

Official APL™™ Tournament Rules

REVISED AUG 2007



1. **TD discretion** - Tournament Directors are to consider the best interest of the game and fairness as the top priority in the decision making process. Unusual circumstances may require that exceptions be made in the interest of fairness. The Sponsors / Account Managers and or the TD's decision is final.
2. **Starting Chip Stack** - All players arriving prior to session start time will start with an equal amount of chips and continue to play until one player remains and accumulates all the chips.
3. **Late arriving players** - Player's can join a tournament up until the end of the first break. A late player entering a tournament will be docked five (5) times the amount of the big blind currently in play. (NOTE: if arriving during break player will be handicapped according to blind amounts after break) Please note once all starting chip stacks (1 host = 80 starting stacks) have been used no more players will be seated.
4. **High Card for Dealer** - Players "high-card" for the button (dealer position) immediately prior to the start of play. This means the player who draws the highest card will start with the button. In case two Players get the same high card, the suit, in descending order of, spades, hearts, diamonds and clubs will determine who starts with the button. If a table is reseated and 50% or more of the players are new to the table, then the Players "high-card" for the button immediately prior to resuming the session. At the start of the final 2 table's, players will "High Card" for the button. At the start of the final table players will high card for the button.
5. **Dealer shuffle** - Dealer must shuffle cards at least three times, and dealer must cut cards every hand. If concerned about the shuffle, cut, or other preparation of the cards any player may call for a reshuffle before the cards have been dealt.
6. **Dealer Rotation** - Players will rotate dealer responsibilities in a clockwise rotation.
7. **Blind Level** - Blinds are raised consistently throughout the tournament according to the blind structure. At each blind level the raise is effective on the next live hand. The moment the cards are received by the new dealer the next live hand starts.
8. **Blinds** - A "blind" is a fixed amount of chips, determined by the size of the game that is automatically put into the pot prior to the hand being dealt to force action. The Small Blind is the player immediately to the left of the dealer button and the Big Blind is the player to the immediate left of the Small Blind. (It is possible for a player to take two Big Blinds in a row, but only if the player is changing tables. For example, if he just had the BB at his table, which just broke down and then was seated in the BB at his/her new table.). Players are obligated to take their "Blinds".
9. **Eliminated Blinds** - If the player in the small blind is eliminated then the button moves to the empty position and the person behind the button deals for the phantom player, this is called a "dead button". The other players post blinds as usual. If the player in the big blind is eliminated, the small blind position is dead and only the big blind is posted. (See Diagram of Blind Examples) The following hand the blind structures will return to normal. This ensures every player is posting a big blind and there is forced action on every hand.
10. **Re-seated into the blinds** - New players are dealt in immediately unless they sit down in the small blind or button position. In these two cases, they must wait until the button passes. If a player is seated in the Big Blind position, the player must post the Big Blind and will be dealt in the hand.
11. **Absent Player** - An absent player is always dealt a hand, and will be put up for blinds if in a blind position. If you are not present when your first card is dealt, your hand will be mucked (folded) after all cards have been dealt. This includes situations in which a live blind is not present when dealt, since an absent player cannot exercise the option to raise. Empty seats without a player or chips are dealt out.
12. **Heads up** - When two Players remain, the Player due to assume the Big Blind will do so, and the Small Blind will inherit the button. The Small Blind or button will act first prior to the flop and second after the flop.
13. **Color Up** - At TD discretion, the lowest denomination of chip will be colored up and removed from play when no longer needed in the blind structure. All lower denomination chips that are of sufficient quantity for a new chip will be colored up directly. All remaining odd chips will be rounded up to the next chip denomination.
14. **Misdeal/Exposed card** - While dealing If two or more cards are exposed due to dealer error, it is a misdeal and cards are reshuffled and redealt. If only one card is exposed, or seen by someone at the table, the dealer continues to deal all the hole cards to all players. The dealer then replaces the seen card with a new card and the seen card becomes the first burn card. If the flop needs to be redealt because the cards were exposed prematurely the board cards plus the burn card are mixed back into the deck, reshuffled and cut, then a new burn card and flop exposed. Post flop anytime a card is exposed prematurely the seen card plus the burn card will be placed back into the deck of remaining cards, shuffled and cut, and a new burn card and turn / river card exposed. If the burn card is exposed it must be shown to all players at the table but will remain the burn card and the remaining cards dealt. If action is taken on an incorrectly exposed card that action will be rescinded and the appropriate correction made.
15. **Muck and Burn cards** - The burn cards and muck pile must be kept separate until the hand is completed. If at any time a player's cards (face down) touch the muck pile the cards are dead and must remain in the muck and the player loses all action on that hand. The current dealer is the only player allowed to touch the muck pile. No player is allowed to turn over any cards in the muck pile. After completion of the hand, the current dealer will collect all cards and pass the deal and button.
16. **Chips** - Only the dealer is allowed to touch the chips in the pot. You must make change from your neighbor first. If change can not be made, you should state your action (Check, Call, Raise) then put down your chip(s). The dealer will pull your change from the pot and give it to you after the action is complete. The dealer must state that the "pot is right", all players should then push their chips into the center of the table. Chips from any player leaving the tourna-

