

Hat Tricks Poker Tournament Rules

Management reserves the right to make all final decisions.

The rules you are about to read come from Roberts Rules of Poker. They are designed for the casino or card room.

SECTION 1: CODE OF CONDUCT

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny tournament entry to anyone who violates it. The following is not permitted:

- Collusion with another player, or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Carrying a weapon.

SECTION 2: POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Reading a hand for another player at the showdown before it has been placed face up on the table.
5. Telling anyone to turn a hand face up at the showdown.
6. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
7. Needlessly stalling the action of a game.
8. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
9. Stacking chips in a manner that interferes with dealing or viewing cards.
10. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

11. Using a cell phone at the table.

SECTION 3: DECISION-MAKING

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.

2. Decisions of the Tournament Directors are final.

3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.

4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.

5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.

6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, but the time limit for a ruling request given in the previous rule has been complied with, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.

7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check the overhead camera tape, get the shift supervisor to give the ruling, or some other good reason. In such circumstances, a pot or portion thereof may be impounded by the Tournament Director while the decision is pending.

8. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

SECTION 4: PROCEDURES

1. Cash is not permitted on the table.

2. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can.

3. Only one person may play a hand.

4. No one is allowed to play another player's chips.

5. Permission and sign-in is required before taking a seat in a game.

6. Pushing bets ("saving" or "potting out") is not allowed.

7. Splitting pots will not be allowed in any game. (Not to be confused with splitting a pot when 2 or more hands have an equal value at the showdown). Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.

8. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.

9. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible. A player may request a chip count only if he is in position to make a decision to call, fold or raise.

10. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify a floor person in advance. Frequent or continuous absences may cause your chips to be picked up from the table.

11. When a player is not seated his hand is still blinded and dealt. The hand is then mucked if the player has not returned to the table or a reasonable distance and returning. The dealer makes the call to muck.

12. A new deck must be used for at least a full round (once around the table) before it may be changed, and a new setup must be used for at least an hour, unless a deck is defective or damaged, or cards become sticky.

13. Looking through the discards or deck stub is not allowed.

14. After a deal ends, dealers are asked to not show what card would have been dealt (chasing the rabbit).

15. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.

16. A non-player may not sit at the table.

17. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.

18. Speaking a foreign language during a deal is not allowed.

19. No person may advise a player during the hand.

SEATING

1. You must be present to add your name to a waiting list. An exception may be granted by the Tournament Director if the player calls and is in route.

2. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).

3. When a game starts, active players will draw a card for the button/dealer position. The button/dealer will be awarded to the highest card by suit and value, Ace of spades being the highest. Suits by rank are Spade, Hearts, Diamonds and Clubs. The first person to pick up the deck will shuffle the cards, have some else cut the cards and deal face up to each player starting with the player to his left and rotating in turn clockwise. The draw commences after all player seats have been chosen or the TD announces to start the deal.

4. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.