

Poker Tournament Types and Game Rules

("Tournament Game Rules" or "Rules")

If and when applicable, the rules that apply to cash games may also apply to the tournament games, subject to the tournament organiser's sole discretion.

Poker Tournament Types

Re-entry Tournament

A Re-Entry Tournament is a type of tournament that allows eliminated players to buy back into the tournament, effectively starting from scratch as if they are a completely new player. The player will almost always be given a brand-new seat and the same starting stack they got when they first entered. The time period during which the patrons can re-enter into the tournament will be clearly stated in the tournament rules (i.e., re-enter up until the end of level 2).

Re-buy Tournament

A re-buys tournament is a type of tournament that allows players to buy more chips (tournament chips) while they are still in the tournament. Unlike the players who re-enter in the Re-entry Tournaments, the players who re-buy remain in the same seat. In most re-buy formats, a player can rebuy when they are under a certain threshold of chips and/or they can also add on a certain amount of chips regardless of their stack size (depending on the tournament rules and/ terms and conditions).

Bounty Tournament

A Bounty Tournament is where every single player is a bounty. Part of the player's entry fee will go towards the prize pool and part of it will go towards the bounty. Each time a player eliminates one of the bounty players the player will win cash money regardless of the player's final ranking position.

Progressive knock-out Bounty Tournament

This type of tournament adds a twist to the Bounty Tournament. When a player is eliminated, half of their bounty goes to the player who knocked them out, while the other half is added to that player's own bounty, increasing the bounty of the said player. This incentivizes players to eliminate others, as doing so not only awards immediate cash but also makes them a more valuable target moving forward.

Mystery Bounty Tournament

In this Mystery Bounty Tournament each player gets a mystery bounty on their heads. Should a player eliminate an opponent they collect a token that allow them to open a mystery bounty envelope.

Free-Roll Tournament

A free-roll tournament is a poker tournament that has no Buy-in.

Tag Team Tournament

A Tag Team tournament is a tournament where players form teams to compete together. The core concept is that team members switch in and out to play hands, but this switch can only happen after a hand is completed, not during the action on the flop or turn. The specific rules, such as team size (e.g., 2-4 players) and the process for tagging out, can vary, but the main principle is collaborative play through a rotating partnership.

Time Tournament

The Time tournament is a tournament that ends at a specific pre-announced time (e.g., 90 min of play) regardless of how many players are still active. When the clock runs out, the tournament immediately stops, and the remaining prize pool is distributed among all surviving players proportionally based on each player's chip count or a specific number of players (e.g., the first 10 players) depending on each tournament rules and/or terms and conditions.

Satellite Tournament

A satellite tournament is a poker tournament where instead of winning cash, players win an entry into a higher buy-in tournament at a later date. In a satellite tournament, almost all prizes are equal winning entries for another tournament.

Flip Out Satellite Tournament

In this type of Satellite Tournament all players at every table are forced to go all in automatically on the very first-hand, and sometimes subsequent hands, until only one player remains at all tables.

House Rules

Seating

Initial seating is determined by random draw or assignment. A change of seat is not allowed after play starts, except as assigned by the Poker Supervisor or above of each tournament.

Dealer Button

A draw for the dealer button will be held at one table at the beginning of each tournament as well as for restarts, redraws and at the Final Table to randomly determine a starting seat for the button, which then applies to all other tables. This method is used to ensure the dealer button starts in a fair and random position for all players. The dealer button will be passed in a clockwise direction around the table at the conclusion each round of play.

Dead Button

The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, the button may stay in front of the same player for two consecutive hands.

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.

Heads Up Button

During heads up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice.

Colour-Up

In some higher tournament levels, some tournament chips may not be used and therefore removed and replaced with higher denomination tournament chips (may not be equal in value). Tournament staff reserve the right to Colour-Up any player at any time at their sole discretion. The player has the right to witness the Colour-Up and is encouraged to do so. Discretionary Colour-Ups should be announced to the player so they may stay and watch the Colour-Up if they choose to.

