



THE POKER FACTORY

OFFICIAL RULES AND PROCEDURES

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Preface

Welcome to The Poker Factory (TPF).

This rulebook establishes the official rules, procedures, and standards governing all TPF poker events. Its purpose is to promote fairness, consistency, transparency, and the integrity of the game while ensuring a safe and enjoyable environment for all participants.

All players, dealers, and Tournament Directors (TDs) are expected to be familiar with and adhere to the rules contained within this rulebook. Players are responsible for protecting their own interests at all times and are expected to conduct themselves in a manner that upholds the integrity of the game.

Tournament Directors and authorised TPF staff are responsible for interpreting and enforcing these rules. In situations not specifically addressed by this rulebook, TPF management and Tournament Directors shall use their best judgement in the interests of fairness, game integrity, and the smooth operation of the event. Any decision made by the Tournament Director or authorised TPF representative shall be final.

By registering for, entering, or participating in any TPF event, all participants acknowledge and agree to be bound by this rulebook and any additional event-specific rules, conditions, or requirements that may apply.

Tournament Directors Association (TDA) Rules

The Poker Factory tournament rules are based on the guidelines and recommended procedures of the Poker Tournament Directors Association (TDA), with modifications made to reflect Western Australian legislation, permit conditions, venue-specific requirements, and the operational needs of WA Poker events. In the event of any discrepancy, the provisions of this Rulebook and all applicable Western Australian laws and permit conditions shall take precedence over the TDA Rules.

Definitions

Boxed Card - a card that is found face-up in the deck. 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.

Dead Hand - A hand that is no longer eligible to win any portion of the pot due to folding, being killed, fouling, being improperly dealt, or any other circumstances provided in the rules.

Exposed Cards - any card that is intentionally or accidentally revealed and seen by at least one player at the table, whether during a live hand or after the hand has concluded.

Fold - cards are face down pushed in a forward motion.

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.

Ratholing - is when a player removes chips from a cash game table to reduce the amount they have in play, while intending to continue playing or return to the same game shortly after cashing out. See Rule 75.

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 established to provide professionally operated poker tournaments in a fair, social, and competitive environment across approved venues.

TPF events are conducted as organised 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.

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.

Tournament Cancellation, Suspension and Modification

The Poker Factory (TPF) reserves the right to cancel, postpone, suspend, modify, or terminate any tournament, cash game, promotion, or event where circumstances reasonably require such action.

Circumstances may include, but are not limited to:

- Venue closures or operational requirements;
- Regulatory, licensing, permit, or legal requirements;
- Technical failures, equipment malfunctions, or power outages;
- Emergencies, safety concerns, or security incidents;
- Severe weather or force majeure events;
- Insufficient player numbers;
- Any circumstance that may compromise the integrity, fairness, safety, or proper operation of the event.

Where an event is suspended or terminated after play has commenced, the Tournament Director will determine the fairest method of concluding the event or distributing any remaining prize pool, taking into consideration applicable laws, permit conditions, event rules, and the interests of the participants.

All decisions made under this section are final.

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.

Abuse, intimidation, threats, harassment, or discriminatory conduct directed toward staff, players, volunteers, or venue personnel.

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.

Failure to comply with a lawful direction from a Tournament Director, authorised TPF staff member, volunteer, or venue representative.

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.

Right to Refuse Service

TPF reserves the right to refuse entry, registration, participation, or continued involvement in any event, game, promotion, or activity conducted by TPF.

A player may be refused service, removed from an event, disqualified, or directed to leave a venue for reasons including, but not limited to:

- Breaches of this rulebook or the Code of Conduct;
- Cheating, collusion, chip dumping, or any action that compromises game integrity;
- Abusive, threatening, discriminatory, or inappropriate behaviour towards players, staff, volunteers, venue personnel, or spectators;
- Intoxication or impairment;
- Failure to comply with lawful directions from Tournament Directors, authorised TPF staff, venue management, or regulatory authorities;
- Conduct that may damage the reputation, safety, operation, or integrity of TPF events.

