Poker Palooza
Winter 2022

Conduct Code

Intramural supervisors along with the ARC staff will maintain a pleasant environment for all our volunteers, employees and participants. We have established a code of conduct, and may deny the use of the ballroom to anyone who violates it. The following is 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.

Tournament Structure

- Check-in will begin at 11:30. Please be prompt, so that we can begin the tournament on time. You will need to bring a photo ID in order to check-in and get your table assignment.
- A short summary of the tournament will be presented at 11:55 pm.
- Play will begin after 12:00pm on Saturday February 26th, and will continue until we declare a winner.
- Bags must be stored on the east side of the ballroom. They cannot be next to you at the table.
- The tournament winner will receive an Rec Sports championship shirt, and the top 10 will advance to the final table.
- Once you are eliminated from the tournament, you will need to go to the front and check-out with the tournament directors. We will be keeping track of the standings, so it is very important that you let us know when you are out.
- We will be allowing spectators. There is also limited room for spectators, so keep that in mind.
- You may bring food with you if you like, but it is not allowed on the table, all drinks must have a lid.
**Terminology**

**Blinds** minimum bet to participate in the hand, posted in the first round.

**Button** denotes the dealer for that hand

**Flop** dealer turns three cards from the deck after burning a card

**Turn** dealer burns and turns one card after second round of betting

**River** dealer burns and turns last card after third round of betting

**Briefly, How to Play Intramural Texas Hold'em**

1. The player to the left of the dealer button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (*The Pocket Cards*).
4. The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call, or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (*The Flop*).
6. The second betting round begins with the player to the left of the button.
7. The dealer burns one card and turns one community card face-up (*The Turn*).
8. The third betting round begins with the player to the left of the button.
9. The dealer burns one card and turns one community card face-up (*The River*).
10. The fourth, and final, betting round begins with the player to the left of the button.
11. Card showdown with the pot being awarded to the winner(s).
12. The dealer button is advanced clockwise one player.

**Dealer**

Each hand will be dealt by a player at the table. After each hand, the dealer chip will rotate to the left, designating who the dealer will be.

At the championship table a floor supervisor may take over dealer position.
Playing No-limit Texas Hold'em

A version of poker in which a player may bet any amount of chips (up to the number in front of him/her)

The First Round

The player to the left of the button is required to post the small blind. The small blind is usually equal to half the amount of the big blind. The player to the left of the small blind is required to post the big blind. All blinds in hold’em poker are considered live bets and the players who posted them have the option of checking, calling, raising or folding when the betting returns to their position.

After the blinds have been posted, two hole cards are dealt to each active player, after which the first betting round begins with the player to the left of the big blind. There is no limit to the number, or quantity, of raises that a player may make in any round.

A player who does not have enough chips to call a bet is declared "All-In". That player is eligible for the portion of the pot to the point of his final wager, the "main pot". All further betting action involving other players takes place in a "side pot", which is unavailable to the player who has already gone All-In.

The Second Round

After the first round of betting, the dealer burns one card and turns three community cards (The Flop) face-up on the table. The community cards are common to all the players participating in the hand.

The second betting round begins with the first active player to the left of the button.

The Third Round

After the second round of betting, the dealer burns one card and turns the fourth community card (The Turn) face-up on the table.

The third betting round begins with the first active player to the left of the button.

The Fourth Round

After the third round of betting, the dealer burns one card and turns the fifth community card (The River) face-up on the table.
Buy-in

- Each player will receive 27 chips (Color TBA)
- Red $100.00 - 7 chips
- White $25.00 - 10 chips
- Blue $5.00 - 10 chips
- Once you are eliminated, there is no additional buy-in

Seating

Each player will be assigned to a table at the time of arrival and this will remain their seat until they are eliminated or moved to another table.

Ideally, 8 players will be seated at each table.

Players may be moved to another table to keep the tables balanced. Supervisors will do this when the blinds increase. The Eight finalists will be combined at the championship table and be seated by another random drawing.

These Ten finalists will begin play with the next level of limits and blinds above the last level in play prior to combining the tables.

Limits and Blinds

This tournament uses a structured betting system with limits and blinds

The tournament will begin with limits of $10.00 / $20.00 and increase every 20 minutes. Current blinds will be posted on the screen, and any changes in blinds will be announced. The levels of the blinds are subject to change based on the pace of play. There will also be antes at some point in the tournament.

