

B'nai Jeshurun Congregation
No-Limit Texas Hold'em House Rules

Tournament Format

Cost

Entry Fee \$50 buy-in, (\$4,000 in chips)

Re-Buy \$20 (\$2,000 in chips) **Re-Buys will be allowed only during the 1st and 2nd round.** There is no limit on the number a re-buys.

Chip Add Ons **At the end of Round 2** there will be a 15 minute break. At this time all players will be eligible to buy more chips - up to the initial \$4,000. **Each \$500 in chips will cost \$5.** *(Players will have the option of buying the full amount; however there will be no pro-rated costs. I.E. If you have \$3,925 in chips, and wish to purchase up to your full \$4,000 quota, you may buy \$500 in chips at the cost of \$5, but you will only receive \$75 more in chips.)*

Late Seating Late seating will be permitted during Round 1. Pre-paid players who arrive late will be assigned to tables, where they will be responsible for their ante as required by play. Late players who have not pre-paid will be responsible for the small and big blind for each round of play missed at the table they are assigned too. (I.e. If the button has gone around 3 times, they will start with 3x the small blind, and 3x the big blind less in chips.) Late, non pre-paid players will also be required to ante the big blind on their first hand, regardless of whether or not they are the big blind. Late players will be placed at open seats at tables with the fewest players. In the event of multiple least populated tables, one card will be dealt (by the Tournament Director) to each of the tables, and the player will be seated at table receiving the low card. (In the case of a tie, the next two cards will be drawn.)

Tournament Director: Eric Greenberg will act as Tournament Director.

Table Seating All players will be randomly placed at tables with randomly selected seat numbers prior to the start of the tournament. If the number of players differs by three or more players between any two tables, one player must move from the highest populated table to a lowest populated table. When forced to choose between removing a player from more than one equally populated table, one card will be dealt (by the Tournament Director) to each of the tables in question. The low card table will move a player. (In the case of tie, the next two cards will be drawn.) The player at the selected table, in the same position of the last player eliminated, relative to the button, at the completion of the current hand, whether or not that player is "in play" will move to the eliminated players seat. In the event that a small blind player is moved from the table, there will be no small blind that hand, and the button does not move following that hand. Normal play then resumes.

Upon the discretion of the Tournament Director, when ½ of the original number of players remain, all players will be reseated.

When only 8 players remain, all players will be reseated at one table.

Dead Button Rule If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. *This will result in the same player being the dealer two hands in a row.*

When the small blind busts out and is not replaced by a player from another table, the button does not move. The player who was the big blind will now post the small blind and the player to his left will post the big blind. *This will result in the same player being the dealer two hands in a row.*

Players Leaving If a player leaves the table for any reason he will be opting to drop every hand that occurs during his absence. He will be responsible for all antes and blinds and will be dealt cards. Players remaining at the table, or another person designated by the absentee, will post all antes and

blinds for the absent player. There will be no refunds or cash-outs given to players who leave or do not show up after the first hand of the tournament is dealt.

Winning the Tournament

The Final player remaining with all the chips will be the first prize winner. The last player eliminated will be the second prize winner; the second last player eliminated will be the third prize winner, etc. If more than one player is eliminated on the same hand, the player(s) with the highest chip count at the start of the hand will be awarded the highest place(s).

The Tournament Director

The Tournament Director is responsible for all table and seating decisions. The Tournament Director is responsible for the handling of the timer. In the case of disputes and rules interpretations, the Tournament Director will have final authority.

Blind Structure:

	Blinds	Time
Round 1	25/50	30
Round 2	50/100	30
	Break	15
Round 3	100/200	20
Round 4	200/400	20
Round 5	300/600	20
	Break	10
Round 6	500/1000	20
Round 7	1000/2000	20
Round 8	2000/4000	20
	Break	10
Round 9	3000/6000	20
Round 10	6000/12,000	20
	10,000/20,000	until end

Coloring up - The lowest chip denomination in play will be removed from the table when it is no longer needed in the blind or ante structure.

