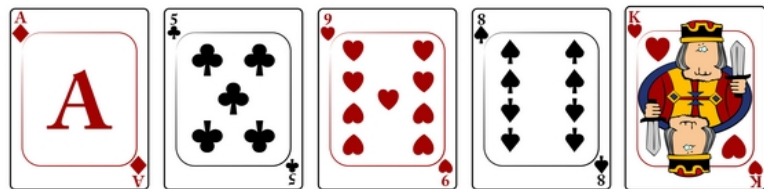


HIGH CARD—Any 5 cards



PLAYERS PUB POKER TOURNAMENT RULES

2.1 Initial set-up

2.1.1. Starting Chips

2.1.1.1. **Starting Amount**—All players will start with a total of 4,000 chips (except in special events when the starting chip amount may be higher.). Under no circumstances will any player begin the tournament with more chips than any other player.

2.1.1.2 **Chip Denominations**—(Actual starting chip counts may vary by location)

- 10 Green (100 chips)
- 2 Blue or Red (500 chips)
- 2 Black (1,000 chips)

2.1.2. **Table Assignments**—Seating is to be at random. This will be determined by the Poker Manager (PM) before the start of each tournament.

2.1.2.1. **Sign-up**—Players will sign-in for the tournament on the Sign-in Sheet. At or around the start of the tournament, the Poker Manager will assign the tables for each of the players in the tournament. The assignment of tables will be done at random; this will ensure that there is no collusion taking place at any of the tables.

2.1.2.2. **Balancing Tables**—At the discretion of the Poker Manager, before play commences, players may be moved to alternate tables to ensure even numbers at all tables.

2.1.3. **Drawing for Dealer**—To determine the dealer, all cards will be shuffled in plain sight of the table with all players present. The cards will be spread out on the table and each player will draw a card. The player who draws the highest card will be the first dealer. In the case of a tie, those players will draw a second card. Continue until a dealer has been chosen.

(Continued on page 6)

2008 Players Pub Poker League Tournament RULES & GUIDELINES



www.PlayersPubPoker.com

Statement to be read at the beginning of all events

Thank you for participating in the Player's Pub Poker league. My name is _____ and I will be your tournament director and dealer. Thanks also to (*name of the bar*) for hosting our event today/tonight.

Remember that this is a "No Risk" tournament, but that this event comes with a cost for the (*name of the bar*). Please support the bar and our league by being a patron of the host establishment.

There are a few rules to go over before we get started:

First: There will be no gambling at any time during this event. Do not put money on the tables at any time, and do not engage in any gambling activity while using our tables, chips, or cards.

Second: Do not use cell phone while you are participating in a hand. If you do, you will automatically fold your hand.

Additional rules and guidelines are spelled out in our "Tournament Rules and Guidelines" booklet. Enjoy the game and please ask me if you have any questions.

Players Pub Poker Rules & Guidelines

Conceived and written by:

Players Pub Poker, Inc.

And

Todd Sacchiero

Rich Knubel

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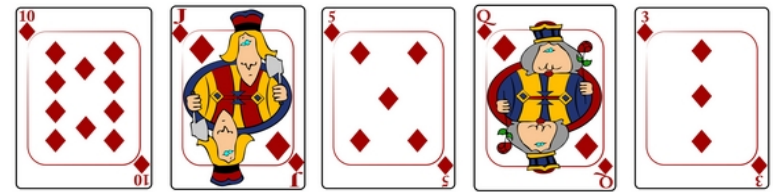
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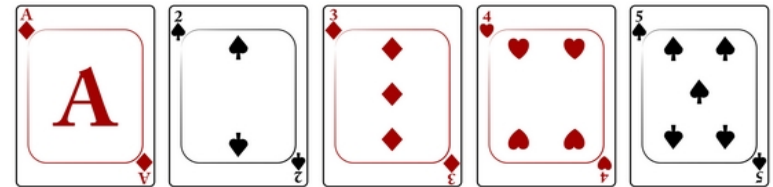
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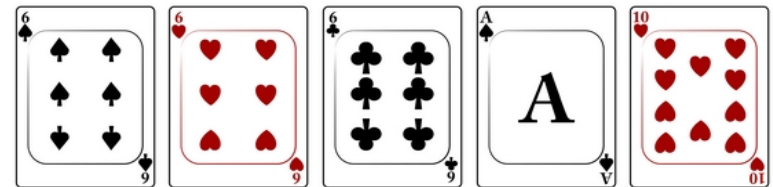
FLUSH—5 cards of the same suit and of any rank.