An increase in the blind applies to the next deal

Each hand will have four rounds of betting. The bets in all rounds cannot be smaller than the high blind amount.
The Bets

Each hand starts with two “Blind” bets being posted, ensuring every hand is worth something.

The blinds shall remain in front of the players until the conclusion of the “pre-flop” betting. The dealer will rake the blinds and all other bets into the pot.

All bets shall be stacked and pushed directly in front of player. The dealer will verify all bets and rake them to the center pot at the conclusion of each round of betting. Tossing chips into the pot is not allowed.

Each player may bet up to four times (max) per betting round. This includes one bet and three raises. Once a player has reached the four-bet max they may either call or fold only.

Players are required to **verbally** declare their bet (Call, Check, Raise w/ amount, or Fold).

The dealer will make all change for larger chips out of the pot. Players betting large chips shall declare their bet when placing out the chips and the dealer will make the change as needed.

Players may not disclose or turn over their “hole cards” during a live hand even if folded. This injures the rights of players who are still competing. **If a player deliberately shows a card the entire hand will be declared dead and the player penalized (half the current pot)**.

All-In

If a player cannot cover a blind, he **must** use all remaining chips and post a short blind and declare “All-in”. Both blinds and each called bet (not including raises) from the “pre-flop” round will go into a (main) pot. All raises from the “pre-flop” round and all bets from additional rounds will be placed into a (side) pot. The “All-In” player will not be able to bet for the remainder of the hand and should he win the hand he will win only the amount from the (main) pot with the (side) pot going to the next best winning hand. If he does not win the hand he is eliminated from the tournament and the winning hand receives both pots.

When a player does not have enough chips to cover a call he must fold or declare “All-In” and bet all remaining chips. Players who follow the “All-In” player will call the entire bet with a portion equaling the “All-In” player going into the (main) pot and the remaining chips going into a (side) pot. All additional betting for the remainder of the hand will go into the (side) pot. The “All-In” player is only entitled to the (main) pot should he win the hand with the (side) pot going to the next best hand.

If more than one player goes “All-In” during a hand additional (side) pots will be created using the same rules as above. A player may only win a pot equaling his “All-In” bet and the called bets from following players.
**Misdeals**

The following circumstances will result in a misdeal.

1. Dealer exposes any of the “hole” cards to any player
2. Dealer starts with the wrong position or deals out of sequence (empty chair)
3. Dealer gives any player less or more than the two “hole” cards
4. All misdeals shall be reshuffled and cut
5. Once two players (after the blinds) have acted upon their hands the entire hand shall be played to conclusion regardless of misdeal
6. If too many cards are exposed during the flop or a card was not burned, the cards shall be reshuffled and a new card burned with three new “flop” cards being dealt
7. If too many cards are turned or a card not burned during the “turn” or “river” the existing “community” cards shall remain with the remaining cards reshuffled and a new card burned and a new single card turned
8. If a card is found face up in the deck it shall be placed on the bottom of the deck and the next card shall be played
9. If a card is found missing from the deck prior to any betting it shall be replaced, shuffled and cut. If two players have taken action the hand shall be played to conclusion
10. A card dropped or exposed by a player shall continue to be played

**Poker Etiquette**

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Reading a hand for another player at the showdown before it has been placed face up on the table.
5. Telling anyone to turn a hand face up at the showdown.
6. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
7. Needlessly stalling the action of a game.
8. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
9. Stacking chips in a manner that interferes with dealing or viewing cards.
10. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
Final Comments

- When a participant advances or is asked to move to another table, the floor supervisor will escort the individual
- Supervisor should be made aware of problem when it occurs and **all play must stop** with all cards and chips remaining as-is until a resolution is reached.
- Each player must play and call his/her own hand. No assistance may be given by other players or spectators
- Should a player need to briefly leave the game, all play will stop. Another player may not play for the absent player nor post any blinds
- All cards must remain in full view and are not allowed beyond the edge of the table
- All players are entitled to a clear view of opponent’s chips with higher denominations made easily visible. Hiding chips is not allowed
- Looking through discards or remaining deck cards is not allowed at any time
- The dealer of each hand will be responsible for verifying all bets, raking bets into pot and awarding the pot to the winning player(s)