

Texas Hold'em Poker Tournament

STANDARD RULES OF PLAY

The Liquor and Gaming Authority of Manitoba (LGA) has established standard rules of play. Licensees must also set their own individual tournament rules to be used with the LGA's standard rules of play during their event their bingo or breakopen events.

- 1** Tournament rules must be compliant with the Texas Hold'em Poker Tournament Terms and Conditions and must identify:
 - a) entry fee and amount of chips received;
 - b) the procedures and rules for allowing prepaid entry fees or pre-registration, if applicable;
 - c) the prizes offered;
 - d) any minimum limits or conditions for raises;
 - e) the number of blinds and the progression of increase in the blinds;
 - f) the time limit, price charged, amount of chips and method established for rebuys, if allowed;
 - g) the method for eliminating lower value chips;
 - h) the method for handling split pots with an uneven amount of chips;
 - i) the rules for elimination of players;
 - j) the method for determining the order of finish (see 8.04);
 - k) the method for resolving tournament standing ties;
 - l) the rule for allowing players to leave the table;
 - m) any other poker rule book referenced during the event;
 - n) the designated language for the tournament; and,
 - o) any other information essential to a player's understanding of how the tournament will be conducted.
- 2** Licensees must not offer refunds once tournament play has begun.
- 3** Licensees must assign table and player positions randomly.
- 4** All suits have the same rank. The rank of cards, from highest to lowest, must be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except where the ace may be counted low (see Ranking of Poker Hand Combinations on page 3).
- 5** Cards must be displayed face-up on each table so that each card can be seen by any player before the start of play at each Texas hold'em poker tournament.
- 6** Players cannot deal. Players who have been eliminated cannot become a dealer for that tournament.
- 7** Player conduct:
 - a) A player cannot bet on more than one hand in any round of play.
 - b) Side-betting is not allowed.
 - c) Substitute players are not allowed.
 - d) Players may not give, sell, exchange or redeem chips with another player.
 - e) Players may not handle the chips placed in the pot.
 - f) Players are responsible to protect their cards.
 - g) Players must keep their pocket cards in full view of the dealer at all times.
 - h) Players may examine their pocket cards at any time and must do so in a manner that does not disclose their value to other players or spectators.
 - i) Players may not exchange information about their cards.
- 8** The dealer will collect all cards and shuffle them prior to each round of play.
- 9** The dealer button must start with the player to the left of the dealer. The dealer will move the dealer button to the next player in a clockwise direction prior to commencing each subsequent round of play.
- 10** The player immediately to the left of the dealer button will post the required blind (small blind, if two blinds are required) before the beginning of each round of play.
- 11** If two blinds are required, the player immediately to the left of the small blind position will post the required big blind before the beginning of each round of play. When all but two players have been eliminated from the table, the player with the dealer button will post the small blind and the other player will post the big blind.
- 12** All cards will be dealt in a clockwise direction beginning with the player immediately to the left of the dealer button.
- 13** The dealer will commence the first betting interval by dealing one card face-down to each player, then a second card face-down to each player.



- 14 The first betting interval will proceed as follows:
 - a) The player immediately to the left of the big blind position is the first to act and must call, raise or fold. When all but two players have been eliminated from the table, the player with the dealer button is the first to act and must call, raise or fold.
 - b) Betting continues in a clockwise direction until each player has an opportunity to call, raise or fold, with the exception of the player in the big blind position who may also check if no other player has raised.
- 15 The dealer will commence the second betting interval by burning a card and then dealing three community cards face-up in the middle of the table.
- 16 The second betting interval will proceed as follows:
 - a) The player immediately to the left of the dealer button is the first to act and must bet, check or fold.
 - b) Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise or fold.
- 17 The dealer will commence the third betting interval by burning a card and dealing one community card face up.
- 18 The third betting interval will proceed as in 16.
- 19 The dealer will commence the fourth betting interval by burning a card and dealing one community card face-up.
- 20 The fourth betting interval will proceed as in 16. Upon completion of four betting intervals:
 - a) If only one player remains in the round of play (i.e. all but one player has folded), the player is not obligated to show their hand.
 - b) If two or more players remain in the round of play:
 - i) it will be the obligation of the player who made the last bet to show their hand; or,
 - ii) if no player has placed a bet, it will be the obligation of all players to show their hands.
- 21 Any combination of a player's pocket cards and/or community cards may be used to construct a standard five-card poker hand.
- 22 If a tie cannot be broken, the pot will be split among all equal hands for that round of play.
- 23 When a player is eliminated, they must not be allowed to re-enter the tournament.
- 24 As players are eliminated, tables must be maintained, as closely as possible, with an equal number of players.
- 25 When relocating players, the new position must be as close as possible to the player's position at the previous table. Relocated players must assume all responsibilities of the new position.
- 26 No misdeal may be called after the first bet. In the event of a misdeal, additional blinds cannot be required.
- 27 The use of any cell phone or electronic device is prohibited during tournament play.
- 28 The tournament chairperson is responsible for handling all disputes. Any player dissatisfied with the tournament chairperson's decision may contact the LGA.

Ranking of Poker Hand Combinations

- Royal Flush** is a hand containing an ace, king, queen, jack and 10 of the same suit.
- Straight Flush** is a hand containing five cards of the same suit in consecutive ranking. An ace may count high or low.
- Four of a Kind** is a hand containing four cards of the same rank.
- Full House** is a hand containing three of a kind and one pair.
- Flush** is a hand containing five cards of the same suit but not in consecutive ranking.
- Straight** is a hand containing five cards of consecutive rank regardless of suit. An ace may count high or low.
- Three of a Kind** is a hand containing three cards of the same rank.
- Two Pairs** is a hand containing two pairs.
- One Pair** is a hand containing two cards of the same rank.
- High Card** is a hand that does not contain one pair or better.