

# BGP Tournament Rules and Regulations

(rev. 6/1/08)

As used herein, "BGP" means Bar Game Promotions, Inc. and/or its employees and representatives.

## SECTION I: GENERAL TOURNAMENT RULES

1. All BGP satellite tournaments are Freeze-Out format No-Limit Texas Hold'em.
2. BGP reserves the right to cancel or alter any event or prize in its sole and absolute discretion.
3. BGP reserves the right to refuse anyone entry into any tournament in its sole and absolute discretion.
4. Membership in the BGP Poker League is free and open to persons 18 years of age and over; however, each tournament host venue reserves the right to set their own age requirements for entry into their establishment.
5. At no time may any player place any food, beverage or tobacco-related items on the surface of the table. Drinks may be placed in the tableside holders.
6. Sign-in for all BGP tournaments will begin one hour prior to the announced start time. Players are encouraged to arrive early in order to ensure a seat in the tournament.
7. Players are required to show a valid form of League Identification at the time of sign-in in order to receive League Points or Member Incentives. Players found to be controlling their League Stats by only providing League ID when they make the final table will be subject to penalty up to and including league expulsion.
8. If there are more players than available seats, players will be placed on an Alternates list. Those players will be allowed to join the tournament as seats become available. Alternates will be seated up to the end of the first scheduled tournament break.
9. Under no circumstances is currency of any kind allowed on the poker table.
10. The English-only language rule will be enforced at all BGP tables during tournament play. (WSOP: 59)
11. Tournament Directors are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that decisions in the interest of fairness take priority over the technical rules. The decision of the Tournament Director will always be final. (WSOP: 44)
12. In its sole and absolute discretion, BGP may impose penalties that include verbal warnings and missed-hand penalties. A missed-hand penalty may be assessed in increments of 5, 10, 15, or 20 minutes. Players receiving a missed-hand penalty must remain outside the designated tournament areas for the duration of their penalty. The player must notify a member of the Tournament Staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to tournament disqualification and league suspension or expulsion. (WSOP: 51)
13. It is the responsibility of each League Member to ensure that their tournament points and play statistics are accurately recorded. Errors or omissions must be reported in a timely manner in order for corrections to be applied. BGP will not be responsible for any data loss resulting from computer malfunction, theft, or disaster.

## SECTION II: TOURNAMENT PLAY

14. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand. "At your seat" is defined as being within reach or touch of your chair. (WSOP: 53)
15. Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not A) disclose contents of live or folded hands, B) advise or criticize play before the action is completed, or C) read a hand that has not been tabled. While in a hand, players may not A) discuss hands or strategy with any player or spectator, or B) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rule 12. (WSOP: 57)
16. Players moving from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. (WSOP: 69)
17. Play will halt at any table that is at least four players short, unless only two tables remain. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule No. 16. Players moved from the big blind will be seated in the worst available position (which is never the small blind) at the new table. (WSOP: 70)
18. Players must remain at the table if they still have action pending on a hand. (WSOP: 80)
19. If a player does not have enough chips to call a bet, they may opt to go ALL-IN. If this occurs, the other players will continue the hand and bet into a side pot.
20. If a player does not have enough chips to post their blinds, they must go ALL-IN. If this occurs, the other players will continue the hand and bet into a side pot.
21. All cards will be turned face up once a player is all in and all action is complete.
22. At no time may any player touch any of the burn or muck cards.
23. Cards must remain above the rail at all times. Any cards removed from the table surface which disappear from view below the rail will be declared dead.
24. Cards must be shuffled at least three (3) times following each round by the person currently on the button. The player to the right of the button has the option to cut the deck after the shuffle. If cutting the deck, the minimum cut is one card.
25. Acting out of Turn: Players must act in turn at all times. Action out of turn may or may not be binding. If a player acts out of turn and the action does not change by the time it is that player's turn to act, that player's action is binding. Action changes only if a player makes an initial bet or raises before the action gets back to the person that acted out of turn. Action does not change when the player in front of a player acting out of turn checks, calls or folds. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Players will receive a warning for the first occurrence of acting out of turn and will receive a penalty, in accordance with Rule No. 12, each time thereafter. (WSOP: 90)
26. Verbal declarations as to the content of a player's hand are not binding, however, at the discretion of BGP, any player deliberately miscalling his hand may be penalized in accordance with Rule No. 12. (WSOP: 65)
27. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable. Any cards which come into contact with any of the burn or muck cards will be declared dead.