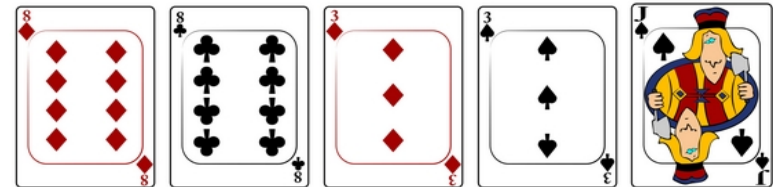
STRAIGHT—5 cards consecutively ranked starting with any rank and of any suit. Ace can be high or low.



THREE OF A KIND—3 cards of the same rank and any two other cards.



TWO PAIR—2 cards of one rank, 2 cards of a different rank, and 1 unrelated.



ONE PAIR—2 cards of 1 rank and any 3 other cards.

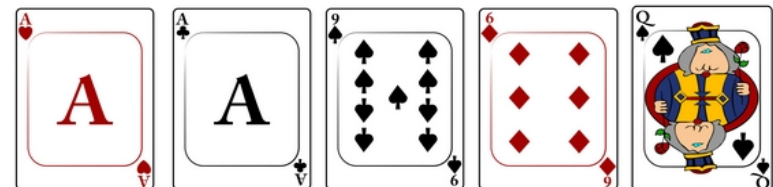


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RULES OF NO-LIMIT TEXAS HOLD 'EM

1.1 Description of the Game

No-Limit Texas Hold-'Em (NLTH) is considered by many to be the only true poker game today. Strategy, observational skills, position, patience, and luck are all part of a great player's repertoire. We at the Players Pub Poker League (PPPL) chose to use NLTH as our tournament structure because it's the most popular version of poker being played today and is not too complicated for the beginner. It's the same structure as the prestigious main event in the World Series of Poker played at Binion's Horseshoe Casino in Las Vegas every year. NLTH is a community card game, which means that every player receives part of his/her hand individually and shares the rest with everyone at the table. The advantages and disadvantages of this may not be immediately evident, but time and practice will help.

1.2 Sequence of Play

BLINDS: First, the dealer shuffles the cards and presents the deck to the player on the right for cutting. The player to the immediate left puts in a predetermined bet called the "small blind," and the next player puts in a predetermined raise called the "big blind." These blinds are determined by the structure of the game and can either be fixed or vary over time.

POCKET CARDS: Then, every player is dealt two cards (**pocket cards**) and a round of betting ensues. Betting starts with the player to the left of the big blind and proceeds in order clockwise. If the pot is raised, all players who wish to continue in the hand must match the highest bet. Betting continues until all players have either folded or matched the current bet.

THE FLOP: Next, three cards are placed face-up in the center of the table (**the flop**) and another round of betting takes place.

Players are given the choice at this time to:

- check (not bet),
- bet,
- call (if a bet was already made),
- fold or,
- raise the bet.

Once all players have either matched the highest bet or folded, play proceeds.

THE TURN: Next, a fourth card is placed face-up (**the turn**) and players proceed with another round of betting.

THE RIVER: Finally, a fifth card is placed face-up (**the river**) and one final round of betting occurs.

