

Camp Sertoma Foundation, inc.
TEXAS HOLD'EM
POKER FOR Sertoma Charities
Official Rules (April 2010)

Buy-in/Rebuy/Add-on: The dollar amount of the initial buy-in shall be posted in plain view of the playing table(s). The buy-in (\$125) or less for 'Early Registration', shall purchase \$1,200 in chips. All chips have no monetary value. You may Rebuy *if your chip count has fallen below the original buy-in chip count (1200) and the first break has not ended*. Breaks may be extended at the discretion of the tournament director. Each player is allowed one Rebuy per qualifying round, at a cost of \$80 for \$1,200 in chips. There is one Add-on available. You may purchase an Add-on at any time prior to the end of the first break. Each player is allowed one Add-on per qualifying round, at a cost of \$80 for \$1,200 in chips.

Players are encouraged to plan their strategy for using the Re-buy and Add-on. Should a player purchase an Add-on, which increases their chip count above the initial 1200, and then desire a Re-buy, they would not be allowed to do so, because their chip count is above the 1200 initial buy-in amount. **A player's chip count for a Re-buy must be below 1,200.** Therefore, for such a player, it makes more sense to do a Re-buy first and then execute the Add-on.

Chips on the Table: Once play starts, all chips must remain at the table at all times. A Rebuy or Add-on must be executed at the table location where the player sits. Players wishing a Rebuy or an Add-on will be asked to signal a tournament helper. The helper will accept payment and provide the chips to the player at the table seat. All chips must remain at the table. Payment should be via cash. The helper will take the cash and provide the chips to the player at his or her seat. Players who are caught removing their chips from the table will be warned of the rule infraction. At the tournament directors discretion a player may be removed from the tournament.

Payout: The money raised in this tournament will be given to charity and used to support projects as designated by Camp Sertoma Foundation, inc.. These charities include, but are not limited to, the Indiana Autism Sertoma Club, Marion County Children's Guardian Home and The National Guard Relief Fund. Assuming a tourney of at least 300 players, the final (15) players will share a prize pool as detailed below. The final prize structure and payout shall be determined and posted in plain view of the playing table(s) on the date of the Championship tourney.

POSITION PAYOUT

1	\$ 10,000.00
2	\$ 5,000.00
3	\$ 2,500.00
4	\$ 1,500.00
5	\$ 1,000.00
6	\$ 900.00
7	\$ 800.00
8	\$ 700.00
9	\$ 600.00
10	\$ 500.00
11	\$ 450.00
12	\$ 350.00
13	\$ 300.00
14	\$ 250.00
15	\$ 200.00

Winning the Tourney: The tournament shall be structured with three qualifying rounds. The top 15% (rounded up to next whole number) of players will advance to the final Championship Round. Players in the Championship Round shall be provided and start play with \$3,000 in chips. Rebuys and Addons will not apply to the Championship Round. Based on the number of players advancing to the Championship Round, the blind structure will be adjusted by the Tournament Director. The final fifteen (15) players will share the prize structure. The final player remaining with all the chips will be the first prizewinner. The last player eliminated will be the second prizewinner; the second to last player eliminated will be the third prizewinner, etc. If more than one player is eliminated on the same hand, the player(s) with the highest chip count at the start of the hand will be awarded the highest place(s). Players may “cut side deals” to split prizes, but the Tournament Director is never responsible for the execution of these deals.

Time Limit: By law, this tournament has a defined time limit. In the event that there is no winner (as described above) within the time limit, finishing position will be determined by chip count at the end of the time limit. Players shall be informed of the time limit throughout the tournament, and the Tournament Director will issue a verbal statement both one (1) hour before the time limit has expired and 30 minutes before the time limit has expired, if applicable. The official tournament clock is controlled by the tournament director and may be paused, stopped, adjusted and restarted at his direction to facilitate tournament play.

Late Players: Players who have committed their attendance to the Tournament Director but have not arrived by the deal of the first hand will be assigned a seat, issued chips, and dealt hands. A player will post all appropriate blinds/antes on behalf of the absent player.

Timer Use and Breaks: When the blinds timer expires, it shall be immediately restarted unless a break is scheduled. 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 all blinds/antes are posted AND the dealer has begun shuffling (**riffles the deck**). Breaks, while scheduled, will be at the discretion of the Tournament Director. The timer is stopped during breaks. The timer may also be stopped 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 displayed by projecting intermediately via Tournament Director, in plain view of the playing table(s).