All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. I.E if you have five \$25 chips you would get one \$100 chip and have one odd chip. The method for removal of odd chips is as follows:

Starting at seat 1, (if there is a professional dealer, this will be the player directly to the dealer's left) deal this player one card face up for every odd chip they hold. Continue clockwise around the table until all players have one card for each of their odd chips.

Add the \$ amount of all odd chips together. You want to replace the odd chips with chips of the next lowest denomination. For example: If there are eight \$25 chips, you want to replace them with two \$100 chips.

If there are an odd number of odd chips on the table: If the amount of the final chips is equal to half, or more, of the value of the next lowest chip, these chips are replaced by the higher value chip. If the total value is less than half, the odd chips are simply removed from the table.

Give the first replaced chip to the player with the highest value card by rank. With every player only eligible to receive one chip, continue giving a chip to the player with the highest value card until all chips are gone.

Game Play:

- Seat number one is the dealer (**for the initial hand**), seat 2 is small blind, and seat 3 is big blind.
- The dealer rotates to the left after each hand
- Last person to deal shuffles the cards and cuts cards for the next hand
- Player immediately to the left of the dealer antes the **small blind** before the hand is dealt
- Player 2 to the left of the dealer antes the **big blind** before the hand is dealt
- After first 2 cards are dealt (face down to each player), initial round of betting starts with player immediately to the left of player that antes the big blind
- Both the big and the small blind have the option to raise in the initial round of betting (and all rounds)
- Must burn one card from the deck prior to any card being dealt to the middle.
- All subsequent betting for that hand begin with the player that was the small blind.

Betting Rules:

- The number of raises in any betting round is unlimited.
- Betting or raising on all rounds must be equal to at least the big blind or previous raise amount (unless it is an all-in bet)
 - *i.e.:* A player may enter a hand if he has ANY amount of chips remaining
- All initial bets or subsequent raises must be equal to or greater than the size of the previous bet or raise, (Except for an all-in wager that is less than a full bet)
 - *i.e.:* Big Blind is \$100, first player raises it up \$100 for a total bet of \$200---the next raise would need to be minimum \$100 (total bet now \$300)
- A player who wishes to raise should state this verbally prior to placing any chips into the pot - a bet that is "called" by placing chips into the pot may not then be raised by adding additional chips to that bet.
 - *i.e. no string bets*
- Check-Raises allowed
- If two players go all in and one player loses, it is the player's responsibility to make sure chips are even. If a player with more chips (is the one that lost) gives all of his chips to the winning player even though he had more chips, if another hand is played the losing player is out.
- Another player may call for a clock against a player who is taking an unreasonable amount of time to make a decision. Once a clock is called for, the Tournament Director will be notified and the player with action will be given one minute to make a decision. If a decision has not been made by the time the minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be folded and play will continue.

House Rules:

- All players must be 21 years of age.
- All chips & cards must remain on the table.
- If a card is exposed **on the initial deal** it will result in a misdeal and the hand will be re-dealt without the button moving.
- If a card is unintentionally exposed by the dealer **following** the initial deal, it will be replaced with the last burn card and remain face up with the other burn cards. If it is deemed that it was intentional, the dealer may be penalized by the Tournament Director.
- If a player exposes his card intentionally or unintentionally, the player may be penalized by the Tournament Director, and all players are entitled to know the exposed card. In either case the hand is not considered 'dead.' In the event that the Tournament Director deems the cards were exposed intentionally to ruin another players chances of winning, the Tournament Director may declare all hands dead and return all chips to their owners and the player may be penalized.
- A player's hand that is tossed into the pile of dead cards in the middle is considered mucked.
- No coaching other players during play. Players coaching another player during play may be penalized by the Tournament Director.

- **The house reserves the option to increase blinds, add an ante, or add a round of betting at the end to ensure a timely and decisive conclusion to the tournament.**
- **House reserves the right to disqualify any player who is too intoxicated to play.**