(Continued on page 5)

Appendix B

Definitions for some terms used throughout this guide which may be unfamiliar

Betting area	An imaginary location between a player's cards and the general pot. Players placing chips into this area are dedicating money to the pot.
Big blind	A forced bet made by a player based on the rules of Texas Hold 'em. Typically the big blind is twice the small blind and the minimum bet.
Burn	To put the top card of the deck into the discards.
Flop	The first three community cards in a Texas Hold 'em poker game. Also known as Third Street
Hole cards	The first two (2) cards dealt to a player in a Texas Hold 'em poker game. This is typically known as "pocket cards."
Live table	Any poker table at a PPPL game on which players still playing in an PPPL event are sitting.
Muck	(verb) To fold your Hole cards. (noun) The pile of cards discarded by players and/or the dealer when burning cards. Also known as the muck pile or discard pile.
Non-live Table	Any poker table at a PPPL event that no current tournament players are using.
Pocket Cards	See Hole cards.
Posting	The act of placing money (chips) in the pot when you are forced to, such as when you are the big blind.
River	This is the fifth and final community card in a game of Texas Hold 'em. This is typically known as Fifth Street.
Small blind	A forced bet made by a player based on the rules of Texas Hold 'em. Typically half of the big blind.
Tournament Director	Person at a PPPL event charged with running that event.
Turn	Fourth community card in a game of Texas Hold 'em. This is typically known as Fourth Street.

Appendix A

These examples are provided to help clarify how betting and raising will work in all Player's Pub Poker events.

SB = small blind

BB = big blind

P3 = Player to the left of the BB

D = the current dealer

EXAMPLE 1—blinds 100/200 (pre-flop)

P3 folds

D raises 200* (bet=400)

SB folds (100 chips in pre-flop)

BB calls

Total chips in pot: 900

EXAMPLE 2—blinds 300/600 (pre-flop)

P3 raises 600 chips (bet=1200)

D folds

SB calls

BB calls

Total chips in pot: 3600

EXAMPLE 3—blinds 1000/2000 (after flop, 2 players left)

BB bets 2000**

D raises 2000 (bet=4000)

BB re-raises 4000*** (bet=8000)

D calls

Total chips added this round (including SB): 17000

EXAMPLE 4—blinds 500/1000 (pre-flop)

P3 raises 3000 (bet=4000)

D calls all-in for 1500 (bet=1500)

SB folds (500 chips in pre-flop)

BB raises 3000 (bet=7000)

P3 calls (call=3000)

Total chips in main pot: 5000 (Most D can win)

Total chips in pot: 16000 (BB and P3 eligible to win)

* 200 is the minimum raise

** 2000 is the minimum bet

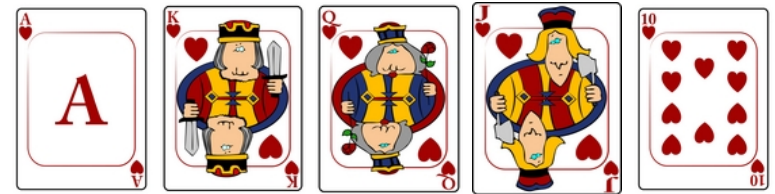
*** minimum re-raise is 4000

After all bets have been matched, all players remaining in the hand turn over their cards for the **showdown**. The highest poker hand wins the pot. In the event of a tie, the pot is split between the winning players. Any remaining chips after the pot is split will start the pot for the next hand (PPPL Rule).

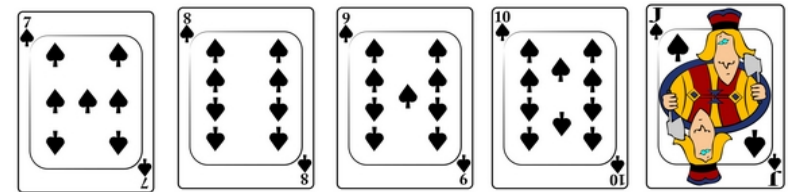
1.3 Rank of Hands

Poker hands always consist of five cards. The following are the hands of poker in descending order—strongest to weakest:

ROYAL STRAIGHT FLUSH—5 cards consecutively ranked of the same suit starting with the ace and ending with the ten.



