, if a declared bet can legally have multiple meanings, it will be ruled the highest reasonable amount that is less than or equal to the pot size* before the bet. Example: NLHE 200-400, the pot totals less than 5000, player declares "I bet five." With no other clarifying information, the bet is 500; if the pot totals 5000 or more, the bet is 5000. *The pot is the total of all prior bets including any bets in front of a player not yet pulled in.

59: Non-Standard Folds

Any time before the end of the final betting round, folding in turn if there's no bet to you (example: facing check or first to act post-flop) or folding out of turn are binding folds subject to penalty.

60: Conditional and Premature Declarations

Conditional statements of future action are non-standard and strongly discouraged. At TDs discretion they may be binding and/or penalized. Example: "if – then" statements such as "If you bet, I will raise."

If Player A declares "bet" or "raise" and B calls before A's exact bet amount is known, the TD will rule the bet as best fits the situation including possibly obliging B to call any amount.

61: Count of Opponent's Chip Stack

Players, dealers, and the floor are entitled to a reasonable estimation of opponents' chip stacks. A player may request a more precise count only if facing an all-in bet and it is his or her turn to act. The all-in player is not required to count; on request the dealer or floor will count it. Accepted action applies. Visible and countable chip stacks greatly improve counting accuracy.

62: Over Betting Expecting Change

Betting should not be used to obtain change. Pushing out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted in the bet. Example: the opening bet is 325 to player A who silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under the multiple chip rule.

63: Declaring All-In

Players must clearly declare "all-in" verbally or move their entire chip stack of chips forward in a single, unmistakable motion. Ambiguous actions may be ruled at the Tournament Directors discretion.

64: All-In with Chips Found Behind Later

If A bets all-in and a hidden chip is found behind after a player calls, the TD will determine if the chip behind is part of accepted action. If not part of the action, A is not paid off for the chip(s) if they win. If A loses, he or she is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.

Play: Other

65: Timebanks and Shot Clocks

Once reasonable time has passed a player is entitled to call the clock on another player. The player will then be given 30 seconds to act (including a 5 second countdown). If no action is taken within this time, the hand will be declared dead if the player is facing a bet; otherwise, it is an automatic Check.

In tournaments with Shot Clocks players have no right to call time but are encouraged to point out players that abuse the Shot Clock.

Shot clock times and time bank allowances will be determined for each event and announced to players prior to the start of play. Players will have an allocated base decision time, once that time has expired, any additional time used will be deducted from the player's time bank.

66: Chips Out of View and in Transit

Players may not hold or transport chips in a way that takes them out of view. A player who does so may forfeit the chips and may be disqualified. The forfeited chips will be taken out of play. The TDA recommends the house provide racks or bags to transport chips when needed.

67: Lost and Found Chips

Any chips found without a clearly identifiable owner will be removed from play and returned to the tournament inventory.

68: Accidentally Killed/Fouled/ Exposed Hands

All players must protect their hands at all times, including at showdown while waiting for hands to be read. If the dealer kills a hand by mistake or if in the tournament director's judgement a hand is fouled and cannot be identified to 100% certainty, the player has no redress and is not entitled to a refund of called bets. If the player initiated a bet or raise and has not been called, the uncalled amount will be returned.

If a hand is fouled but can be identified, it remains in play despite any cards exposed.

Etiquette and Penalties

69: One Player To A Hand

Players must protect other players in the tournament at all times. Therefore players, whether in the hand or not, must not:

1. Discuss contents of live or mucked hands,
2. Advise or criticize play at any time,
3. Read a hand that hasn't been tabled.

One-player-to-a-hand is in effect. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.

70: Exposed Cards and Proper Folding

Exposing cards with action pending, including the current player when last to act, may result in a penalty but not a dead hand. Any penalty begins at the end of the

hand. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high.

71: Ethical Play

Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

72: Etiquette Violations

Etiquette violations are subject to enforcement actions in 'Warnings, Penalties and Disqualification'. Examples include but are not limited to:

- persistent delay of the game,
- unnecessarily touching another player's person, cards or chips,
- repeatedly acting out of turn,
- maintaining poor card or chip visibility and countability,
- betting out of reach of the dealer,
- abusive conduct,
- offensive hygiene,
- excessive chatter.

73: Warnings, Penalties and Disqualifications

Enforcement options include verbal warnings, one or more "missed hand" or "missed round" penalties, and disqualification. For missed rounds, the offender will miss one hand for every player (including him or her) at the table when the penalty is given multiplied by the number of penalty rounds. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be anted or blinded out of a tournament.

A penalty may be invoked for etiquette violations, card exposure with action pending, throwing cards, violating one-player-to-a-hand, or similar incidents. Penalties will be given for soft play, abuse, disruptive behavior, or cheating. Checking the exclusive nuts when last to act on the river is not an automatic soft play violation; TD's discretion applies based on the situation.

Players on penalty must be away from the table. Cards are dealt to their seats, their blinds and antes posted, their hands are killed after the initial deal, and if dealt the stud bring-in they must post the bring-in.

