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**KNOW THE
RULES !**



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POKER ETIQUETTE

'Poker Etiquette' is an important part of the game. It ensures that an enjoyable and fair game of poker can take place for all players involved. By following these basic poker etiquette rules, numerous arguments and/or disagreements can be avoided.

Make sure you know how to act around the poker table by reading our tips below to help ensure the smooth running of your poker night.

Please note, if you play poker in a casino you WILL be expected to follow all of these rules.

Poker Etiquette DO's & DON'T's

DO's

Keep your high value chips visible to the whole table at all times.

Keep both of your hole cards well hidden so no other player at the table can see them.

If applicable, post your blinds BEFORE the dealer has finished shuffling the cards.

Clearly announce whether you are intending to call the bet or raise the bet before you put your chips into the pot.

When placing your chips into the middle, keep them a clear distance away from the pot and any other players' chips to avoid any confusion.

When making a bet or a raise, place your chips in the middle in one single motion.

DONT's

Deliberately act out of turn.

Purposely splash the pot with your chips.

Deliberately show your cards to/discuss your hand with another player at the table or an observer.

Try and look at other players' hole cards.

Tell any other player at the table what you folded before the hand is complete.

Make any indication of what your folded hand may have been while players are still to act.

Stall the action of the game to gain an advantage.

Agreeing to check a hand down when a player is all-in.

'Soft playing' against another opponent by refusing to bet against them.

Criticize your opponent's play, no matter how bad you think their play was.

Blame the dealer for dealing you poor cards or for making a mistake.

Repeated etiquette violations will result in a penalty decided on by the Tournament Director.

Penalties can vary from a verbal warning to disqualification from the tournament.



THE RULES OF
POKER ETIQUETTE

GENERAL RULES

1 - Floor Decisions The best interest of the game and fairness are top priorities in decision making. Unusual circumstances occasionally dictate that decisions in the interest of fairness take priority over technical rules. **The Tournament Director's decision on any ruling is final.**

2 - Player Responsibilities Players should verify registration data and seat assignments, protect their hands, make their intentions clear, follow the action, act in turn, defend their right to act, keep cards visible and chips correctly stacked, remain at the table with a live hand, speak up if they see a mistake, call for a clock when warranted, transfer tables promptly, know and comply with the rules, practice proper etiquette, and generally contribute to an orderly and friendly event.

3 - Official Terminology of Tournament Poker Official betting terms are simple declarations like: bet, raise, call, fold, check, all-in. Players must use gestures with caution when facing action; ie. tapping the table is a check. It is the responsibility of players to make their intentions clear as using non-standard terms or gestures is at player's risk and may result in a ruling other than what the player intended.

The Flop Cards

Following a 'burn' card (where the top card is placed face down on the table for security) three cards are dealt face up in the middle of the table. These cards are called the "Flop". All three cards are "community" cards and can be used by all the players at the table to make up their best possible five-card hand. After the flop is dealt, a second round of betting takes place, again beginning with the player immediately to the left of the dealer button. All subsequent rounds of betting begin with the player to left of the dealer button.

The Turn Card

Following the flop, a further 'burn' card and then a fourth "community" card is dealt face up in the middle of the table. This card is called the "Turn" card and can also be used by all players. It is followed by a third round of betting.

The River Card

Finally, a final 'burn' card and then the fifth and final "community" card is dealt face up in the middle of the table. It is called the "River" card and is followed by a fourth and final round of betting.

Showdown

Once all betting is complete, players determine the best five-card hand that they can make. The player with the best five card poker hand wins the pot. When 4-of-a-kind is present on the flop and/or turn & river, the highest card available out of the remaining 3 will be your 5th card. Should multiple hands tie, the pot is split with any odd amount going to the player immediately to the left of the dealer.



SEATING, BREAKING & BALANCING TABLES

1: **Random Correct Seating** Tournament seats will be randomly assigned using seating cards provided. A player who started in the wrong seat will move to the correct seat & take his current total chip stack with him.

2: **Alternates, Late Registration & Re-Entries** Alternates and players registering late will be sold full stacks, randomly seated at any position, and dealt in except between SB and button.

The Tournament Director has the right to amend this rule depending on what fits best with the venue.

3: **Breaking Tables** Players from a broken table should be assigned a new table and seat by a random process. Each player should pick a new seating card and sit in the relevant seat.

They can get any seat including a blind or button and be dealt in except between the big blind and button.