TPF may also refuse service where required by law, venue policy, permit conditions, licensing requirements, or at the reasonable discretion of management in the interests of player safety and game integrity.

Any decision made under this section is final.

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 stacked.
- 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: Official Terminology and Gestures

Official betting terms are simple, unmistakable, time-honored declarations like bet, raise, call, fold, check, all-in. 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.

4: 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.)

5: 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. Players with a live hand may not touch or use a mobile phone or electronic device.

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.

6: 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.

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.

In re-entry events, if a player is permitted to forfeit chips and buy a new stack, the forfeited chips will be removed from play.

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. The 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 tablets. 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.

Pots/Showdown

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 penalised. 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

A: 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.

B: 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.

C: 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

A: 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.

B: 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

A: 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).

B: 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

A: 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.

B: 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 TD's 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. (See Rule 13A)

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 (see Rule 23). 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

A: At scheduled colour-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.

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

C: 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.

D. 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

A: 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.

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

C: 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

Where rebuys are permitted in a tournament, all rebuys must be processed through the registration desk and authorised by the Tournament Director in accordance with applicable Western Australian gaming requirements.

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

A: 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.

B: 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. See also Rules 2 and 71.

C: Players may not request the clock in events using a Shot Clock. However, players may notify the dealer or Tournament Director if they believe a player is deliberately abusing the allotted decision time.

D: 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.

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: 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.

33: 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.

34: Dodging Blinds

Players who intentionally dodge any blind will incur a penalty. See Rule 72 B.

35: 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.

36: 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

37: Misdeals and Fouled Decks

A: 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.
- The Dealer Button is out of position and noticed before substantial action has occurred.
- A player has been dealt out who is entitled to a hand.

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

C: 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.

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

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

F: 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.

G: Only the dealer or Tournament Director has the authority to declare a misdeal. Players may bring a potential misdeal to the dealer's attention, however the decision to call a misdeal rests solely with the dealer or Tournament Director.

38: 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.

39: 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.

40: Irregular Flops and Premature Cards

A: 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. (Also see RP 8. Randomness)

B: If there was no burn on a 3-card flop, exposed or not and regardless of whether the door card is presumed known, if no action has occurred, the 3 cards are scrambled face down, one chosen as the burn. The flop will be the other 2 cards plus the next card off the stub. If any action (even one check) has occurred, play proceeds with the initial 3 cards. Only one card is burned for the turn.

C: For Prematurely dealt cards, see RP 2.

D: Reshuffling During a Hand. To protect game integrity, anytime the stub must be re-shuffled during the play of a hand, the cards must be shuffled face-down and unexposed and then cut.

Play: Bets and Raises

41: Methods of Betting: Verbal Declaration and Chips

A: 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 and Rule 1. See also Rule 57.

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

C: 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.

42: 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.

43: 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.

44: Raise Amounts

A: 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.

B: 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.

45: Oversized Chip Rule

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

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

C: 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.

46: 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.

47: Prior Bets Not Pulled In

A: 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.

B: 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.

C: 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.

48: 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 (See also Rule 44).

49: 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.

50: Acting In Turn

A: 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.

B: Players must wait for clear bet amounts before acting. Example: Player A says "raise" (but no amount), and player B quickly folds. Player B should wait to act until A's raise amount is clear.

51: Binding Declarations/ Undercalls in Turn

A: 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.

B: 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.

C: 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.

D: 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.

52: 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.

53: Action Out of Turn (OOT)

A: 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.

B: 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.

54: Pot Size Bets

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

55: 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.

56: 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.

57: 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.

58: 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.

59: Conditional and Premature Declarations

A: 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."

B: 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.

60: 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.

61: 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.

62: 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.

63: 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

64: Shot Clocks and Timebanks

Shot Clocks

A: 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.

B: If a player asks for a count of an all-in amount, the dealer will:

1. Pause the clock,
2. Count the all-in stack
3. Announce the amount to the player and the table
4. Resume the shot clock.

C: Players may not request the clock in events using a Shot Clock. However, players may notify the dealer or Tournament Director if they believe a player is deliberately abusing the allotted decision time.

