

~ Texas Hold ‘Em Poker Rules~

Total	Event Points	1st Place	2nd Place	3rd Place	4th Place	5th Place	Participation Points	
	M/F or CO- ED?						Total	Distribution % of Teams/ School
20	CO-ED	8	6	3	2	1	10	

Poker can be somewhat complicated for those that have not played before, but once you start, you are sure to have some beginner’s luck (it happens every year!).

If you do not understand these rules, find a friend who does, and have them explain it with a deck of cards (always easier to picture when you have some cards and chips in front of you).

Rules

- No limit tournament rules
- There will be one med and one law tournament directors. They may play, but can not resolve disputes involving hands they are in.
- Levels will be approx 12-20 min.
- everyone will start with the same amount of chips
- Depending on the turn out, and number of chips available, the directors will announce the amount of chips and duration of the levels after/during sign-up.
- For the sake of time, we will use two decks. One will be used for the current hand and the other will be shuffled during the previous hand. When one hand is over, the person who dealt that hand will shuffle the cards *from that hand*, and cut the cards from the previous hand (the person on their left) to the person on their right, who will immediately begin dealing the next hand. This is difficult for some people to picture and seems counter-intuitive, but trust me. This is the fastest way.
- chips of lower denominations will be swapped out for higher denominations at various times, and they will be rounded up for the sake of time
- Tables will start with 8-10 people each and equal distribution of med/law students if poss.
- tables will be broken down at the discretion of the tournament directors, but in general, the number of players, chips, and med/law students at each table will be kept even when possible
- play will continue until one player has all of the chips and is declared the winner
- every hour we will have a 5-10 min break

No Limit Texas Hold ‘Em

- This is a poker game that uses standard poker hands. If you do not know what they are, please look them up on the internet.

Blinds:

- This may be the hardest part for any new player to learn.
- Instead of antes, where each player puts in a bet before receiving cards, this game uses two forced bets, called blinds.
- There are two blinds: a small blind (SB) and a big blind (BB). SB is half the BB
- The person to the left of the dealer is the small blind, and the person to the left of that is the big.
- in the event that a player goes out, and their next turn *would* have put them on the big blind, this honor just goes to the next player down (to the left)
- if a player goes out (loses all their chips), and their next turn *would* have been the small blind, there is no small blind for that hand (“a dead” small blind), and the dealer will deal twice to correct the blinds (the dealer is dealing for the missing player’s seat)
- if a player goes out, and their next turn *would* have made them dealer, the last dealer deals again (again, they are dealing for the empty seat)
- If this is all confusing, don’t worry! If the people at your table do not know what to do, the directors will! Just remember that the *BIG BLIND* is the anchor, not the “Dealer button.”

Dealing and Betting:

- Everyone is dealt 2 cards face down after (or while) the blinds are being put out.
- **“Pre-flop” round** of betting, the person to the left of the big blind (“under the gun”) acts first. they can call (match the bet), raise (put in a bigger bet), or fold
- **Raising note:** a raise must be at least equal to the last bet or raise. For example, if the BB is 10, and you want to raise, you must make it a total of at least 20.
- More complicated example: The BB is 10 and you make it a total of 25. The next player to raise now has to make it at least 40. This is because your bet of 25 was actually a “raise” of 15. This is the amount the next player has to match, so the original 10, plus your 15 raise (for your 25 total) plus another 15 = 40.
- the SB must also match the BB by putting in the other half of the bet (when no raise)
- if no one has raised, the BB still has an option to do so, and they may check or raise

THE FLOP

- the dealer will then deal one card face down into the discard (aka “burn a card”) and then three face up cards
 - Those 3 cards are community cards.
 - the person to the left of the dealer starts this round of betting
 - if there has not been a bet yet, players may “check” (pass on betting)

THE TURN/FOURTH STREET

- once the flop betting round is completed, the dealer burns one card and places one card face up
- the person to the left of the dealer starts this round of betting
- if there has not been a bet yet, players may “check” (pass on betting)