4a: **Balancing Tables and Halting Play** To correctly balance tables the player who will be big blind next is moved to the worst position on the new table, even if that means the player is straight into the big blind.

4b: The table from which a player is moved will be specified by a predetermined procedure.

The Tournament Directors decision is final.

5: **Number of Players at Final Table** Final tables will start with a full table when possible.

Redtooth Poker tables seat 8 players, however, if the Tournament Director wishes a 9 player final table may occur. No final table should seat more than 9 unless 10-seat tables are being used.



POTS / SHOWDOWN

1: **Declarations. Cards Speak at Showdown** Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown but deliberately miscalling a hand may be penalized. Any player in the hand or not should speak up if they think a mistake is being made in reading hands or awarding the pot.

2a: **Tabling Cards & Killing Winning Hand** Proper tabling is both 1) turning both hole cards face up on the table and 2) allowing the dealer and players to read the hand clearly.

2b: At showdown a player must protect his hand while waiting for it to be read. If a player does not fully table their cards, then mucks thinking they have won, they do so at their own risk. If the cards are not 100% identifiable and the Tournament Director rules the hand was not clearly read, the player has no claim to the pot. The Tournament Director's decision on whether a hand was sufficiently tabled is final.

2c: Dealers cannot kill a hand that was properly tabled and obviously the winner.

3: **Live Cards at Showdown** Discarding non-tabled cards face down does not automatically kill them. A player may change his mind and table his cards if they remain 100% identifiable and away from the muck. Cards are officially killed when pushed into the muck.

4: **Face Up for All-Ins** All hands should be tabled **without delay** once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called the all-in may muck his hand without tabling. All hands in both the main and sidepot(s) must be tabled and are live.

5a: **Non All-In Showdowns** In a non all-in showdown, if cards are not spontaneously tabled or discarded, the Tournament Director may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, the player who would act first if it were a betting round must table first (i.e. first seat left of the button).

5b: A non all-in showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and they are not required to show their cards.

6a: **Asking to See a Hand** Players not in possession of cards at showdown, or who have mucked their cards face down without tabling, lose any rights or privileges to ask to see any hand.

6b: If there was a river bet, any caller has a right to see the last aggressor's hand on request provided the caller retains or has tabled his cards.

18: **Playing the Board at Showdown** To play the board a player must table all hole cards to get part of the pot.

19: **Awarding Odd Chips** First, odd chips will be broken into the smallest denomination in play. If there is still an odd chip left over the player to the left of the dealer will be awarded the chip.



GENERAL PROCEDURES

1: **New Hand & New Limits** A new level will not be announced until the clock reaches zero. The new level applies to the next hand. A new hand begins on either the first shuffle or at a moment specified by the Tournament Director.

2a: **Chipping Up** At scheduled chip up breaks, odd chip amounts will be rounded up to the next denomination

3b: Players must have their chips fully visible when a chip up is in progress and are encouraged to witness the chip up to prevent any arguments when re-seating occurs.

4a: **Cards & Chips Kept Visible, Countable, & Manageable. Discretionary Colour-Ups** Players are entitled to a reasonable estimation of an opponent's chip count so chips should be kept in countable stacks. Redtooth Poker recommends clean stacks of 20 chips each as a standard. Higher denomination chips must be visible and identifiable at all times.

4b: Tournament Director's control the number & denomination of chips in play and may chip up at their discretion.

4c: Players must keep live hands in plain view at all times.

5: **Deck Changes** Deck changes will occur at the start of a new hand or as prescribed by the Tournament Director. Players may ask for deck changes only if they feel there is a marked card in the deck.



6: **Calling for a Clock** A clock will be approved only after reasonable time passes.

Any player in the event may request a clock. If the Tournament Director approves the request, a player has up to 30 seconds to act. If action is not taken before time expires, there will be a 10 second count. If the player does not act by the end of the count, the hand is dead. Tournament Director's may increase or reduce the time allowed to act and take other steps to fit the game format and stop persistent delays. Any player believed to be deliberately stalling the progress of the game may incur a penalty.

PLAYER PRESENT / ELIGIBLE FOR A HAND

1: **At Your Seat** A player must be at his seat when the last card is dealt on the initial deal in order to have a live hand. If a player is dealt in who is not at their seat, they may not look at their cards, and the dealer should immediately muck the hand. Their blinds should be posted as normal and where applicable. A player must be at their seat to call the clock. "At your seat" means within reach of your chair. In case of any doubt, the Tournament Director's decision is final.