Timebanks

A: When a player's allotted decision time expires, one Time Bank card will be automatically deducted if the player has a Time Bank available. The player will then receive additional decision time in accordance with the tournament structure. This

process will continue each time the player's allotted time expires until all available Time Bank cards have been used.

B: If the player has no remaining Time Bank cards, the dealer will give the player a verbal five (5) second warning.. If the player does not act before the countdown expires, the hand will be deemed an automatic check if the player is not facing a bet. If the player is facing a bet, the hand will be declared dead.

C: When the countdown reaches zero (0), the dealer will announce that the hand is dead. The player will forfeit all rights to the pot.

65: 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.

66: Lost and Found Chips

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

67: Accidentally Killed/ Fouled/ Exposed Hands

A: 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.

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

Etiquette and Penalties

68: One Player To A Hand

A: 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.

B: 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.

69: Exposed Cards and Proper Folding

A: Players are responsible for protecting their own hands and must immediately notify the dealer if a card becomes exposed. If an exposed card cannot be positively identified, the Tournament Director may require the player's entire hand to be exposed in the interest of fairness and game integrity.

B: If all betting action is complete and a player exposes one or more hole cards to another player before folding or mucking, any player at the table has the right to request to see the exposed card(s). Upon such a request, the dealer shall retrieve and expose the exact card(s) shown to the entire table where possible, if the cards remain identifiable and retrievable.

C: If a card is exposed as a result of dealer error, the dealer must immediately announce the exposed card and display it to all players. The exposed card shall remain face up on top of the stub until the completion of the current betting round. The exposed card will be treated in accordance with the applicable exposed-card procedure for the game being played.

D: A player who intentionally exposes one or more hole cards to another player during a live hand does not automatically have a dead hand. However, exposing cards with action pending is improper and may result in a penalty. Any penalty assessed by the Tournament Director will be served at the conclusion of the hand.

E: The Tournament Director reserves the right to assess penalties for repeated or deliberate violations involving the exposure of cards, collusion, or actions that may compromise the integrity of the game.

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

70: 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.

71: 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.

72: Warnings, Penalties and Disqualifications

A: 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.

B: 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.

C: Abuse, intimidation, threats, harassment, or discriminatory conduct directed toward TPF staff, volunteers, venue personnel, Tournament Directors, or other participants may result in immediate disqualification and removal from the venue. TPF reserves the right to prohibit future participation in its events.

D: 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.

E: Chips of a disqualified player shall be removed from play.

Specific Rules for Events Hosted by TPF

TPF Cash Game Rules

73: Chips in Play

A: All cash games at TPF are played under the table stakes principle, meaning a player can only wager what they have physically in front of them at the start of a hand. Approved gaming chips are the only accepted form of currency at the table. Cash, personal belongings, electronic transfers, or any other item cannot be wagered under any circumstances.

B: All chips must remain clearly visible and countable at all times. Any chips hidden behind other objects, stored in pockets or bags, or otherwise removed from the table surface are not considered in play. Players are not permitted to remove chips from the table while they remain active in the game.

C: Any player found introducing counterfeit, altered, or unauthorised chips into play may be immediately removed from the event and reported to the appropriate authorities.

74: Buy-In Requirements

Every cash game will have a clearly designated minimum and maximum buy-in amount. Players must purchase chips for at least the posted minimum before being seated, and may not exceed the posted maximum at any point. Should a player wish to purchase additional chips, this can only be done between hands. Chips cannot be added to a player's stack during a live hand. The TD reserves the right to adjust buy-in limits for special events or circumstances.

75: Cashing Out

A: Players are free to leave a cash game and cash out at any time. However, any chips removed from the table are immediately considered cashed out and are no longer in play. Players are not permitted to remove chips from the table while intending to continue participating in the game.

B: To preserve the integrity of the game and prevent ratholing, any player who leaves a cash game and returns within two (2) hours must return with at least the same chip stack they had when they left, unless otherwise approved by the Tournament Director.