THE RIVER/FIFTH STREET

- once the flop betting round is completed, the dealer burns one card and places one card face up
- the person to the left of the dealer starts this round of betting

- if there has not been a bet yet, players may “check” (pass on betting)
- at this point, all the cards have been dealt for this hand

THE SHOWDOWN

- At any point in a hand, if all players but one fold, that player immediately wins the chips in the pot and the next hand begins.
- once the final betting round has completed after the river, the remaining players will show their cards to determine who wins (“the showdown”)
- Technically, the first person who must show their hand is the person who had their last bet called, but...
 - “CARDS SPEAK” – this means that when time comes for a showdown, players shall let their cards speak for themselves by flipping them over onto the table for everyone to see. There is perhaps no bigger time waster than when people will not flip over their cards when a hand is over. Players are discouraged from asking “what do you have?” “What do you have” etc. Just let the cards do the talking.
 - “NO SLOW ROLLING” - this is almost the same as the previous rule. This means that if you think you might have a winning hand and betting is over, regardless of who you are, *flip over your cards!* Don’t be the guy who demands to see the other person’s cards before you flip over your own quad aces. That is slow rolling and is probably the biggest breach in etiquette in poker besides outright cheating.
 - If you haven’t gotten the point: if you are still in a hand at the end, flip over your cards.
- The player with the best five card poker hand, using any combination of the seven cards (your two hole cards and the 5 on the board) wins!
- It is possible for players to tie! For example: Player X has: A4, Player Z has A9. The board is: A K J 6. The players tie with two pair, Aces and Kings, with a Jack kicker. Neither player uses the non-ace in their hand because the board is stronger.
- When players tie, the chips are split evenly among them, making change as necessary. If there is a leftover chip, it goes to the player closest to the dealer (starting at the dealer and moving left)

“All in”

- This game is called no limit because you can raise as much as your entire stack, declaring “all-in!”
- when a player goes all in, they can only win what is currently in the pot from previous rounds, plus as much as their stack when it goes all in times as many players who put in at least their bet. All other bets have to go into a “side pot.” There can be multiple side pots. If you have any questions about this, ask others at the table or a director.
- **Example:** there is 500 in the pot from previous rounds. The river comes. Player X bets 100. Player Y only has 75 and goes all in. Player Z goes all in for 350. Player X calls. There will be two pots.
- **Main pot:** X Y or Z can win this pot. It has the previous pot of 500, plus the 75 player Y put in, plus another 75 from each X and Z (matching Y but no more) for a total of $500+75+75+75=725$.
- 25 from the 100 player x bet can not go into this pot because Y could not match it.

- **Side pot:** includes the extra 25 from player Y's initial bet, plus 275 of player Z's bet (75 went into the main pot), for a total of 300 chips. only Y and Z can win this pot
 - How you can win and lose: in this example, let's say X has a full house; Y has a straight, and Z a flush.
 - side pot (300) goes to Z because a flush beats a straight
 - Main pot (725) goes to X because a full house beats a flush.
 - Now Z has "won" the side pot but actually came out of the hand a big loser!
- When a player is "all-in," and there is only two players left (one being all in), both players shall flip over their cards, no matter what stage they are in!
- If there are more than one player other than the "all in" left in the hand, the player all in shall wait quietly and refrain from giving away their hand to those still playing. They shall keep their hand revealed until time to flip it over for the showdown unless only one other player remains.

MISC:

- Players can eat drink, go to the bathroom, etc., but please do not mess up the cards, clutter up the table, etc
- If players are gone from the table, they will still be dealt into the game, and "blinded" as necessary.
- The emphasis is on a quick moving game. Unless they are at the table or near the table when it is their turn, they WILL be folded or checked as necessary.
- Players can wear headphones, glasses, hats, etc., as long as they do not interfere with the game.