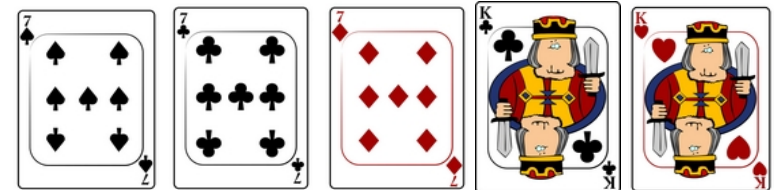
STRAIGHT FLUSH—5 cards consecutively ranked of the same suit starting at any rank. Ace can be low.



FOUR OF A KIND—4 cards of the same rank and 1 card of a different rank.



FULL HOUSE—3 cards of one rank and 2 cards of another rank.



2.1.4. **Continuous Play**—Play will continue with limited breaks until a single player remains. The only exception to this rule is at regional events where scheduled breaks will be announced in advance.

2.1.5. **Late Players**—(Players who wish to participate in a tournament must be signed in prior to the 3rd blind level. If there are no blind stacks still in play, a player will be chipped down according to the current blind level. After this time, if there are any stacks which have not been assigned to a player, they will be removed from the game and no additional players may participate in that tournament.

2.1 General Play Rules

2.2.1. **Small and Big Blinds**—Under normal circumstances, the player to the immediate left of the dealer will post the small blind and the next immediate player will post the big blind. In the event that the player who would have posted the small blind was eliminated in the previous hand, no one will post the small blind. If the player who would have posted the big blind was eliminated in the previous hand, the next player to the left then posts the big blind. If a player is in a blind position, they are required to post that blind, regardless of whether that player is at the table or not. If a player in a blind position is not at the table, it is the responsibility of the current dealer to post the appropriate amount from that player's stack.

2.2.2. **Dealer Button**—At the end of each hand, the dealer position will rotate to the next player on the left. If the player who would have been the dealer was eliminated in the previous hand, then the player to the right of the small blind (or big blind if no small blind) becomes the dealer. Note that this may cause the same player to be the dealer more than once.

2.2.3. **Shuffle and Cut**—The dealer will shuffle the cards prior to the play no less than three (3) times. If the dealer is unable to shuffle for any reason, the player to the right of the dealer may shuffle instead. Whoever shuffles will offer the deck to the player to their right for cutting. A legal cut consists of removing the top portion of the deck and setting it aside (no fewer than three cards may be selected for the cut, and no more than 49). The individual cutting may choose not to cut and can indicate this by tapping the deck. The dealer will then reunite the cut cards at the bottom of the deck and place the "cut card" below the bottom card.

2.2.4. **Absent Players**—If a player is absent from the table for any reason, they are still responsible for posting any blinds when appropriate (see rule 2.2.1). The dealer will always deal cards to every active player at the

(Continued on page 7)

other players. The Poker Manager has the option of warning, penalizing by time away from the table, or disqualifying offending players.

3.13 Quitting or Being Disqualified

3.13.1. **Prior to the Final Table**—If a player chooses to quit or is disqualified before losing all their chips, it is requested that they inform the Poker Manager and leave the tournament area. All players at the table will treat the quitting player's stack as an absent player as per rule 2.2.4. For purposes of balancing tables, the Poker Manager will treat the affected table as though the player was still there. For purposes of determining the final table, the Poker Manager will treat that stack as if the player were already knocked out of the tournament. A player who has quit or is disqualified cannot make the final table. If enough players are eliminated to form a final table before the quitting or disqualified player's chips have been blinded away, the remaining chips will be removed from the tournament by the Poker Manager.

3.13.2. **On the Final Table**—If a player chooses to quit while at the final table, the Poker Manager will remove that player's chips from the game. The Poker Manager will sign that player out as if they had just lost all their chips. If a player is disqualified at the final table, the Poker Manager will remove that player's chips and the player will not receive any points. Any players which are eliminated at the final table prior to this player being disqualified will be bumped up one finishing place. In this event, there will not be an 8th place finisher.

3.14 Poker Etiquette

Although these are not rules, we ask all players to abide by these suggestions to ensure fair play and for an enjoyable experience for all.