Official APL™ Tournament Rules (continued)

ment will be removed from play.

17. **No splashing the pot** - You are to place your chips calmly in front of you, and then push the chips to the center after the dealer has stated that the "pot is right"
18. **No string bets (One motion)** - A player must state their intentions (Call, Check, Raise) before placing chips in front of them. If you do not state raise, any single chip placed in front of you will be an assumed call and the dealer will return your change. Multiple chips placed in front of you will be an assumed raise for the total amount placed out. You must place all chips required to satisfy your intentions in one motion. You may not go back into your bank multiple times.
19. **No short bets** - To raise you must state "RAISE". Your RAISE must be at least equal to the previous RAISE. The first raise (pre-flop) must be double the big blind. All raises after must be at least equal to the previous raise (not bet). On all betting rounds, first to act must be equal to or greater than the big blind, first raise must be double or greater than the first bet, unless player is all in. (refer to raise examples)
20. **All in** - At any time a player may go "all-in" wagering all of their chips. Whenever a player is all-in, and all betting action is complete, all hands in play will be turned face up. If a player's All-in does not complete a raise, remaining players may call the All-in. Any additional raises must complete or exceed the raise. A player can never win more than they have in the pot. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips the player has. In these situations a side pot could occur for players with remaining chips.
21. **Showdown** - At showdown both cards from the winning hand must be displayed to claim any part of the pot.
22. **Card verification** - Any player that was in the hand may request to see any hand that has been called. This privilege can be revoked if abused.
23. **Cards speak for themselves** - Players are responsible for holding on to their cards until the winner is declared. Although verbal declarations are not binding intentionally miscalling your hand with the intent to cause a player to discard a winning hand may result in forfeiture of the pot.
24. **Protect your hand** - A player is responsible for protecting their cards at all times. All cards must remain above the table top, and not past the edge of the table, as well as remain visible during play. If a dealer kills an unprotected hand the player will have no redress and will not be entitled to their chips back. An exception would be if a player raised and their raise had not been called yet. They would be entitled to receive their raise back.
25. **Dead hand** - A hand is declared dead if: a player folds or announces they are folding when facing a bet or raise, throws their hand away in a forward motion causing another player to act behind them, cards touch the muck pile (face down), or if cards are thrown into another player's hand (face up or down), in this situation both hands are dead. Once a hand is dead and/or in the muck pile it can not be retrieved or made live again.
26. **Visible Chips** - All chips must remain visible and on the table at all times. Unless you are moving to a new table. A player's highest chip denomination must be visible to all players at all times.
27. **Extra/odd Chip** - In the case of a split pot that can not be divided equally the extra chip will be given to the first person to the left of the dealer that was in the hand and eligible for that pot.
28. **Multiple players eliminated** - If two (or more) players are eliminated on the same hand, the player who started the hand with the most chips will be awarded the higher finishing position. Should both eliminated players have started the hand with equal chips they would tie for the higher finishing.
29. **One player per hand** - You may not ask advice as to how to act during your action period. If you show your cards to a player at the table, you must show all players. (Show one—Show all)
30. **Table Consolidation** - As players are eliminated each table will play down to no less than four players. Tables will be consolidated at Tournament Directors discretion.
31. **Play never stops** - except during break time. If you are seated at a table that has empty seats, you must notify the session host and continue playing until other players are seated or you are moved. A table will play to no less than four players.

