

*Mie Jansen*

## Selkirk RCL 42 - TEXAS HOLD'EM

### TOURNAMENT RULES – Thursday (Selkirk Legion)

Registration 6:00 PM Event start 7:00 PM

\$ 40 Main Event - \$30 Consolation

120 maximum players - \$30 re-buys - Max 3 per person. Royal Flush \$5 per player

1. By participating in this Tournament you agree to abide by the rules and behave in a courteous manner. Players, whether in the hand or not, may not discuss the hands, including cards discarded or possible hands, until the action is complete. A penalty may be given for discussion of hands during play.
2. The designated language for this Tournament is English.
3. Initial seating is determined by random draw. There will be up to 12 tables with a maximum of 10 players per table.
4. The starting amount of chips will be 15,000 and will be issued by the Dealer upon presentation of the draw ticket. Cost for the Tournament is \$40.00 with \$28.00 going into the prize pool (70%). Management reserves the right to cancel the Tournament and refund entry fees if less than 10 participants are registered fifteen minutes before the published start time. Refunds for cancelled Tournaments will be made at the registration desk for one hour after the published start time.
5. Chip colors and values are as follows: White - 100, Blue - 500, Red - 1,000, Green - 5,000 and Black - 10,000. Each player will start with 10 White, 6 Blue, 6 Red, and 1 Green chip.
6. The Tournament will be played until only one player remains and that person will be awarded the first prize. Other prizes will be awarded in reverse order of finish, i.e. 2<sup>nd</sup> last player out gets 2<sup>nd</sup> place, third last out gets 3<sup>rd</sup> place, etc. Players will be eliminated when they have lost all of their Tournament chips and do not or are unable to rebuy.
7. Players are allowed three rebuys of 12,000 Tournament chip value for \$30.00. Players may exercise their rebuy option once the first hand is dealt. Their intention must be declared before the start of the next live hand. Unused rebuys can be purchased at the first break. Purchases must be completed before play commences for Level 5.
8. A minimum of two players will receive a percentage of the total prize pool based on their order of finish. Prizes will be paid according to the following table. Exact payouts will be announced once the rebuy/add-on period is complete and are based on 70% of total entry, rebuy and add-on revenue.

<b>Percentage Payouts</b>													
<b>Players</b>	<b>1<sup>st</sup></b>	<b>2<sup>nd</sup></b>	<b>3<sup>rd</sup></b>	<b>4<sup>th</sup></b>	<b>5<sup>th</sup></b>	<b>6<sup>th</sup></b>	<b>7<sup>th</sup></b>	<b>8<sup>th</sup></b>	<b>9<sup>th</sup></b>	<b>10<sup>th</sup></b>	<b>11<sup>th</sup></b>	<b>12<sup>th</sup></b>	<b>13<sup>th</sup></b>
<b>Up to 15</b>	70	30											
<b>16 to 25</b>	50	30	20										
<b>26 to 35</b>	40	25	20	15									
<b>36 to 45</b>	37	25	15	12	11								
<b>46 to 55</b>	35	22	15	11	9	8							
<b>56 to 65</b>	32	21	14	11	10	7	5						
<b>66 to 75</b>	31	21	13	10	8	7	5.5	4.5					
<b>76 to 85</b>	30	20	12	9	7.5	6.5	6	5	4				
<b>86 to 95</b>	29	19	12	8	7.5	6.5	6	5	4	3			
<b>96 to 100</b>	28	18	10	8	7.5	6.5	6	5	4	4	3		
<b>101 to 110</b>	28	18	10	8	7.5	6.5	5	4.5	4	3	3	2.5	
<b>111 to 120</b>	27	17	10	8	7.5	6.5	5	4.5	4	3	3	2.5	2

9. Play must end no later than 12:45 a.m. If play has not finished at that time the remaining prizes will be awarded according to the size of the players' chip stacks. First place will be awarded to the player with the largest stack, second to the second largest stack, etc.