3.14.1. **Exposing Cards**—Please do not show players your cards prior to the showdown. If exposing a hand while still in play, player will incur a 10 minute penalty for 1st offense and removed from game for 2nd offense.

3.14.2. **Discussing a Hand**—Please do not discuss the current hand with any one at the table. For example: guessing what a player has, telling others what you had or have, saying there is a flush draw on the table, etc.

3.14.3. **Acting out of Turn**—Please do not bet, raise, or fold out of turn.

3.15 Resolving Disputes

The Poker Manager will be the sole judge for any and all disputes. If a situation arises which is not spelled out on these rules, the Poker Manager will attempt to find the fairest solution. The Poker Manager's ruling is always final.

much their raise is, or move all of the chips they intend to raise into their betting area at one time.

3.7.5 Calling an “All In” Raise —If a player raises “all in” and that player’s chips do not add up to the proper raise, the following player that calls has to call the proper amount of the raise. If no other player calls, any extra chips will be refunded to the player. If there is subsequent callers a side pot must be created.

3.8 Play on the Table

Each player will leave their chips and cards in the table area at all times. Cards are NEVER to be placed below the edge of the table. If a player lowers their cards below the edge of the table, their cards are immediately mucked.

3.9 Rabbit Hunting

Once a hand has determined its winner, no other cards will be dealt to see what would have resulted if the players had stayed in. This slows down the pace of the game, and the dealers should know not to do so.

3.10 Coloring Up

Periodically throughout a tournament, the Poker Manager will remove certain colored chips from the game and replace them with a different denomination. When this occurs, players will receive an equal or greater number of higher denomination chips for those being traded in.

3.11 One Player to a Hand

At no time is a player permitted to ask advice from any other person (involved in the tournament or not). If a player asks for advice, they will be given a warning. Persistence may result in forfeiting the current hand. This does not include requesting clarification of any rules.

3.12 Inappropriate Behavior

Players will not show disrespect towards the Poker Manager or other players.

3.12.1. Threatening Behavior—Players will not be permitted to threaten other players. This includes verbal or physical assault and throwing chips, cards, or any other PPPL equipment. Depending on the severity, the Poker Manager has the option to warn, disqualify, or report criminal behavior to the proper authorities.

3.12.2. Swearing—We request that players refrain from using foul language at our events. However, we understand that players get emotionally involved in the game and that occasional swearing will happen. What will not be tolerated is direct verbal attacks directed at the Poker Manager or

table. If a player is not at the table when the action comes to them, then either that player’s hand is immediately:

- (a) checked off they have already met the current bet, or
- (b) folded if they have not met the current bet.

The dealer is responsible for mucking the absent players cards and no amount of time will be waited before doing so.

2.2.5 Moving Players—At the Poker Manager’s discretion, players may be moved from one table to another after play has begun. The method of choosing which player moves will be determined by the Poker Manager. In order to cause as little disruption as possible, the Poker Manager is not required to shift players unless a difference of three or more exists between tables. Players will not be moved during a hand. Play may be halted on the receiving table until the new player has been seated. When a player sits into a table, they should sit to the right of the dealer or in the same position they were in at the previous table. They are immediately eligible to play in the next hand. If more than one player is moved to a table at a time, the players are arranged to the dealer’s right (lowest chip count to the left, highest to the right). In the event that 50 percent of the players at a table have been moved to that table in the same hand, then choose a new dealer as per rule 2.1.3.

2.2.6. Consolidating Tables—At the Poker Manager’s discretion, all of the players at a table may be asked to move to other tables at the same time. This will always result in fewer “active” tables in the tournament.

2.3 Final Table

2.3.1. Redraw for Dealer—When the players are seated at the final table, the dealer will be determined as per rule 2.1.3.

2.3.2. Determining Position Finished—In the case that two or more players are eliminated in the same hand, finishing spots will be determined based on the amount of chips each player began the hand with. The player who started with the fewest chips will finish in the lower spot, the player with the next fewest chips finishes in the next lowest spot, etc. In the event that more than one player eliminated had the same number of chips at the beginning of that hand, finish spot will be determined by the relative strength of the hand.