C: Where a player cashes out for the purpose of registering for and participating in a tournament, the two (2) hour return requirement does not apply. Upon completion of the tournament, the player may re-enter the cash game subject to the current table buy-in requirements. However, if the player returns to a cash game within thirty (30) minutes of cashing out, they must return with at least the same chip stack they had when they left.

D: Any attempt to deliberately reduce a chip stack before leaving, or otherwise circumvent these rules, may result in the player being required to restore chips, receive a penalty, or be removed from the game at the discretion of the Tournament Director.

76: Chip Redemption

A. Cash game chips may only be redeemed through authorised TPF staff during the approved operating hours of the event.

B. Players are responsible for safeguarding their chips at all times. TPF is not responsible for lost, stolen, damaged, altered, or misplaced chips.

C. Chips have no value outside authorised TPF events and may not be transferred, sold, exchanged, or redeemed except through authorised TPF procedures.

D. TPF reserves the right to refuse redemption of any chip that is damaged, altered, counterfeit, suspicious, or otherwise unable to be verified as genuine.

E. Where required by law, permit conditions, venue requirements, or responsible gaming obligations, TPF may require a player to provide reasonable identification or transaction details before redeeming chips.

F. Any dispute relating to chip ownership or redemption will be determined by the Tournament Director or authorised TPF representative, whose decision shall be final.

77: Cash Game Disputes

A: Any dispute regarding a cash game hand, pot, buy-in, cash-out, chip redemption, seat assignment, table transfer, waiting list position, or player conduct must be raised immediately.

B: Once substantial action has occurred on the next hand, previous hands are generally considered closed and will not be reopened except in extraordinary circumstances at the discretion of the Tournament Director.

C: The Tournament Director may review all available information, including dealer observations, player statements, surveillance footage (where available), and any other relevant evidence when determining a dispute.

D: The Tournament Director's decision on any cash game dispute shall be final.

78: Missed Blinds and Posting

A: New players joining a cash game are not required to post a blind. They may either wait for the Big blind to reach their position and enter the game at no cost, or take a seat and wait until they are in the Big Blind position before receiving their first hand.

B: A player returning to the table after an absence must either wait for the Big Blind to naturally reach their seat, or post any missed blind obligations in order to be dealt in immediately.

C: Where a returning player has missed both the Small Blind and Big Blind, the Small Blind portion shall be posted as a dead blind and will not form part of a live wager. The Big Blind portion shall be posted as a live blind and will constitute the player's required blind for the hand. Action will proceed as normal with the player retaining all rights and options associated with a live Big Blind.

D: Players may not intentionally avoid blind obligations by changing seats, leaving the table, or otherwise manipulating their position. Any uncertainty regarding blind obligations or posting procedures will be determined by the Tournament Director, whose decision shall be final.

79: Wait Lists and Game Transfers

When all seats at a table are occupied, a waiting list will be maintained. Seats become available and are offered to players in the order they appear on that list. Players must be present at the time their seat is offered, if a player declines or is unavailable, the TD may move them to the bottom of the waiting list. The TD also holds the authority to transfer players between tables in order to keep games balanced and running smoothly. All decisions relating to seating and transfers are final.

80: Table Balancing, Feeder Tables and Transfer Lists

When multiple cash game tables are operating, TPF will utilise a feeder table system to maintain game integrity and maximise player availability across all tables.

Feeder Tables

A: A feeder table remains a feeder table until a newly opened table reaches seven (7) or more players. Once the newly opened table reaches seven (7) players, the previous feeder table becomes a stand-alone table and will no longer be required to supply players to other tables.

B: This process continues as additional tables are opened throughout the session.

Example: Table 1 is full and Table 2 is full. A third table (Table 3) opens and currently has four (4) players. Table 2 remains the feeder table until Table 3 reaches seven (7) players. Once Table 3 reaches seven (7) players, Table 2 becomes a stand-alone table and Table 3 becomes the feeder table.

Short-Handed Protection

A: A feeder table will not be required to move players, if doing so would reduce that table to five (5) players or fewer.

B: If a stand-alone table falls to five (5) players or fewer, the next player on the feeder list must move to that table, regardless of the feeder table's player count.