28. Side Pots: Each side pot will be split separately and will not be mixed together before they are split. (WSOP: 46)
29. Calling-for-Clock: Once a reasonable amount of time, which is no less than one (1) minute, has passed and a clock is called, a player will be given one (1) additional minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown has expired, the hand will be declared dead. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 12. Only players who are currently involved in the hand may call for clock.
30. Show One, Show All: A player exposing his or her cards to anyone while there is action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested. All penalties will be imposed at the sole and absolute discretion of BGP in accordance with Rule No. 12.
31. Rabbit Hunting: In cases where hands are concluded prior to the last card being dealt, the next card(s) to be dealt will not be exposed under any circumstances. (WSOP: 66)
32. Misdeals: A misdeal will be declared and the hand dealt again if, during the initial deal A) either of the first two cards dealt is exposed B) two or more extra cards have been dealt C) the first card was dealt to the wrong position D) cards have been dealt to an empty seat or a player not entitled to a hand or E) a player has been dealt out who is entitled to a hand. Note: Players may be dealt two consecutive cards on the button. (WSOP: 72)
33. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her chips back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back. (WSOP: 73)
34. A dealer cannot kill a winning hand that was turned face up and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made. (WSOP: 74)
35. A player must show both hole cards when playing the board to get part of the pot. (WSOP: 82)
36. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. (WSOP: 79)
37. A player who is disqualified for any reason shall have his or her chips removed from play and no vouchers or refunds will be provided to that disqualified player. Any player who forfeits play for health or other personal reasons after the start of a tournament will have his or her chips blinded off accordingly. (WSOP: 52)
38. If a player is absent from the table for more than 20 minutes, the player is disqualified and his or her chips will be removed from play.
39. Bursting the Bubble: Once a tournament has been reduced to eleven players, a "Hand-for-Hand" method of determining player placement within the final table will be utilized. This will begin by completing the current hand in progress at both tables. Once both hands are complete, the dealer at each table will deal one hand, then – once the hand is complete – suspend play. This process will continue until the first player is eliminated. During the Hand-for-Hand process, more than one player may be eliminated during the same hand. In this case, see Rule No. 40.
40. If two players are eliminated during the same hand, the player who began that hand with the highest chip count will receive the higher place finish. If both players had the same amount of chips, the higher finishing position goes to the player with the best hand. If both players had the same hand, players will draw for high card from a shuffled deck until a clear winner has been determined.

## SECTION III: POKER CHIPS

- 41.No-value tournament chips are used for all tournaments and are the exclusive property of BGP and may not be removed from the tournament area or the assigned event. Players found to be transferring chips from one event to another or from one player to another will be subject to penalty in accordance with Rule No. 12. (WSOP: 29)
- 42.All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. (WSOP: 68)
- 43.Players must keep their highest denomination chips visible at all times. (WSOP: 64)
- 44.Dealers will not count the chips in the pot. If requested, dealers may spread the pot so that it can be counted by a player. (WSOP: 77)
- 45.Color Up: Color-up is defined as the removal of a denomination of chips no longer in play. During each of the two standard tournament breaks, the Tournament Director or Assistant will color-up any lower denomination chips held by each player by exchanging them for the next highest value. Any uneven amount will be rounded up to the players benefit. Players found to have lower denomination chips remaining in their stack after color-up will forfeit those chips, unless they are equivalent in value to a chip still in play. (WSOP: 45)
- 46.Once a player has lost all of their chips, they are eliminated from the tournament and must leave the table.
- 47.At no time may any player touch the chips in the pot. The only player that may touch the chips in the pot is the Table Dealer. If change is required, the Table Dealer will handle all transactions.
- 48.All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding". (WSOP: 89)
- 49.Odd Chips: In the event of a Split Pot, the odd chip(s) will go to the first player left of the button. (WSOP: 47)

## SECTION IV: BLINDS / BUTTON

- 50.Setting the Button: At the start of each tournament, cards will be ribbon spread face down and each player will draw one card. The player drawing the highest valued card, without regard given to suit, will start on the button. In the event that two or more players draw the same valued high card, those players will continue to redraw until one card value is higher.
- 51.When time has elapsed in a round and a new round is announced by a member of the Tournament Staff, the new limits apply to the next hand. A hand begins when the first card has been dealt to the small blind. Players may not declare "already posted" in an effort to pay a reduced blind.
- 52.Blinds will increase according to the official blind schedule; however, the Tournament Director may find it necessary to alter the blind schedule due to session time constraints.
- 53.Players are always required to post their blinds. If a player is not at his or her seat for any reason, the dealer will post the blind on their behalf using chips from the players stack.
- 54.A player who intentionally dodges his or her blind(s) when moving from a broken table must post both blinds and will incur a penalty in accordance with Rule No. 12. (WSOP: 67)
- 55.When heads up, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice. (WSOP: 78)

56. Dead Button: Tournament play will use the dead button rule. Dead Button is defined as a button that can not be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button. (WSOP: 49)

## SECTION V: BETS AND RAISES

57. There is no cap on the number of raises in no-limit games. All raises must be at least double the big blind or double the size of the previous raise – whichever is greater.