Starting Stack

A starting stack refers to the amount of tournament chips each player begins with at the start of a tournament based on the tournament rules and/or terms and conditions. The appropriate starting amount of chips will be placed on the table at the beginning of the tournament for each player participating in the tournament, whether the player is present or not. Absent players will be dealt in, and all chips necessary for antes and blinds will be put into the pot, unless the tournament rules and/or terms and conditions state otherwise.

Calling the Clock

Once a reasonable amount of time has passed, a player may request from the Poker Supervisor to give another player a time limit to make a decision. Upon approval of such request, the player who is on clock will be given up to 60 seconds to act (50 seconds plus a 10-second countdown). If a player has not acted on their hand by the time the countdown is over, the hand is declared dead. Poker Supervisor or above reserve the absolute right to decrease the amount of time allotted to the player who is on a clock if it appears that a player is deliberately stalling. Any player believed to be deliberately stalling the progress of the game may incur a penalty. In case of a dispute between the countdown and the player's action, that tie will customarily go to the player.

The Poker Supervisor (or above) can use certain amount of time for the decisions of each player in the tournament.

Last Hands

For tournaments over multiple days, the following procedure will be used to prevent stalling. Between fifteen (15) and five (5) minutes remaining in the last level of play, the Poker Supervisor (or above) will stop the clock. A player will draw a card between three (3) and seven (7) and that will be the number of hands remaining to be played in that day. Alternatively, the Poker Supervisor (or above) can give the last three (3) hands within the last 15 and 5 minutes remaining.

Blinds

Limits and blinds are raised at regularly scheduled intervals. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)

Short Stack All -In

If the player's stack is smaller than the big blind, they will be considered all-in. When all-in, the player can only win the amount of their stack, plus that same amount from all the callers and blinds. If the person has less than the big blind, they can only win the portion of the blind and ante equal to that of their stack.

Visible Cards, Chips and Stack Counts

Players must always keep their cards visible. Players are entitled to a reasonable estimation of an opponent's chip count; thus, chips should be kept in countable stacks. Casino recommends clean stacks in multiples of 20 as a standard. Players must always keep their highest denomination chips visible.

Moving Chips

All chips must be transported in chip racks and always remain visible. Players may not hold or transport tournament chips in any manner that takes them out of view. If a player does not comply with this rule, then the tournament organizer reserves the right to disqualify the said player from the tournament. The chips of the disqualified player will be taken out of play.

Countdown stacks

Players are only entitled to an exact count of actual bets and may only receive a full countdown of an opponent's chips if that player has bet all in.

Player Absent

players must be at their seat when the last card is dealt on the initial deal otherwise they will have a dead hand.

Breaking Tables

The process of reassigning players from a table that has become empty or unbalanced to other tables to ensure the smooth operation of the tournament. As players are eliminated, tables are broken in a pre-set order, with players from the broken tables assigned to empty seats at other tables.

Table Balance

The number of players at each table is kept reasonably balanced by the transfer of a player as needed. When more than six tables are possible, table size may be kept within two players. When six tables or fewer, table size may be kept within one player.

Table Re-Draw

In all events, there is a redraw for seating when the field is reduced to three tables, two tables, and one table. (Redrawing at three tables is not mandatory in small tournaments with only six or five starting tables.)

Hidden Chip

A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament regardless of the value of the hidden chips. If the opponent had sufficient chips to cover the hidden ones (A rebuy is permitted if allowable by the rules of that tournament). If another deal has not yet started, the Poker Supervisor or above may rule that the chip(s) belong to the player who won that pot only if the value of the hidden chip(s) was covered by the stack of the player who won the pot. If the stack of the player who won the pot does not cover the value of the hidden chip(s) or the next deal has started, the player who won the pot cannot claim the hidden chips and the hidden chips are removed from the tournament.