2.2.3. Making Deals—Players are not allowed to make deals. Points will never be split between two or more players.

HOUSE RULES

FOR PLAYERS PUB POKER TOURNAMENT

3.1 NO MONEY

At no time will any money be allowed on the poker tables. Individual bars may require players to create a tab or pay for any food or drink at the bar.

First offense for breaking this rule will be disqualification for the current tournament.

Second offense will be banning of the offending player from all future Players Pub Poker events.

3.2 NO GAMBLING

At no time will any person engage in side bets while at a Players Pub Poker event. This includes, but is not limited to, “last longer” bets for the main tournament and any side games (poker or other) played on any non-live poker table.

3.3 Cell Phone Use

Players will not use cell phones while playing at a live tournament table. This includes talking, receiving voice mail, or sending/reading text messages. Violating this rule will result in immediate mucking of your hand.

3.4 Burning Cards

The dealer will place the top card of the deck on the muck pile (burn) before the flop, turn, and river.

3.5 Exposed Cards

3.5.1. **During the Deal**—If a card is exposed to any player during the deal, then that card is immediately shown to all players and will be used as the burn card. The player whose card was exposed will be skipped and the deal will continue around the table. Once all the other players have two cards face down in front of them, the next card (which would have been the burn card) will be given to the player that would have had the exposed card. The exposed card is then placed in the center of the table face down after all players have acknowledged seeing it. The dealer will NOT burn a card before placing out the flop. Play then continues as normal.

In the event that more than one card, during the deal, is exposed, then all the cards will be collected, re-shuffled and re-dealt to all the players.

3.5.2. **At any other time**—If a player accidentally or intentionally exposes one or both of their cards to one or more players actively playing in the

hand, then that player must show all players at the table their card(s).

3.5.3. **Exposed Cards while still in a Hand**—In the event that a player exposes his/her hand to other active players while he/she is still in the hand, all players will be able to view what is in that player's hand and play will continue. All players will have the right to continue betting.

3.5.4. **Exposed Cards while not still in the Hand**—Players who are not in the hand will not show other players (active or inactive) what their hand was. If a player is caught doing so, they may be awarded a 10 minute penalty. If it continues to happen, then the player may be asked to leave the event by the Poker Manager.

3.5.4.1. **Going through the Muck Pile**—Players who have folded their hand will not be allowed to go through the muck pile and find their cards. It is the dealer's responsibility to control the muck pile and inform the Poker Manager. If a player is caught doing so, they may be awarded a 10 minute penalty. If this continues to happen, the player may be asked to leave the event by the PM

3.6 Placement of Bets

3.6.1. **Betting Area**—Players will place all bets in front of their seat on the far side of their cards (closest to the pot). Any chips placed in this area will be considered in the pot and non-retractable unless violating rule 3.7.

3.6.2. **Splashing the Pot**—Players will not put any bets into the general pot until all players involved have either matched the bet or folded.

3.7 Betting and Raising Restrictions

3.7.1. **Betting Restrictions**—The minimum a player may bet at any time is equal to the big blind. The maximum a player may bet is all of their chips (see appendix A).

3.7.2. **Raising Restrictions**—Pre-flop, all raises and re-raises must be either increments of the big blind, or previous raise. Post-flop, all raises and re-raises must be either at least the big blind, or previous raise (see appendix A).

3.7.3. **All-In Exceptions**—If a player cannot match a bet or raise, or raise the minimum required, that player is permitted to go “all-in.” If a player goes all-in, that player is entitled to winning an amount of chips equal to what they put into the pot from each player plus any blinds.

3.7.4. **Declaring Intentions**—If a player chooses to put chips into a pot, it is their responsibility to declare their intentions prior to placing any amount of chips in their betting area. If a player places a single chip in their betting area without declaring a raise, then it will be considered a call and that player is responsible for either taking change or matching the current bet. If a player declares a raise, then either they must declare how