10. Players may preregister for the Tournament by contacting the Tournament Chairman during normal operating hours. Refunds may be requested prior to the start of the Tournament; however, no refunds can be made for a Tournament once play has begun.

11. If a pre-paid entrant has not arrived by the time seating is assigned the Tournament Director will assign them a seat and their chips will be blinded off until they arrive, or the end of the first break, whichever occurs first. Late entries will be allowed until the start of Level 5.

12. The Dealer button will start at Position 1 on each table and move in a clockwise direction.

13. Blinds will start at 100/200 and be raised according to the following table.

### **NO LIMIT FREEZE OUT STRUCTURE**

<b>LEVELS</b>	<b>SMALL BLIND</b>	<b>BIG BLIND</b>	<b>Time</b>
1	100	200	15 MIN
2	200	400	15 MIN
3	300	600	15 MIN
4	400	800	15 MIN

BREAK		REMOVE 100 CHIPS FROM PLAY	
5	500	1000	15 MIN
6	1000	2000	15 MIN
7	1500	3000	15 MIN
8	2000	4000	15 MIN
BREAK		REMOVE 500 CHIPS FROM PLAY	
9	3000	6,000	15 MIN
10	4000	8,000	15 MIN
11	5000	10,000	15 MIN
12	8,000	16,000	15 MIN
BREAK		REMOVE 1000 CHIPS FROM PLAY	
13	10,000	20,000	15 MIN
14	15,000	30,000	15 MIN
15	20,000	40,000	15 MIN
16	25,000	50,000	15 MIN

Additional Blind levels (30,000 - 60,000 and 40,000 - 80,000) will be added as required if the Tournament goes beyond the 16<sup>th</sup> blind level

14. The Tournament Director will signal the end of a betting level and the new limits will apply on the next deal. (A deal begins with the first riffle of the shuffle.)

15. Breaks will be called every fourth level to give Tournament staff an opportunity to replace low denomination chips.

16. Lower valued chips will be removed when no longer needed in the blind structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. Players will then receive one additional chip for any remaining chips. ~~The method for removal of odd chips is to deal one card to a player for each odd chip possessed. Cards are dealt clockwise starting with the 1 seat, with each player receiving all cards before any cards are dealt to the next player. The player with the highest card gets enough odd chips to exchange for one new chip, the second highest card gets to exchange for the next chip, and so forth, until all the lower-denomination chips are exchanged. In the event that two players tie for high card their next highest card will be used to break the tie. Failing that, they will each be dealt a new card with the highest card winning. If an odd number of lower denomination chips are left after this process, the player with the highest card remaining will receive a new chip if he has half or more of the quantity of lower denomination chips needed, otherwise nothing.~~

17. A player may not be eliminated from the event by the chip change process. If a player has no chips after the race has been held, he will be given a chip of the higher denomination before anyone else is awarded a chip.

18. A player may leave a table at any time unless they have action pending. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. "At the table" means within arms-reach of their chair.

19. A player who has not returned to their seat in a reasonable period of time (usually 15 min), may be deemed by the Tournament Director to have abandoned their seat. If such a determination is made they will be eliminated from play and their chips removed from play. Players may, however, make arrangements with the Tournament Director to be absent for unusual circumstances and have their hands killed until they return.

20. Players may not use cell phones or other non-medical electronic devices while at a Tournament table.

21. As players are eliminated tables will be balanced by moving a player from a larger table to the one with fewer players. When there are sufficient empty seats tables will be collapsed in a pre-set order, with players from the broken table assigned to empty seats at other tables. This order will be determined by the Tournament Director prior to the start of the Tournament.

22. A change of seat is not allowed after play starts, except as assigned by the Director.

23. The number of players at each table will be kept reasonably balanced by the transfer of players as needed. With more than six tables, table size will be kept within two players. With six tables or less, table size will be kept within one player.

24. There will be a redraw for seating when the field is reduced to the final table.

25. 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 if the opponent had sufficient chips to cover the hidden ones. If another deal has not yet started, the Director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the Tournament.