SIX (6) HOUR TOURNAMENT

START TIME

Level	Duration	Small Blind	Big Blind	HOUR OF PLAY	AM SESSION TIME OF DAY	PM SESSION TIME OF DAY
Round 1	15m	\$10	\$20	0:00	10:00	6:00
Round 2	15m	\$20	\$40	0:15	10:15	6:15
Round 3	15m	\$40	\$80	0:30	10:30	6:30
Round 4	15m	\$80	\$160	0:45	10:45	6:45
Round 5	20m	\$90	\$180	1:00	11:00	7:00
Break 1	10m			1:20	11:20	7:20
Round 6	20m	\$100	\$200	1:30	11:30	7:30
Round 7	20m	\$150	\$300	1:50	11:50	7:50
Round 8	20m	\$200	\$400	2:10	0:10	8:10
Break 2	10m			2:30	0:30	8:30
Round 9	20m	\$300	\$600	2:40	0:40	8:40
Round 10	20m	\$400	\$800	3:00	1:00	9:00
Round 11	20m	\$500	\$1,000	3:20	1:20	9:20
Round 12	20m	\$600	\$1,200	3:40	1:40	9:40
Round 13	20m	\$700	\$1,400	4:00	2:00	10:00
Break 3	10m			4:20	2:20	10:20
Round 14	20m	\$1000	\$2,000	4:30	2:30	10:30
Round 15	20m	\$2,000	\$4,000	4:50	2:50	10:50
Round 16	20m	\$3,000	\$6,000	5:10	3:10	11:10
Round 17	15m	\$4,000	\$8,000	5:30	3:30	11:30
Round 18	15m	\$5,000	\$10,000	5:45	3:45	11:45
END OF TOURNAMENT		6:00	4:00		12:00	

Seating: Each table will seat a maximum of 11 players. Players will be distributed as evenly as possible between all tables. During the hours preceding the tournament, players shall check in with the Tournament Director and/or Tournament Staff. Once registration and check-in is closed, each player will receive his/her table and seat assignment. The table numbers shall be marked at each table. The player with Seat #1 at each table shall be seated at the button. The player with Seat #2 shall be the small blind for the first hand, Seat #3 shall be the big blind for the first hand, and then each player is seated in proper card order.

Moving Players: As the number of players at a table is reduced, players will be moved randomly to balance the tables on a best effort basis. The timer may or may not be stopped to facilitate the move. 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.

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 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: A player leaving the table for any reason will be responsible for all antes and blinds and will be dealt cards. 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. There will be no refunds or cash-outs given to any player who leaves the tournament after paying the initial tournament buyin.

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 he/she may delegate this task to any tournament staff member, dealer and/or player at his/her discretion. In the case of disputes and rules interpretations, the Tournament Director will have final authority. We reserve the right to cancel or reschedule tournaments at any time, for any reason, with or without notice.

We reserve the right to amend our poker tournament rules and policies at any time without notice. Such amendments will become effective immediately. It is the player's sole responsibility to review the tournament rules and policies before entering this tournament. The Tournament Director can make modifications to the rules as needed to facilitate tournament needs.

The poker tournament rules and policies contained herein represent the complete understanding between the player and Camp Sertoma Foundation, inc. with respect to the player's activities at this event.

The Hand:

1. The hand begins with the first riffle (shuffle) of the deck.
2. The dealer shall ensure that all blinds and antes have been properly posted.
3. The dealer shall offer a cut to the player to the right of the button.
4. The dealer shall use a cut card if required to do so by the Tournament Director.
5. The dealer is responsible for running the game as quickly and efficiently as possible.
6. The dealer shall prompt players to act when it is their turn.
7. The dealer shall ensure that the proper number of chips goes into the pot.
8. The dealer shall award the pot.
9. The dealer shall ensure that proper procedures are followed.