Multiple Feeder Tables

When a player is moved from a feeder table to a stand-alone table, the vacancy created on that feeder table shall be filled by the next player from the subsequent feeder table.

Example: Table 1 is a stand-alone table. Tables 2 and 3 are feeder tables. A seat becomes available on Table 1. The first eligible player from Table 2 moves to Table 1. The resulting vacancy on Table 2 is then filled by the first eligible player from Table 3.

Feeder List

A: A feeder list will be maintained and displayed at all venues. Players required to move from a feeder table must do so in the order shown on the feeder list. Positions

on the feeder list may not be exchanged or altered, even where all affected players agree.

B: When a seat becomes available at a stand-alone table, the next eligible player on the feeder list must move to that table. Players are expected to comply promptly with all feeder table movements to ensure games remain balanced and operational.

C: Any player who refuses a required feeder move will be required to cash out immediately and will not be permitted to participate in any cash game for a minimum period of one (1) hour, unless otherwise approved by the Tournament Director.

Transfer (Move) List

A: A transfer list will be maintained and displayed at all venues. Players wishing to move to another table may place their name on the transfer list, and all transfer requests will be processed strictly in the order in which they appear.

B: Where both a transfer list and a feeder list are in operation, the transfer list shall take priority. When a seat becomes available at a stand-alone table, the first eligible player on the transfer list will be offered the opportunity to move before any player is moved from a feeder table.

C: Players may not request a transfer to a feeder table. In addition, any player currently on a feeder list is not eligible to join the transfer list and must fulfil any feeder table movement obligations before becoming eligible to request a table change.

D: Transfer positions may not be exchanged, reserved, or transferred to another player. No exceptions will be made based on player preference, mutual agreement, or table requests. Any dispute regarding table transfers will be determined by the Tournament Director, whose decision shall be final.

Wait List

A: A wait list will be maintained and displayed at all venues for players wishing to join a cash game. Players will be added to the wait list in the order they register their interest and will be offered available seats accordingly.

B: Where a feeder table is in operation, all new players must take the next available seat on the feeder table and may not choose their preferred table. This ensures that the feeder system operates correctly and that all tables remain properly balanced.

C: Where no feeder table exists, players will be seated according to wait list order and seat availability. Players may not bypass the wait list or reserve seats for other players without the approval of the Tournament Director.

D: All decisions relating to wait lists, seat assignments, and player placement shall be made by the Tournament Director, whose decision shall be final.

Voluntary Table Changes

A: Where no feeder table exists, players on the transfer list may move to an available seat at another table in transfer list order.

B: A player may not transfer away from a table that would be left with six (6) players or fewer as a result of the move.

C: All decisions relating to table balancing, feeder tables, waiting lists and transfer lists shall be made by the Tournament Director. The TD may make any adjustment deemed necessary to maintain fairness, game integrity and operational efficiency.

81: Straddles

A: Straddles are optional and may be offered at the discretion of TPF. All straddles must be declared before the initial deal and must be posted in turn.

B: A valid straddle is treated as a live blind raise and establishes the new pre-flop betting amount. Multiple straddles are permitted, with each subsequent straddle required to be at least double the previous live blind. Action shall commence with the first active player to the left of the largest live straddle and proceed in normal betting order.

C: The Tournament Director may modify, restrict, or prohibit straddles for particular games, limits, or promotional events.

82: Seat Reservation and Absences

A: Players are expected to be present at the table while participating in a game. Short breaks are understood and permitted, and the Tournament Director may hold a seat for a reasonable period of time.

B: Where a wait list is in operation, a player may be absent from the table for up to fifteen (15) minutes before their seat becomes available to the next player on the wait

list. If the player has not returned within that time, their chips may be removed from play, cashed out, and their seat forfeited.

C: In the absence of a wait list, the Tournament Director may allow a seat to remain reserved for a longer period where operationally appropriate.

D: A player who is away from the table remains liable for any blinds, straddles, or other forced bets that become due during their absence.