Folded Hands

To fold in poker is to surrender player's cards and give up any chance of winning the pot. A hand is considered folded if the player tosses the cards into the "muck", or the discard pile while face down and/or verbally declares that he has folded their hand. The tournament supervisors may retrieve a technically mucked hand and declare it live if they believe there is good cause to do so, and the correct hand is clearly retrievable when it has not touched the mucked cards. When facing a bet, a player who releases their cards with a distinct forward motion will be deemed to have folded his / her hand. The decision of the Poker Supervisor or above is final.

If a player has raised and their hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the call.

Killing Hand

A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

Unprotected Hands

If a Dealer accidentally kills an unprotected hand, the player will have no redress and will not be entitled to any refund. An exception could be if a player raised and the raise had not been called yet, that player could be entitled to receive the raise amount back. However, if the raise has been called, that player could be eliminated.

Showing cards

As a general rule, players cannot show their hand if there are other players still in the hand. However, there are exceptions to this rule, such as at the showdown when a player is forced to show the cards to win a pot or in heads-up games where revealing a hand is permitted under the tournament rules and/or terms and/or conditions. If a player deliberately shows any of his/her cards, then the player's hand may be ruled dead, and the player penalized.

Inappropriate behavior

A severe infraction such as unruly, abusive or disruptive behavior may be disqualified from the tournament and escorted out of the tournament venue. In such a case, the disqualified player shall not be entitled to any refund whatsoever.

Hand-for-hand play

Approaching the point at which prize money will be distributed (the “Money Bubble”); the tournament will switch to a hand-for-hand procedure. Once the Poker Supervisor (or above) has announced hand-for-hand play, all tables will finish the hand they are currently playing and stop the action. Once all tables have completed that hand, the Dealer at each table will deal one hand only and upon completion of that hand, stop the action again. This will continue until enough players have been eliminated to reach the prize money stage of the tournament.

During hand-for-hand play, when a Dealer has a called all-in at the table, the Dealer will freeze all action remaining at that table, including asking the players to not reveal their hands. This All-In table will wait to finish its hand until all other tables remaining in the tournament have completed that specific hand. At that point, floor staff will attend the All-In table and instruct them to complete the hand. In case of multiple tables having called all-ins, they will all be paused and played out one at a time until all tables have completed that specific hand.

Same time elimination

If two or more players are eliminated during the same time at different tables, all players will “tie” for that place finish.

If two or more players are eliminated during the same hand at the same table, the player who began that hand with the highest stack will receive the higher place finish.

Caller’s Responsibility

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 wager or all-in amount. As with all tournament situations, the Poker Supervisor’s (or above) decision is final.

Multiple Chip Betting

A player who bets unannounced with two chips of the same denomination totaling more than the amount to call and less than the minimum amount to raise (and one chip value is less than the previous bet), shall be considered a call.

For Example, with the blinds at 200-400, player A makes it 1200 (an 800 raise), player B puts out two 1000 chips without declaring raise, thus making it call. If player B had put out four 500 chips, then they would have raised to 2000 (another 800 raise).

Action out of Turn

If a player who should have acted prior to the out of turn patron chooses to bet more than the out of turn bet, the patron who acted out of turn can either make up the difference to call, or take back his/her bet and fold, or re-raise.

All in Showdown

All hands are turned face up whenever a player is all in and betting action is complete.

Prize Pool Deals

At any point after the finalists have been determined, patrons may conduct private deals regarding the redistribution of the prize pool. However, no deal will be permitted in which a player with fewer chips receives a larger payout than a player with more chips, unless all remaining patrons agree to an equal distribution.

Tournament Entry & No-Show

Once a player has registered and paid the entry fee for a specific starting flight (eg. Day 1A), their seat is reserved and their chips will be placed into play at the start of the tournament. If a registered player fails to attend their scheduled flight, their stack will remain in play and will be 'blinded off' as per standard tournament rules. If a player has not checked into their seat by the conclusion of 6th level, their stack will be forfeited and the player will not be entitled for a refund.

MANAGEMENT DECISION IS FINAL