2: **At the Table with Action Pending** Players with live hands (including players all-in or otherwise finished betting) must remain at the table until the showdown concludes. Leaving the table is not considered as protecting your hand and following the action, and is subject to a penalty at the Tournament Director's discretion.

BUTTON / BLINDS & DEALING RULES

1: **Dead Button** Tournament play will use a dead button. A dead button could occur if the small blind was eliminated during the previous hand. The button would be placed in-front of the empty seat.

2: **Dodging Blinds** Players who intentionally dodge any blind when moving from a broken table will incur a penalty if the Tournament Director sees fit.

3: **Button in Heads-up** When heads-up, the small blind has the button, is dealt the last card, and acts first pre-flop and last on all other betting rounds. When starting heads-up play, the button may need to be adjusted to ensure no player has the big blind twice in a row.

4a: **Misdeals** Misdeals include but are not necessarily limited to: 1) 1 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; 5) In flop games, if either of the first 2 cards dealt off the deck or any other 2 down cards are exposed by dealer error.

4b: Players may be dealt 2 consecutive cards on the button.

4c: In a misdeal, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players who were not at their seats for the original deal, then their hands are mucked. The original deal and re-deal count as one hand for a player on penalty, not two.

4d: Once substantial action occurs a misdeal cannot be declared; the hand must proceed (See Rule 5 below).

5: **Substantial Action** Substantial Action is either A) any 2 actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds) or B) any combination of 3 actions in turn (check, bet, raise, call, fold).

6a: **Four-Card Flops and Premature Cards** If the flop has 4 rather than 3 cards, exposed or not, the Tournament Director should be called. The dealer then scrambles the 4 cards face down, the floor randomly selects one as the next burn card and the other 3 are the flop.

6b: If the turn card is prematurely dealt (before the flop action has finished) you must deal the river burn card and deal what would be the river card FACE DOWN (This ensures the river card will not change once the error has been rectified). The premature turn card is then placed back into the remaining deck which is then re-shuffled. A new turn card should be dealt once the flop action has finished.



BETS & RAISES



1a: **Methods of Betting: Verbal and Chips** Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence.

1b: Verbal declarations may be general (“call”, “raise”), a specific amount only (“one thousand”) or both (“raise, one thousand”).

1c: For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring “two hundred” is the same as silently pushing out 200 in chips.

2a: **Acting in Turn** Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits the chips to the pot.

2b: Players must wait for clear bet amounts before acting. Ex: Player A says “raise” (but no amount), and Player B quickly folds. Player B should wait to act until Player A’s raise amount is clear.

3a: **Binding Declarations / Undercalls in Turn** General verbal declarations in turn (such as “Call” or “Raise”) commit a player to the full current action.

3b: A player undercalls by declaring or pushing out less than the call amount without first declaring “call”. An undercall is a mandatory full call if made in turn.

4: **Action Out of Turn (OOT)** Any action out of turn (check, call, or raise) is subject to penalty and is binding if action to the OOT player does not change. Check, call or fold by the rightful player does not change action. If action changes, the OOT action is not binding; any bet or raise is returned to the OOT player who has all options including: calling, raising, or folding. An OOT fold is binding.

5: **Methods of Calling** Standard and acceptable forms of calling include: A) saying “call”; B) pushing out chips equal to a call; C) silently pushing out a higher denomination chip; or D) silently pushing out multiple chips equal to a call under the multi-chip rule.

6: **Methods of Raising** A raise must be made by A) pushing out the full amount in one motion; B) verbally declaring the full amount prior to pushing out chips; or C) verbally declaring “raise” prior to pushing out the exact call amount then completing the raise in one additional motion. In option C, if anything other than the exact call amount but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the responsibility of players to make their intentions clear.

7a: **Raise Amounts** The minimum raise is the difference between the previous two bets. For example, the big blind is 400 and someone has bet 1000. This is a bet of 400 plus a raise of 600. You would need to raise at least an additional 600 to re-raise the 1000 bet so a minimum re-raise would be to 1600 in total. You could raise any amount above 1600 as well as that is the minimum raise. Any raise needs to be more than the previous raise or the big blind. Any raise would need to be either verbally declared or made in one motion.

If you raised to 1800 then the next legal raise would be as follows:

Previous bet = 1000, You raised to 1800 (call of 1000 + raise of 800) the next raise would need to be a minimum of 2600 (your bet of 1800 + the raise of 800).

