

## LPS House Rules



### **General:**

- All events require advanced RSVP. The cutoff for online RSVP is 12pm on the day of the scheduled event, unless otherwise stated. If you are unsure of your RSVP status, it is your responsibility to check in advance.
- Games are scheduled to begin at 3:00pm. Please arrive no later than 2:45pm so that you can sign in and receive your chips prior to the start of the tournament. Anyone who has RSVPed, but not arrived by this time will be blinded until the 1<sup>st</sup> break. After that time, no shows players and chips will be removed from the tournament.
- **If you should show up for an event for which you did not RSVP less than 15 minutes prior to scheduled start of tournament, you will be unable to play. This is to facilitate an on-time start, as last-minute additions cause delay.**
- For scored events, seat assignments will be generated randomly. Please adhere to your assigned seat.
- No foreign chips! The only exception is one chip/coin/etc. to cover your cards.
- **Treat all players with respect.**
- There will be no add-ons or re-buys, unless otherwise specified.
- Directors, in general, are responsible for maintaining a fair game. Violations should be reported when they occur. Directors have the authority to close, reschedule, or delay any game at any time. Directors have the authority to remove any player at any time. A Director may consult one or more Directors to reach decisions. All game-affecting decisions issued at a live event are final.

### **Event Fees:**

- Unless otherwise stated, the event fee for Members and Guests will be \$20.
- The Main Event will be an end-of-season freeroll (no event fee) for all Members in good standing. See *League Information* for more details.
- Event fees are payable in cash only. Please pay in small bills if possible.

### **Game Play:**

- Blinds will be progressive, advancing after each round. Round times and blind levels will be posted during the tournament.
- Do not place anything on the table except for your cards, your chips, and card cover.
- **The cards speak for themselves.**
- Verbally announce your betting action – no string bets!
- Keep your cards and chips on the table in plain view. Do not arrange your chips as such to hide the true value of your stack. This includes maintaining your chips in a pile that makes it impossible to discern the total value of your chips. (Joe Heitz Rule)
- Do not bend or mark the cards.
- Please step away from the table during calls or texting.
- Immediately inform a Director when a player is eliminated.
- Only the English language may be spoken at the table.
- Only one player allowed to a hand.
- Unless suspected of cheating, a player is not required to show a hand that has been mucked.
- All players must bet, check, raise or fold in turn.

- Players may not show their hole cards to other active players during a live hand, even if folded. Outside of showdown, live cards cannot be shown to anyone, in game or otherwise. To do so will be considered a fold.
- If a player is not at their seat when it is their turn to act, the cards may be mucked immediately at the request of any player at the table.
- Everyone is allowed a reasonable amount of time to make decisions. While needs for extended time for decision making are occasionally expected and allowed, any player at the table can call clock on the delaying player at their discretion. For example, “They have been thinking for over a minute now, I call clock.” Clock is 45 seconds. (Gordon Berg Rule)
- Final table will consist of the last 9 players.
- If, during a tournament, a player leaves the table, the player will forfeit and be eliminated from that tournament one hour from a director being made aware of that player’s absence. If elimination occurs with multiple tables in play, player’s chips are removed. If elimination occurs at final table, player’s chips are divided evenly among all remaining players, with odd chips being placed in the next pot. (Robert Chapman Rule)
- Directors may color up chips in some or all stacks at their discretion to improve play.
- Outside of these house rules, we rely on Robert’s Rules of Poker for game play rules.

### **Dealing:**

- You will deal during the tournaments. If you do not know how, please learn BEFORE you come!
- The dealer of each hand will be responsible for verifying all bets, raking bets into the pot, and awarding the pot to the winning player(s). No other player should be handling pot chips or other players’ mucked cards, unless the dealer request or approves another to assist.
- If one of the first two cards dealt are inadvertently revealed, the cards will be collected, reshuffled, and dealt again. If a card is inadvertently revealed at any other point during the deal, the recipient of that card will be skipped, and deal will resume with the exposed card remaining on the table. Then, once the deal is complete, the dealer will issue a card from the top of the deck to the recipient of the exposed card, and the exposed card will be used for the first burn card.
- Two decks will be used per table at the start of the tournament. Once only two tables remain, only one deck per table will be used.
- A dedicated non-player dealer may be assigned for the final table.
- The deck must be cut before each deal. The cut should be offered to the next seated player to the dealer’s right. If that player declines to cut, the dealer will self-cut the deck and play will continue.
- In an all-in scenario with no live action, deal will not proceed before all live hands are tabled.

### **Prizes:**

- Payout will be determined prior to the start of the game based on the number of participants. Individual prizes will be posted prior to start of play on day of tournament based on the total number of players.
- Total prize pool will be calculated by # of players X \$20.
- The number of places paid, and the split of the total prize pool will be determined by the number of players utilizing preconfigured templates for the Tournament Director application, but number of prizes awarded will never number less than 2 or more than 7 in regular tournament play.
- Side pots, high hand and additional wagers are run by individuals and are NOT LPS sanctioned prizes. Awards are between players involved. Under no circumstances will carry-over wagering be allowed. (Brian Elmore Rule)
- Chopping: Once all remaining players are “in the cash”, they may unanimously decide to end the tournament at any time. For club purposes of points, positions and payouts, chips will be counted and remaining positions paid and recorded as such. Any other cash chop or arrangements will be between the players themselves.

**Rules are subject to change prior to the start of any event at the discretion of the Directors. Due notice will be provided to players present.**