Chips of a disqualified player shall be removed from play.

Recommended Procedures

TDA Recommended Procedures are guidelines designed to minimise errors and enhance the management of events. They are also useful in situations where there are too many variables to be covered by a single universal rule. In such cases, making the fairest decision may involve applying multiple rules, carefully assessing all relevant circumstances, and relying on floor decisions as the primary guiding principle.

RP1. All-In Buttons

All-in buttons are used to clearly identify when a player is all-in. These buttons must remain under the control of the dealer, not the players. When a player declares or commits all-in, the dealer should place an all-in button directly in front of that player, ensuring it is clearly visible to the entire table.

The use of an all-in button is optional; an all-in bet is determined by the player's clear verbal declaration or physical action.

RP2. Prematurely Dealt Cards

If board or burn cards are dealt before action on the current betting round is complete, the following general procedures will apply:

Premature Flop

Leave the flop burn card as the burn. Return the premature board cards to the stub and reshuffle the entire stub. Cut the stub and then re-deal the flop without another burn card from the newly shuffled stub.

Premature Turn Card

This card is set aside. Another card is burned, and the normal river is then used as the new turn card. Once action on the turn is complete, the premature turn card is placed back into the stub, which is then reshuffled and cut. A new river card is then dealt without another burn.

Premature River Card

This card is placed back into the remaining stub, and the premature river burn card is left as the river burn. Once action on the turn is complete, reshuffle the stub and deal the river with a new burn card.

RP3. Efficient Player Movement

Player movement for table breaking and balancing must be carried out promptly to minimise missed blinds and avoid unnecessary delays to the game. Where possible, players should be provided with chip racks for transport, and appropriate colour-ups should be conducted to prevent players from carrying excessive numbers of chips.

RP4. Hand for Hand

A. Initiation of Hand for Hand

As the tournament approaches the point at which prize money is to be awarded (the money bubble) the Tournament Director reserves the right to implement either round-for-round or hand-for-hand play. This procedure will continue until a sufficient number of players have been eliminated to reach the payout stage.

B. Start of Hands

During Hand-for-Hand play, all tables must begin each new deal simultaneously. Once the table completes its hand, play at that table must pause. Dealers must not begin a new deal until instructed by the Tournament Director.

C. Time Deduction per Hand

During hand-for-hand play, a fixed amount of time will be deducted from the tournament clock for each hand, regardless of the actual duration of play. The standard deduction is 2 minutes per hand. To provide clarity of level progression, the clock should be reduced by 2 minutes after each individual hand is complete.

D. Blind Levels

Blinds will continue to increase in accordance with the time deducted from the clock, with levels advancing as scheduled based on the 2 minute per hand reduction.

E. All-In Situations

If an All-in and call occurs during hand-for-hand play, all hands must remain face down.

Dealers must not deal any additional cards until instructed by tournament staff. Any table with an all-in situation will wait till all other tables have completed their corresponding hand.

F. Simultaneous Eliminations

If players are eliminated at different tables during the same hands, all eliminated players will share the same finishing position and the prize money allocated to the finishing position will be evenly distributed among the eliminated players.

RP5. Ante Formats

In all TPF events, big blind ante format (BBA) with the big blind first calculation will be used. Antes should not be reduced (including at the final table) as play progresses in the event. Heads-up ante will be determined based on the event and the Tournament Director's discretion.

RP6. Number of Players at Final Table

9 and 8-handed events will combine from two tables of five players each to a 9-handed final table. 7 and 6 handed events will combine from two tables of four players each to a 7-handed final table.

RP7. Dealers Should Announce Bets and Raises

Dealers should routinely announce non-all-in bet values as betting proceeds around the table. All-in bets will be counted only on request of the player currently facing action. Accepted action continues to apply. Scheduled and discretionary colour-ups improve bet countability.

RP8. Randomness May Be Applied to Special Situations

For error remedies not otherwise covered in the TDA Rules and Procedures, Tournament Directors may use the concept of randomness to design a solution.

RP9. Proper Tournament Staff Communication

Outgoing dealers should inform incoming dealers of pertinent information regarding the table. Examples include: blind information, players on warning or penalties, disruptive behavior.

The dealer should inform the floor of all existing and potential infractions of Rule 2 (Player Responsibilities) and Rule 71 (Etiquette). Special emphasis on any discriminatory or offensive behavior in general or towards specific players or staff.

RP10. Player Absent on a Breaking Table

If a player is not present during breaking of a table, their chips should be moved to the new table by a staff member.

RP11. Boxed Card

If a boxed card is encountered during the deal, it shall be removed from play and set aside. The card will not be used for that hand, and the dealer will continue the deal using the next card from the deck to the next player. The burn card will be given to the seat with the boxed card, and the boxed card will become the new first burn. The presence of a single boxed card does not constitute a misdeal.

If multiple boxed cards are discovered or the integrity of the deck is reasonably in question, the Tournament Director may declare a misdeal and require the deck to be replaced or reshuffled.

Amendments and Version Control