7b: Without other clarifying information, declaring raise and a specific amount is the total bet. Ex: Player A opens for 2000, Player B declares “Raise, eight thousand.” The total bet is 8000.

8: **Re-Opening the Bet** An all-in bet of less than a full raise does not reopen betting for a player who has already acted and is not facing at least a full raise when the action returns to them.

9: **Oversized Chip Betting** When facing a bet or blind, pushing out a single oversized chip is a call if raise isn't first declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared but no amount, the raise is the maximum allowable for the chip. When not facing a bet, pushing out an oversized chip without declaration is a bet of the maximum for the chip.

10: **Multiple Chip Betting** When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Ex: preflop, 200-400 blinds: Player A raises to 1200 total (an 800 raise), Player B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200).

11: **Accepted Action** Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by others. If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount, the caller has accepted the full correct action & is subject to the correct bet or all-in amount.

12: **String Bets and String Raises** String bets and string raises are not allowed. Any bets or raises must be made in one continuous motion or verbally declared beforehand. Dealers will be responsible for calling string bets or raises. All players at the table are encouraged to assist in calling a string bet or raise if a Dealer fails to identify it. String bets and raises called by a player must be verified by a floor person. A string bet or raise is defined as attempting a bet or raise in multiple movements that may include a return to a player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete.

13: **Non-Standard & Unclear Betting** Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, if a declared bet can reasonably have multiple meanings, it will be ruled the lesser value. Ex: 200-400 blinds, player declares "I bet five." If it is unclear whether "five" means 500 or 5,000, the bet is 500.

14: **Non-Standard Folds** Any time before the end of the final betting round, folding in turn if there's no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are binding folds subject to penalty if the Tournament Director deems necessary.

15: **Conditional Statements** Conditional statements of future action are strongly discouraged. At the Tournament Director's discretion they may be binding and/or penalized. Example: "If you bet, I will raise." – This is a conditional statement.

16: **Over-Betting Expecting Change** Betting should not be used to obtain change. Pushing out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted in the bet. Example: The opening bet is 325 to Player A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 if the Tournament Director wishes to enforce the multiple chip rule.

17: **All-In with Chips Found Behind Later** If Player A bets all-in and a hidden chip is found behind after a player has called, the chip(s) will be included in the all-in bet.



BETS & RAISES

1: **Lost and Found Chips** Lost and found chips will be taken out of play.

2: **Accidentally Mucked Hands** A player must protect his hand at all times, including at showdown while waiting for the hand to be read. If the dealer mucks a hand by mistake or if in the Tournament Director's judgement a hand is mucked and cannot be identified to 100% certainty, the player is not entitled to a refund of called bets. If the player initiated a bet or raise and hasn't been called, the uncalled amount will be returned to the player.

3: **Re-Buys** No rebuys are allowed.

4: **Discussing Hands** During the hand, a player may not discuss play with other players, spectators, or the dealer.

5: **Exchanging Chips** Players may not exchange chips for any reason unless it is for breaking down high denomination chips.

6a: **Mobile Phones** A player who wants to use a cellular phone or any communication device must step away from the table unless the Tournament Director allows the use of mobile phones at the table.

6b: A player may not leave a camera, cell phone, any recording instrument, or highly reflective item on the table.

7: **Rabbit Hunting** Asking to see additional board cards after play is over is forbidden as it can give insight into players' hands by reducing the possible number of unknowns.

PENALTIES

1. **No Disclosure** Players must protect other players in the tournament at all times. Therefore players, whether in the hand or not, must not: 1. Disclose contents of live or folded hands, 2. Advise or criticize play at any time, 3. Read a hand that hasn't been tabled. One-player-to-a-hand is in effect. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.

2. **Exposing Cards and Proper Folding** A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. If a penalty is incurred the penalty will begin at the end of the hand. When folding, cards should be pushed forward low to the table.

3. **Ethical Play** Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

4a. **Warnings, Penalties, & Disqualification** Penalty options include verbal warnings, one or more "missed hands", one or more "missed rounds", and disqualification. Missed rounds are assessed as follows: the offender will miss one hand for every player (including themselves) at the table when the penalty is given. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be anted or blinded out of a tournament.

4b. A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates one-player-to-a-hand, or similar incidents occur. Penalties will be invoked for soft play, abuse, disruptive behavior, or cheating.

4c. A player on penalty must be away from the table. Cards are dealt to his seat, his blinds and antes are posted, and the hand is killed after each initial deal.

4d. Chips of a disqualified player shall be removed from play.