

By participating in any tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play.

1. Whenever possible, all rules are the same as those that apply to live games.
2. Initial seating is determined by random draw or assignment. Each table will hold a maximum of ten players but may be played 9 handed. (For a one-table satellite event, players may pick their seat as the button will be assigned by high card).
3. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not. Absent players will be dealt in, and all chips necessary for antes and blinds will be put into the pot.
4. If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honored. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director anytime after a new betting level.
5. A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.
6. Limits and blinds are raised at regularly scheduled intervals.
7. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)
8. Chip race rule: When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament. In the event that a player has only one chip left, the regular race procedure will take place. If that player loses the race, he will be given one chip of the smallest denomination still in play.
9. An absent player is always dealt a hand, and will be put up for blinds, antes, and the forced bet if low.
10. A player must be present at the table to stop the action by calling "time.
11. 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. (The dealer has been instructed to kill the hands of all absent players immediately after dealing each player a starting hand.)
12. As players are eliminated, tables are broken, with players from the broken tables assigned to empty seats at other tables.
13. A change of seat is not allowed after play starts, except as assigned by the director.
14. In button games, if a player is needed to move from a table to balance tables, the player due for the big blind will be automatically selected to move, and will be given the earliest seat due for the big blind if more than one seat is open.
15. New players are dealt in immediately and take over the obligations of that position, including the small blind or button position.

16. The number of players at each table will be kept reasonably balanced by the transfer of a player 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.
17. At the discretion of the Tournament Director there will be a redraw for seating when the field is reduced to three tables, two tables, and one table. (Redrawing at three tables is not mandatory in small tournaments with only four or five starting tables.)
18. 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 (A rebuy is okay if allowable by the rules of that event). 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.
19. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack. A player who posts a short blind and wins does not need to make up the blind.
20. All players must leave their seat immediately after being eliminated from an event.
21. Showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. A player in a multihanded pot may not show any cards during a deal. If a player deliberately shows a card, the player may be penalized (but his hand will not be ruled dead). Verbally stating one's hand during the play may be penalized. The only time a player may show a hand is at the showdown or if all the active players are all-in or if all but one of the players are all-in. Cards shown during or after a deal to a player not in the pot should be shown to all players when the deal is finished
22. TDHC dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.
23. Player's verbal declarations in turn are binding. Action out of turn may be binding.
24. At pot-limit and no-limit play, 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.
25. Non-tournament chips are not allowed on the table, with the exception of one card protector.
26. Higher-denomination chips must be placed where they are easily visible to all other players at the table.
27. 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.
28. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament. The English-only rule will be enforced in the United States during the play of hands.

29. The deck is not changed on request. Decks change when the dealers change or on a level change, unless there is a damaged card.
30. In all tournament games using a dealer button, the starting position of the button is determined by the players drawing for the high card.
31. The dealer button remains in position until the appropriate blinds are taken. Players must post all blinds every round. Because of this, last action may be given to the same player for two consecutive hands by the use of a "dead button."
32. In heads-up play with two blinds, the small blind is on the button.
33. If a player announces the intent to rebuy before cards are dealt, that player is playing behind and is obligated to make the rebuy.
34. All hands will be turned face up whenever a player is all-in and betting action is complete
35. If two (or more) players go broke during the same hand, the player starting the hand with the larger amount of money finishes in the higher tournament place for prize money and any other award.

Raises.

36. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except if the player is going all in. Any all-in raise that is less than the full amount required to raise, shall not re-open the betting. Any player who has not acted on their hands has all of their options, however, any player who has already acted, is not permitted to re-raise.
37. If a player puts in a raise of fifty percent (50%) or more of the previous bet, [s]he will be required to make a full raise. The raise will be exactly the minimum raise allowed.
38. In limit games, an oversized chip will be constituted to be a call if the player does not announce a raise. In no-limit, an oversized chip before the flop is a call; after the flop, an oversized chip by the initial bettor put in the pot will constitute the size of the bet. In pot-limit and no-limit, if a player states raise and throws in an oversized chip, the raise will be the maximum amount allowable up to the size of that chip.
39. Order of suits to determine odd chips for spilt pot and high card for button
40. SPADES, HEARTS, DIAMONDS, CLUBS
41. Time. A player may call for time once a reasonable amount of time has passed. Once the clock has been called for the player will be given one (1) minute to act. If no action has been taken at the end of this a ten (10) second count-down will commence and the end of which the players hand will be declared "dead".
42. Management is not required to rule on any private deals, side bets, or redistribution of the prize pool among finalists.
43. Where a situation arises which is not covered by these rules, Tinian Dynasty Hotel and Casino shall have the authority to render a judgment, including the

imposition of a penalty, in accordance with the best interests of the tournament and the maintenance of its integrity and public confidence.

44. No value tournament chips used for the tournament are the exclusive property of TDHC and may not be removed from the tournament area.
45. A player who wants to use a cellular phone must step away from the table. Headphones will not be permitted once a player reaches the money per prize structures.
- 46. Management retains the right to cancel any event, or alter it in a manner fair to the players**