26. All players must leave the table immediately after being eliminated from an event.

27. A player may not show any cards until all action has been completed. A player showing a card or cards will play the remainder of the hand "Face Up" and may receive a penalty if the floor person deems that the exposure was intentional. Verbally stating one's hand during play may also result in a penalty. Repeat offences may result in disqualification from the Tournament.

28. There is no limit on the number of raises. Initial raises must be at least the same size as the big blind unless the player declares All-In with a lesser amount. Subsequent raises must be at least the same size as the previous raise. An All-In bet of less than a complete raise does not reopen the betting for players who have already acted.

29. The player must either use a verbal statement giving the amount of the raise or put the chips into the pot in a single motion. Otherwise, it is a string bet and the player will be limited to calling the previous bet.

30. In the event that a single chip of a higher value than the standing bet is played it will be deemed a call of the bet unless the player has made a verbal statement of his or her intentions. If a single chip is played as an initial bet the chip value will stand unless the player has made a verbal statement as to the amount of the bet.

31. Non-Tournament chips are not allowed on the table except for one visibly-distinct chip that may be used as a card protector.

32. Higher-denomination chips must be placed where they are easily visible to all other players at the table.

Approved with changes in red  
by Cindy Doyle  
August 16, 2024



33. All Tournament chips must remain visible on the table throughout the event. Chips taken off the table or pocketed will be removed from the event, and a player who is caught doing this may be disqualified.

34. Inappropriate behaviour like throwing cards that go off the table may be penalized. Penalties may include disqualification from the Tournament and ejection from the premises for severe or repeated infractions. Abusive or disruptive behaviour will not be tolerated.

35. The deck is not changed on request. Deck changes are at the discretion of the Director unless there is a damaged card. In this case the deck will be removed from play, sealed, and held for inspection by the Liquor, Gaming & Cannabis Authority of Manitoba (LGCA).

36. If a player on the small blind is eliminated, the next hand is played with a dead Dealer position. If the player on the big blind is eliminated the next hand is played with a dead small blind. This ensures the big blind is not missed by the next player in order.

37. All live hands will be turned face-up whenever a player is all-in and betting action is complete.

38. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other awards. In the event that players started the hand with the same amount of chips they will be declared tied and will share equally in any prize money or award.

39. In the event that two or more players tie for a pot it will be split evenly among them. Odd chips will be awarded to the first player in rotation from the button.

40. Each side pot will be split as a separate pot. They will not be mixed together before splitting.

41. Once a reasonable amount of time has passed and a clock is called for a player will be given thirty seconds to make a decision. If no decision has been made by the time 25 seconds has passed a 5-second countdown will commence. If the player has still not acted on his or her hand by the end of the countdown it will be declared dead. Floor staff may call clock at their discretion if they deem a player to be repeatedly delaying play.

42. When the final table is reached, there will be a 30 second Time Bank clock in play. Each Player that reaches the final table will receive a maximum of 8 Time Bank chips that must remain on the table visible at all times. Each Time Chip is valued at 30 seconds, for a total 240 seconds (4 minutes) of additional timing available per player. The Player may use one or up to all 8 of their chips at one time. After the total time elapses for the number of chips they've played, the Player will have a choice of checking the hand if no action has taken place, using any remaining Time Bank chips, or folding their hand to a bet or raise.

43. Management will not be involved in any private deals, side bets, or redistribution of the prize pool among finalists.

44. Situations not covered in these rules or the Standard Rules of Play as published by the Liquor, Gaming & Cannabis Authority of Manitoba will be resolved in accordance with the Standard Tournament Rules published by the Poker Tournament Directors Association and Roberts Rules of Poker, in that order, copies of which will be at the venue.