Official APL™ Tournament Rules (continued)

Blinds Example #1:

<u>SEAT 1</u> DEALER	<u>SEAT 2</u> SM BLIND	<u>SEAT 3</u> BIG BLIND	<u>SEAT 4</u>	<u>SEAT 5</u>
<i>After hand, seat 2 is eliminated...</i>				
<u>SEAT 1</u> DEALS FOR SEAT 2	<u>SEAT 2</u> EMPTY	<u>SEAT 3</u> SM BLIND	<u>SEAT 4</u> BIG BLIND	<u>SEAT 5</u>
<i>Next round...</i>				
<u>SEAT 1</u>	<u>SEAT 2</u>	<u>SEAT 3</u> DEALER	<u>SEAT 4</u> SM BLIND	<u>SEAT 5</u> BIG BLIND

Blinds Example #2:

<u>SEAT 1</u> DEALER	<u>SEAT 2</u> SM BLIND	<u>SEAT 3</u> BIG BLIND	<u>SEAT 4</u>	<u>SEAT 5</u>
<i>After hand, seat 3 is eliminated...</i>				
<u>SEAT 1</u>	<u>SEAT 2</u> DEALER	<u>SEAT 3</u> DEAD BLIND	<u>SEAT 4</u> BIG BLIND	<u>SEAT 5</u>
<i>Next round...</i>				
<u>SEAT 1</u>	<u>SEAT 2</u> DEALS FOR SEAT 3	<u>SEAT 3</u>	<u>SEAT 4</u> SM BLIND	<u>SEAT 5</u> BIG BLIND

Blinds Example #3:

<u>SEAT 1</u> DEALER	<u>SEAT 2</u> SM BLIND	<u>SEAT 3</u> BIG BLIND	<u>SEAT 4</u>	<u>SEAT 5</u>
<i>After hand, seat 2 & 3 is eliminated...</i>				
<u>SEAT 1</u> DEALS FOR SEAT 2	<u>SEAT 2</u>	<u>SEAT 3</u> DEAD BLIND	<u>SEAT 4</u> BIG BLIND	<u>SEAT 5</u>
<i>Next round...</i>				
<u>SEAT 1</u> DEALS FOR SEAT 3	<u>SEAT 2</u>	<u>SEAT 3</u>	<u>SEAT 4</u> SM BLIND	<u>SEAT 5</u> BIG BLIND

Raise Examples:

Raise Example 1). SB=50, BB=100. First raise must make the bet at least 200 (double the big blind, raise was 100). 2nd raise must raise the bet at least another 100, second bet would be 300 or more.

Raise Example 2). SB=200, BB=400. First raise must make the bet at least 800 (double the big blind, raise was 400). 2nd raise must raise the bet at least another 400, second bet would be 1,200 or more.

Raise Example 3). SB=100, BB=200. If the first raise made the bet 600 (more than double the BB, the raise was 400). The 2nd raise must raise the bet at least another 400. Second bet would be 1,000 or more.

Raise Example 4). Player A bets 100, player B raises to 300, player C goes all in for 350 (was unable to complete the raise). The next to act may call the All-in but, if next to act wishes to raise they must complete the raise making the bet a minimum of 500. If no one calls or raises player would pull back 150 at the end of the betting round.

Raise Example 5). (Blinds are 100 and 200) Big blind goes all-in for 150 (unable to complete the blind requirements). Next to act must call 200 (BB) as no bet can be smaller than the Big Blind.