

Poker Dealer Errors

If the **first or second holecard dealt is exposed**; a misdeal results. The dealer will retrieve the card, reshuffle, and recut the cards. If **any other holecard is exposed due to a dealer error**; the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burncard. If more than one holecard is exposed, this is a misdeal and there must be a redeal. [Note: All rules on this page are quoted from Roberts Rules of Poker v4]

If the flop needs to be dealt because the **cards were prematurely flopped before the betting was complete**, or the **flop contained too many cards**; the board cards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

If the **dealer fails to burn a card** before the flop, turn or river; the card will be shown to all players and the next card will be turned face-up as normal. [Note: Robert's Rules is silent on this issue]

If the dealer turns the **fourth card on the board before the betting round is complete**, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burncards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card is turned up prematurely**, the deck is reshuffled and dealt in the same manner.

Poker Misdeals

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #2) (a) The **first or second card of the hand** has been dealt faceup or exposed through dealer error, (b) Two or more **cards have been exposed by the dealer**, (c) Two or more **boxed cards** (improperly faced cards) are found, (d) Two or more **extra cards have been dealt** in the starting hands of a game, (e) An **incorrect number of cards** has been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence, (f) Any **card has been dealt out of the proper sequence** (except an exposed card may be replaced by the burncard), (g) The **button** was out of position, (h) The **first card** was dealt to the wrong position, (i) Cards have been dealt to an **empty seat** or a player not entitled to a hand, (j) A **player has been dealt out who is entitled to a hand**. This player must be present at the table or have posted a blind or ante.

2. Action is considered to occur in stud games when two players after the forced bet have acted on their hands. In button games, action is considered to occur when two players after the blinds have acted on their hands. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion and **no money will be returned** to any player whose hand is fouled.

Poker Dead Hands

1. Your hand is declared dead if: (a) You fold or announce that you are folding when facing a bet or a raise, (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet), (c) In stud, when facing a bet, you pick your upcards off the table, turn your upcards downward, or mix your upcards and downcards together, (d) The hand does not contain the proper number of cards for that particular game (except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live), (e) You act on a hand with a joker as a holecard in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #8.), (f) You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of false information given to the player.

3. Cards thrown into another player's hand are dead, whether they are faceup or facedown.

If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them. One or more cards missing from the deck does not invalidate the results of a hand. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. A downcard dealt off the table is an exposed card. If you drop a card on the floor out of your hand, you must still play that card. A player must show all cards in the hand face-up on the table to win any part of the pot. Cards speak.

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HomePokerTourney

Poker Tournament Rulebook

These HomePokerTourney No-limit Texas Hold'em poker tournament rules are to be used in conjunction with 'Robert's Rules of Poker'. Where there is a discrepancy between these rules and Robert's Rules of Poker, these rules shall take precedence.

BUYIN/REBUY/ADD-ON The dollar amount of the initial buyin shall be posted in plain view of the playing table(s). The buyin shall purchase 1000 chips. These chips have no monetary value. You may rebuy into the tourney *if you have lost all your chips* before the first hand of the fourth blinds level is dealt. Rebuys will be in the same dollar amount and chips as the initial buyin. For example, if the initial buyin of \$25 purchased 1000 chips, the rebuy will be \$25 and will purchase 1000 chips. Each player is allowed only one rebuy per tourney. There are no *Add-ons* in this tourney.

PAYOUT All monies paid in will be paid out. The prize structure shall be posted in plain view of the playing table(s). The prize structure will be similar to the following: first prize will be 40% of the purse, second prize will be 25%, third prize will be 20%, fourth prize will be 10% and fifth prize will be 5%. The purse is the total of all the buyins, rebuys, and add-ons.

WINNING THE TOURNEY 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, they shall split the combined prize money for the appropriate places. Players may 'cut side deals' to split prizes but the Tournament Director is never responsible for the execution of these deals.

LATE PLAYERS Players who have committed their attendance to the Tournament Director but have not arrived by the deal of the first hand will, at the Tournament Director's discretion, be assigned a seat and issued chips. A player will post all appropriate blinds/antes on behalf of the absent player. If the absent player has not arrived before the first hand of the second blind is dealt, the absent player's chips are removed from play and he forfeits any chance to play.

TIMER USE AND BREAKS When the blinds timer expires, it shall be immediately restarted. The next hand will be dealt at the new blind level. For the purpose of this rule, a hand is considered currently in play once the all blinds/antes are posted AND the dealer has begun shuffling (riffles the deck). Breaks will be at the discretion of the Tournament Director. The timer is stopped during breaks and during any disputes that occur which require attention from the tournament director to resolve. No additional hands at any table should be started during such a break although hands already in progress should be completed.