*In the event of a discrepancy between these rules and the rules published by the Liquor, Gaming & Cannabis Authority of Manitoba (LGCA), the LGCA rules will take precedence.*

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## **\$20.00 Consolation Sit-N-Go Event**

1. Players are eliminated from the Main Event and those arriving too late to play the Main Event are eligible to enter Consolation Events run concurrently with the Main Event. A maximum of 10 Consolation Events will be run per night. The last Consolation Event will start no later than 11:00pm.
2. The designated language for these events is English.
3. Each event will be a single table tournament with a minimum of eight and a maximum of ten players per table. Seating will be by random draw.
4. The starting amount of chips will be 5,000 and will be issued by the dealer upon presentation of the draw ticket. Cost for the event is \$20.00 with \$15 going into the prize pool.
5. Chip colours and values are as follows: White = 100, Blue = 500, Red = 1,000, Green = 5,000 and Black = 10,000. Each player will start with ten White, four Blue, and two Red.
6. The event will be played until only one player remains and that person will be awarded the first prize equal to 50% of the total entry fees. The 2nd last player out gets the 2nd prize equal to 25% of the total entry fees. No additional prizes will be awarded.
7. The button will start at Position 1 on each table and move in a clockwise direction.
8. Blinds will start at 100/200 and be raised at fifteen-minute intervals of playing time according to the following table:

LEVEL	SMALL BLIND	BIG BLIND		LEVEL	SMALL BLIND	BIG BLIND
I	100	200		VI	1,000	2,000
II	200	400		VII	1,200	2,400
III	400	800		VIII	1,500	3,000
IV	600	1,200		IX	2,000	4,000
V	800	1,600		X	2,500	5,000

Additional Blind levels (3,000 – 6000; 3,500 – 7,000; etc) will be added as required if the Tournament goes beyond the 10<sup>th</sup> blind level.

9. The Dealer will signal the end of a betting level and then new limits will apply on the next deal. (A deal begins with the first riffle of the shuffle.)
10. There will be no rebuys.
11. All other rules established for the Main Event will apply to this event.

## ROYAL FLUSH JACKPOT

The Royal Flush Jackpot is a progressive jackpot.

Participation in the Royal Flush Jackpot is optional and players must register **before the player plays their first hand by:**

- Signing the Royal Flush Participant Register; and
- Paying \$5.00 into the Royal Flush Jackpot.

The jackpot will accumulate over all Selkirk Legion Branch 42's events and paid out to qualifying hands as follows:

- 90% of each event's total Royal Flush sales will go toward the current Royal Flush Jackpot; and
- 10% of each event's total Royal Flush sales will go toward seeding the next Royal Flush Jackpot.
- Only one Royal Flush Jackpot will be paid out per Tournament.

In order to be a winner of the Royal Flush Jackpot, a player must take part in a Poker Tournament according to the conditions listed above and get a Royal Flush – 10, Jack, Queen, King and Ace of the same suit – with at least one of their pocket cards playing.

Each Royal Flush Jackpot will be paid out as follows:

- 50% of the current Royal Flush Jackpot will be awarded to a player making a Royal Flush with only one pocket card playing; and
- 100% of the current Royal Flush Jackpot will be award to a player with both pocket cards playing.

Examples are based on total accumulated sales of \$2,000 with 90% (\$1,800 in the current Royal Flush Jackpot) and 10% (\$200 to seed the next Royal Flush Jackpot)

Example #1: If the Royal Flush Jackpot (90% of sales accumulated) sits at \$2,000 and a player makes a Royal Flush using one pocket card, that players will receive 50% of the current Royal Flush Jackpot (50% of \$2,000 = \$1,000). The remaining 50% will be awarded in the same manner for the next winning hand. Should there not be an additional winning hand at the event, the remaining 50% will accumulate into the next Royal Flush Jackpot along with the 10% of sales mentioned above.

Example #2: If the Royal Flush Jackpot (90% of sales accumulated) sits at \$2,000 and a player makes a Royal Flush using both pocket cards, that player will receive 100% of the current Royal Flush Jackpot and a new Royal Flush Jackpot will begin with the 10% accumulated seed mentioned above.

The pot has the potential to become quite large, so all payments will be made by cheque.

*All players benefitting from the Royal Flush Jackpot will be required to execute any paperwork required by the Liquor, Gaming & Cannabis Authority of Manitoba (LGCA) in order to receive their prize.*