58. If a player puts in a raise of 50 percent or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed. An all-in bet of less than a full raise does not reopen the betting to a player who has already acted. Putting a single oversized chip into the pot will be considered a call if the player doesn't announce a raise. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip. (WSOP: 55)

59. Dealers will be responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify one. String bets/raises called by a player must be verified by a member of the Tournament Staff. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a player's stack without a prior verbal declaration of intent or include deception intended to induce action out of turn before a player's action is complete. (WSOP: 81)

## SECTION IV: PLAYER CONDUCT AND TOURNAMENT INTEGRITY

60. BGP may disqualify any person for any prize based upon fraud, dishonesty, violation of tournament rules or other misconduct while on the property or otherwise occurring in relation to the tournament or as otherwise reasonable or necessary for BGP to comply with applicable statutes and regulations, in its sole and absolute discretion. BGP also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner. (WSOP: 31)

61. All decisions regarding the interpretation of the tournament, player eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with BGP, whose decisions are final. (WSOP: 33)

62. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the BGP tournament may be a violation of criminal and civil laws and should such an attempt be made, BGP reserves the right to seek damages from any such person to the fullest extent of the law. (WSOP: 32)

63. BGP employees will use reasonable commercial efforts to consider the best interests of the Tournament and fairness as the top priority in the decision-making process, with the understanding that "best interests of the Tournament and fairness" shall be determined by BGP, acting in its sole and absolute discretion. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. BGP decisions are final and can not be appealed and shall not give rise to any claim for monetary damages, as each participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependent on many factors, including but not limited to the cards dealt, the cards retained and the actions of other participants. (WSOP: 34)

64. Any player who directs any profane and/or abusive language at another player, dealer or tournament staff member or who makes any profane and/or abusive comments about another player, dealer or tournament staff member will be penalized in accordance with Rules No. 12 and 61. In particular, the use of the so-called "f-bomb" and "c-bomb" as well as derivatives of those and similarly offensive terms, will subject the offending player to penalties if they are directed at or refer to another player, dealer, staff member, patron

or official of BGP or the host venue. In BGP's sole and absolute discretion, it may impose at any time a zero-tolerance policy for profane language whether directed at another person or not. (WSOP: 35)

65. Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct may be subject to penalty. Any player that engages a member of the tournament staff during the celebration or utilizes any property of BGP or the host venue will be penalized in accordance with Rules No. 12 and/or 61. (WSOP: 36)
66. Any player(s) adjudged or determined by BGP to be colluding with other players will immediately be disqualified from the event and will not be allowed to play in future BGP events at any BGP tournament location. (WSOP: 37)
67. Player or staff abuse will not be tolerated. A player may incur a penalty up to and including disqualification for any abuse towards another player or staff member, and player could be asked to leave the property. Repeated etiquette violations such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties. (WSOP: 38)
68. Where a situation arises that is not covered by these rules, BGP shall have the sole 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. (WSOP: 41)

## TOURNAMENT POINTS CHART

PLACE	NUMBER OF PLAYERS											
	1-10	11-21	22-32	33-43	44-54	55-65	66-76	77-87	88-98	99-109	110-120	121+
1 <sup>st</sup>	55	110	165	220	275	330	385	440	495	550	605	660
2 <sup>nd</sup>	45	90	135	180	225	270	315	360	405	450	495	540
3 <sup>rd</sup>	40	80	120	160	200	240	280	320	360	400	440	480
4 <sup>th</sup>	35	70	105	140	175	210	245	280	315	350	385	420
5 <sup>th</sup>	30	60	90	120	150	180	210	240	270	300	330	360
6 <sup>th</sup>	25	50	75	100	125	150	175	200	225	250	275	300
7 <sup>th</sup>	20	40	60	80	100	120	140	160	180	200	220	240
8 <sup>th</sup>	15	30	45	60	75	90	105	120	135	150	165	180
9 <sup>th</sup>	10	20	30	40	50	60	70	80	90	100	110	120
10 <sup>th</sup>	5	10	15	20	25	30	35	40	45	50	55	60

## TOURNAMENT BLINDS SCHEDULE

Round	Small Blind	Big Blind	Time
1	\$5	\$10	20 min
2	\$10	\$20	20 min
3	\$25	\$50	20 min
4	\$50	\$100	20 min
15 Minute Break + Color Up (remove reds, purples, and greens)			
5	\$100	\$200	15 min
6	\$200	\$400	15 min
7	\$400	\$800	15 min
5 Minute Break + Color Up (remove blacks)			
8	\$500	\$1,000	15 min
9	\$1,000	\$2,000	15 min
10	\$2,000	\$4,000	15 min
11	\$4,000	\$8,000	15 min
2 Minute Break + Color Up (remove whites and oranges)			
12	\$5,000	\$10,000	15 min
13	\$10,000	\$20,000	15 min