E: All decisions relating to seat reservations, player absences, and forfeited seats shall be made by the Tournament Director, whose decision shall be final.

TPF Tournament Rules

83: Prize Pool, Payouts & Tournament Completion

Legislative Compliance & Prize Pool Distribution

As required under Western Australian legislation, the full prizepool, less the applicable rake and charity commission, must be paid out in its entirety by the operator during the permitted licensed trading hours.

The applicable rake and charity commission for each tournament will be clearly disclosed in the tournament listing prior to registration. By entering a tournament, players confirm they have been given the opportunity to review the applicable deductions before committing their buy-in.

Prize Pool & Payout Structure

At the close of registration, the Tournament Director will calculate and publicly display the official prize pool and payout structure on the tournament clock, visible to all players.

Payouts will be allocated to the nearest whole number of players that does not exceed 15% of the total field. In the event that 15% of the field results in a fractional number, the TD will round down to the nearest whole number. The final payout structure will be publicly displayed on the tournament clock prior to the commencement of play.

Note: Unless otherwise specified for special event formats (including but not limited to Mystery Bounty, Progressive Knockout (PKO), and Satellite tournaments), the standard 15% payout allocation applies. See Section 6 for special format rules.

Tournament Completion & ICM Calculations

If a tournament has not concluded by the end of the permitted licence period, the TD will pause the tournament clock at 11:59 PM. The remaining prize pool will then be

distributed amongst all remaining players using an Independent Chip Model (ICM) calculation.

The official software used for all ICM calculations is ICMIZER:

ICMIZER ICM Calculator: <https://www.icmizer.com/icmcalculator/>

By entering a tournament at TPF, all participants acknowledge and agree to abide by the results produced by the approved ICM calculator.

Player-Initiated Deal Discussions

TPF recognises that prize pools belong to the players. Accordingly, players may discuss and agree upon an alternative deal prior to 11:59 PM.

The following rules govern deal discussions:

- Deal discussions may only be initiated by a player at the table. The TD will not initiate deal discussions.
- Upon request, the TD will pause the clock, provide current chip counts, and facilitate an ICM calculation using the approved software.
- The TD's role is strictly administrative — they will not offer opinions or recommendations regarding any proposed deal.
- If a deal discussion is initiated but unanimous agreement is not reached prior to 11:59 PM, the tournament will resume immediately.
- If the clock reaches 11:59 PM during an active deal discussion, the discussion will be concluded and the remaining prize pool will be distributed automatically via ICM calculation as outlined in Section 3.
- No partial or conditional deals will be recognised.

Deal Approval — Anonymous Ballot Process

Any proposed deal must receive unanimous agreement from all remaining players. To ensure no participant feels pressured into accepting a deal, approval will be conducted using the following anonymous ballot process:

- Ballot cards will be distributed simultaneously to all remaining players by the TD.
- Each player will privately mark their ballot YES or NO and return it face-down to the TD.
- Ballots will be counted privately by the TD and one player-nominated witness.
- The TD will announce only the outcome — either unanimous agreement or that the deal has not passed — without disclosing individual votes.
- A deal that does not receive unanimous agreement is void in its entirety.

Special Format Tournaments

Mystery Bounty, Progressive Knockout (PKO), Satellite, and any other designated special format tournaments operate under format-specific rules that may differ from the standard payout structure outlined in Section 2.

The applicable rules for each special format will be made available to players prior to registration. In all cases, the specific rules governing that format will be clearly noted in the tournament listing.

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 deck stub and reshuffle the entire stub. Re-deal the flop (without another burn) from the newly shuffled stub.

Premature Turn Card

Leave the turn burn card as the burn. Return the premature turn card to the deck stub and reshuffle the entire stub. Cut the stub and re-deal the turn (without another burn) from the newly shuffled stub.

Premature River Card

Leave the river burn card as the burn. Return the premature river card to the deck stub and reshuffle the entire stub. Re-deal the river (without another burn) from the newly shuffled stub.

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

TPF reserves the right to amend, modify, or update these rules at any time. The most current version of the rulebook will be published by TPF and shall supersede all previous versions.