

-Arkansas State University-
INTRAMURAL SPORTS
SPECIAL EVENT
TEXAS HOLD'EM RULES
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 1/12 & close on Thursday, 1/15. Rosters can be turned in at the Intramural office (HPESS 136). Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is one (1). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. During ALL Special Events the rosters will never be frozen!
3. **Starting time & other information:** The one (1) day Texas Hold'em Tournament will be on Friday, 1/16. If you want to see the results on the contest that can only be viewed from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>.
4. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. Both events the cap is thirty (30) people.
5. **Rescheduled games:** The tournament will not be rescheduled since it is only a one (1) day event.
6. **Defaults:** During tournament events teams do not have the luxury of defaulting any games.
7. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team that forfeits is given a loss, is taken out of league, **AND** is charged a fee of \$20 per forfeit. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.

RULE 2. STUDENT UNION POLICY

1. The tournament will be played in the Mockingbird room of the Student Union.
2. Outside food & beverages are **NOT** allowed in the building!
3. You must present your valid ASU ID before the start of the tournament.
4. The Intramural Sports Staff & Director reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. GAME FORMAT

1. The tournament will take place starting at 6:00 PM.
2. Pending the number people sign ups, the amount of players will be grouped in crews of five (5).
3. The top chip winner of each table will make it to winners table.
4. **Chip Values : ALL** chip values are worth 1 dollar/point
5. **STARTING THE GAME :** The game begins with the player left of the dealer placing an initial bet (small blind); this is called posting the blind. There are **NO ANTES**, but forced bets (blinds) that are used.
6. **BLINDS:** The small blind will **ALWAYS** be equal to half oh the minimum bet. The person who is left of the small blind post the big blind or the minimum amount. The first round the small bet will be 1 chip and the minimum bet will be 2 chips. It will increase 2 chips per round:

1st round – 1:2	4th round – 4:8	7th round – 7:14	10th round – 10:20
2nd round – 2:4	5th round – 5:10	8th round – 8:16	11th round – 11:22
3rd round – 3:6	6th round – 6:12	9th round – 9:18	12th round – 12:24

7. **CARD ROUNDS:** The person who is left of the dealer puts in the small blind. After this occurs each player is dealt two cards face down. These cards are called your pocket cards.

A) PRE-FLOP

The next round of betting starting with the person to the left of the small blind. This round of betting is most commonly called the pre-flop. To see the flop players must call the minimum blind, raise, re-raise, or check. If players do not like their chance they can fold. Once players fold it is **IRREVERSABLE**.

B) FLOP

After the initial betting round ends, the dealer discards the top card of the deck. This is called a burn card. This is done to prevent cheating. After burning the card the dealer then flips the next three cards face on the table. These cards are called the flop. These are cards that everyone can use in combination with their two pocket cards to form a poker hand. Next is another round of betting starting with the player to the left of the dealer.

C) THE TURN

After the betting concludes, the dealer burns another card and flips one more onto the table. This is called the turn card. Players can use this sixth card now to form a five card poker hand. The player to the left of the dealer begins another round of betting. In many types of games, this is where the bet size doubles.

D) THE RIVER

Finally, the dealer burns a card and places a final card face up on the table. This is called the river. Players can now use any of the five cards on the table or the two cards in their pocket to form a five card poker hand. There is now a final round of betting starting with the player to the left of the dealer.

E) SHOWDOWN

After this round of betting, all of the players remaining in the game begin to reveal their hands. This begins with the player to the left of the last player to call. This is also called the showdown.

F) THE KICKER

If two or more players have the same hand, the next highest card in the player's hand is used to break the tie. This is called the kicker. If there is no kicker card and the tied players have used both hole cards, or have the exact same hand, then the pot is split between them.

8. **DEALER ROTATION**

The dealer position then moves clockwise to the next player and another round of play begins

9. **ALL – IN**

This is No-Limit Hold'em; the number of chips you have in front of you determines the maximum bet. A player can go "all-in" by pushing all their chips toward the center of the table. At this point, either the player or dealer should count them down, or calculate the amount of the player's all-in bet. To call, the other players at the table must match the value of the chips.

In the event a player **CANNOT** match the value of another player's bet, **BUT** would still like to call, he or she can go all-in and play for a portion of the pot. Should this happen, the dealer should divide the original, larger bet into two stacks: the first stack should match the amount of the caller's all-in bet. This stack is pushed into the original pot along with the caller's all-in bet. The second stack placed into a side pot; for which the all-in caller is not eligible. This enables the rest of the table to continue play; raising and re-raising as they normally would. At the conclusion of the hand, the all-in bettor is eligible to win the original pot, but not the side pot.

10. **HAND RANKINGS** Examples:

Royal Straight Flush	A♠K♠Q♠J♠10♠
Straight Flush	J♣10♣9♣8♣7♣
Four of a Kind	K♠K♣K♥K♦
Full House	J♠J♣J♥10♠10♣
Flush	10♥8♥4♥3♥2♥
Straight	A♥K♣Q♦J♦10♥
Three of a Kind	8♥8♦8♣
Two Pair	K♥K♦Q♥Q♦
One Pair	K♣K♠
High Card	A♠