The Deal:

1. The player to the left of the button posts the small blind.
2. The player to the left of the small blind posts the big blind.
3. Each player, beginning with the player to the left of the button, is dealt two cards face-down (the Pocket Cards).
4. The first betting round begins with the player to the left of the big blind. The small and big blinds may fold, check, call or raise, as appropriate, when called upon to act.
5. The dealer burns one card and turns three community cards face-up (The Flop).
6. The second betting round begins with the player to the left of the button.
7. The dealer burns one card and turns one community card face-up (The Turn).
8. The third betting round begins with the player to the left of the button.
9. The dealer burns one card and turns one community card face-up (The River).
10. The fourth, and final, betting round begins with the player to the left of the button.
11. Card showdown, after the pot will be awarded to the winner(s).
12. The button is advanced clockwise one player.

The Pot:

1. The dealer shall ensure that each bettor bets the proper number of chips.
2. Bets shall remain in front of the bettor until the betting round is complete.
3. Bets are not to be scooped (placed into the pot by the dealer) until the end of the betting round.
4. The pot shall be placed in the center of the table, to the side of the community cards.

The Community Cards:

1. The five community cards (flop, turn and river) shall be placed face-up to the right of the flop cards, and the river card placed to the right of the turn card.
2. The Community Cards must be placed in proper order with the turn card placed to center of the table with the pot to the side.

Burning Cards:

1. After each betting round (except the final round) the dealer shall burn a card before turning over the community card(s).
2. Before burning a card the dealer shall lightly tap the table.
3. Burn cards are placed face-down, in the center of the table, under the edge of the pot.
4. Each burn card shall be placed under the previous burn card.
5. Burn cards are to remain on the table, separate from the muck, until the pot is awarded to the winning player.

Dealer Verbal Announcements:

1. The dealer shall announce all raises.
2. The dealer shall announce when an all-in bet has been made.
3. The dealer shall announce when any live blind elects to exercise the option to raise.
4. The dealer shall announce when a card has been exposed and which card it is.

The Showdown:

1. A player must show all cards in the hand face-up on the table to win any part of the pot.

2. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand.
3. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared.
4. Suits never break a tie for winning a pot.
5. In determining the winning hand, if all five cards are not used to make a hand, the rank of the side cards (kicker cards) shall determine which hand is better.
6. If hands tie, any odd chip will be awarded to the first hand clockwise from the button.
7. After the showdown the dealer shall push (award) the pot to the winner and then advance the dealer button clockwise one player.

When Only Two Players Remain:

1. When going from three to two players, determine which player would have been the next big blind if no player had been eliminated, that player is the big blind and the other player is the small blind and button.
2. The player who does not have the button shall be dealt the first card.
3. The small blind shall act first on the first betting round and last on all other rounds.

Irregularities:

1. If it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. 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.
4. If a card with a different color back is discovered in the stub, all action stands.
5. 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.
6. A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper.
7. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down cards. In that case, the card that was face-up in the deck will be replaced after all other cards are dealt for that round.

- 8.** One or more missing cards from the deck does not invalidate the results of a hand.
- 9.** Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.
- 10.** A card that is flashed by a dealer is treated as an exposed card.
- 11.** A card that is flashed by a player will play.
- 12.** To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it.
- 13.** A down card dealt off the table is an exposed card. If a card is exposed due to dealer error, a player does not have an option to take or reject the card.
- 14.** If you drop any cards out of your hand onto the floor, you must still play them.
- 15.** If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round.
- 16.** Once action has been taken on a board card, the card must stand. Whether the error can be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred.
- 17.** If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

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 face-up 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 have 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 burn card).
 - 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. Once action begins, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, action is considered to occur when two players after the blinds have acted on their hands. In stud games, action is considered to occur when two players after the forced bet have acted on their hands.

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.** The hand does not contain the proper number of cards for that particular game.
 - d.** You act on a hand with a joker as a hole card 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)
 - e.** 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 and ruled live at the tournament director's discretion, if doing so is in the best interest of the game. We will make an extra effort to rule a time limit.
- 3.** Cards thrown into another player's hand are dead, whether they are face-up or facedown.

Hold'em Rules:

1. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the cards, reshuffle, and recut the cards. If any other hole card 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 burn card. If more than one hole card is exposed, this is a misdeal and there must be a redeal.

2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

3. If the flop contains too many cards, it must be redealt. (This applies even if it were possible to know which card was the extra one).

4. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no cards were exposed.

5. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error can be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

6. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.

7. If the flop needs to be redealt for any reason, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

8. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting the dealer reshuffles the deck and deals 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.