BLINDS SCHEDULE The blinds schedule shall be posted in plain view of the playing table(s). A suggested T1000 blinds schedule is included with these rules.

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Advice on how to host a poker tournament in your home
Rules, Blinds, Chips, Tables, Timers, Downloads

SEATING Each table will seat a maximum of 10 players. Players will be distributed as evenly as possible between all tables.

Prepare a deck of cards consisting of one card for each seat at each table. For example, if you have two tables of 8 players and one table of 9 players, prepare a deck consisting of the A-8 of spades (Table1), the A-8 of hearts (Table2), and the A-9 of clubs (Table3).

When the tourney begins, or when a new table or tables are formed, each player draws a single card. The Ace is seated at the button, the 2 is the small blind, the 3 is the big blind, and then each player is seated in proper card order. Card suit is used to determine which table a player is seated at. For example, all spades sit at Table1, all hearts sit at Table2, and all clubs sit at Table3.

When three tables are in play, each table will play internally to itself until there are 18 players remaining. These 18 players will be randomly seated, using the same method as above, to form two tables. When two tables are in play, each table will play internally to itself until there are 9 players remaining. These 9 players will be randomly seated, using the same method as above, to form the final table.

If you want three dealers to each sit at three different tables, you first divide the cards into three stacks - one stack of spades, one stack of hearts and one stack of clubs. Each dealer then randomly draws one card from a different stack. You then combine all the remaining cards together for the non-dealers to draw from. First seat the dealer in the middle of each table, then seat the other players, in proper card order, around the dealer.

MOVING PLAYERS If the number of players differs by two or more between any two tables, one player must move from the highest populated table to the 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 lower populated table's dealer) to each of the tables in question. The low card table (ace of spades is high) will move a player.

When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), relative to the button, at the highest populated table must move to the eliminated player's seat. The move must occur before the next hand is dealt at *any* table. For the purposes of this rule, a player is 'playing a hand' once all the blinds/antes have been posted *and* the dealer has begun shuffling (riffles the deck).

A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.

Moving occurs after the conclusion of all hands being played at all tables. If several players must be moved at the same time, begin with the eliminated player, at the lowest populated table, closest to the left of the button.

Example: There are 8 players at TableA, 8 players at TableB and 7 players at TableC. A player three seats to the left of the button is eliminated from TableC. The TableC dealer deals one card to TableA and one card to TableB. The player presently playing a hand three seats to the left of the button, at the low card table, must move to the eliminated player's seat at TableC. That player will post the big blind at the new table, just as he would have had to do if he had stayed at his original 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 and will return before 20 minutes are up, he can opt to drop every hand that occurs during his absence. He will be responsible for all antes and blinds but will not be dealt cards and cannot win any hands. Players remaining at the table, or another person designated by the absentee, will post all antes and blinds for the absent player. If the missing player is moved to another table, his chips will move and he will continue to blind appropriately at the new table. Any player who does not return within 20 minutes forfeits all his remaining chips, to be split evenly among the remaining players at *that* table. Odd chips are returned to the bank. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt.

If a player leaves the table for any reason and will be away for longer than 20 minutes, he forfeits all his remaining chips, to be split evenly among the remaining players at *that* table. Odd chips are returned to the bank. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt.

THE TOURNAMENT DIRECTOR The Tournament Director is responsible for all table, seating and dealer decisions. The Tournament Director is responsible for the handling of the timer although may delegate this task to any dealer/player at his discretion. In the case of disputes and rules interpretations, the Tournament Director will have final authority. If the dispute directly involves the Tournament Director, a third-party will be appointed to resolve the dispute.

Blinds	
10	- 20
15	- 30
20	- 40
25	- 50
50	- 100
75	- 150
100	- 200
150	- 300
200	- 400
300	- 600
400	- 800
500	- 1000
600	- 1200
800	- 1600
1000	- 2000
1000 Chip Buyin	
20 min = 3-4 hours	
30 min = 5-6 hours	
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Poker Chip Value					Poker Payout			
		1000 Chips Per Player			Players	1-10	11-20	21-30
		A	B	C				
White	1				1st	50%	50%	40%
Red	5	20	15	10	2nd	30%	25%	25%
Green	25	16	13	10	3rd	20%	15%	20%
Black	100	5	6	7	4th	-	10%	10%
Purple	500	-	-	-	5th	-	-	5%
Yellow	1000	-	-	-				