Rule 1: Event Summary
A. The Texas Hold’em Tournament will consist of one tournament round. The number of tables will be determined by registration numbers with up to 8 players at a table. As players are eliminated, the tables will be combined until there is one final table.
B. The tournament will begin at 6:00pm and will conclude by 10:00pm

Rule 2: Players
A. Players must check in and be ready to play by 6:00pm.
B. Players will be given a 5 minute break every 60 minutes.

Rule 3: Gameplay
A. Play of the Hand
   a. Each player is dealt two down (or hole) cards that only they can see. A round of betting occurs. Three community cards (known as the “flop”) are dealt face up in the middle of the table. Another round of betting occurs. A fourth community card (known as the “turn”) is dealt face up on the table. Another round of betting occurs. A fifth and final community card (known as the “river”) is dealt face up on the table. A final round of betting occurs. The player’s hole cards are revealed and the player with the best five-card poker hand wins the pot. Your five card hand can consist of none, one, or both of your hold cards along with five, four, or three of the community cards. If two or more players share the same best hand, the pot is divided equally among the winners.
B. Rank of Hands
   a. Poker hands are ranked in the order specified below, lowest to highest. Note that only card rank (deuce through ace) matter in poker when comparing individual cards. The suits of clubs, diamonds, hearts, and spades are all considered equal.

1. **High Card**: Cards are ranked deuce (2) as the lowest to ace as the highest. If two or more players have the same high card, then the second highest card (and so on, to the fifth card if necessary) determine the winner.

2. **Pair**: A pair (two cards of the same rank) beats high card. The highest pair is a pair of aces. If two or more players have the same pair, then the highest of the three remaining cards (known as kickers) determine the winner.

3. **Two Pair**: Two pair beats a pair. If two or more players have two pair, then the highest pair determines the winner. For example, a pair of aces and sevens beats a pair of kings and queens. If two or more players have the same two pair then the fifth card kicker determines the winner.
4. **Three of a Kind**: Three of a kind (three cards of the same rank) beats two pair. Three aces is the best of these. If two or more players share the same three of a kind hand, the two remaining kickers determine the winner.

![Three of a Kind Example](image1)

5. **Straight**: A straight beats three of a kind. A straight is five consecutive card ranks. Aces can be high or low so the lowest straight is ace through five while the highest is ten through ace. There are no kickers with straights since all five cards are needed to make the hand.

![Straight Example](image2)

6. **Flush**: A flush beats a straight. A flush is any five cards all of the same suit (i.e., all diamonds or all spades, etc.). If two or more players share a flush then the player with the highest card (all the way to the fifth card if necessary) in the flush wins.

![Flush Example](image3)

7. **Full House**: A full house beats a flush. A full house is the combination of three of a kind and a pair. If two or more players have a full house then the player with the best three of a kind wins. If those are the same then the player with the best pair wins.

![Full House Example](image4)

8. **Four of a Kind**: Four of a kind (four cards of the same rank) beats a full house. If two or more players share the same four of a kind, then the fifth card kicker determines the winner.

![Four of a Kind Example](image5)

9. **Straight Flush**: A straight flush (five consecutive cards all of the same suit) beats four of a kind. Aces can be high or low. An ace-high straight flush is called a royal flush, the best possible hand in poker.

![Straight Flush Example](image6)
Rule 4: Blinds and the Button

A. This tournament will use a dedicated dealer. The dealer button (or just the "button") is a white disk that is rotated clockwise among the players. The player that is "on the button" is the last to act in each betting round, after the flop.

B. In Texas Hold’em, there are forced bets called "blinds" made prior to the dealing of the hole cards. These blinds are similar to antes except they only involve two players and the bets do not immediately go into the pot. The player to the left of the button posts the "small blind" and the next player posts the "big blind". The small blind is half of the big blind and the big blind is the minimum bet or raise that can be made in this and all subsequent rounds. In tournament play, the blinds are raised at set intervals, or levels. This keeps the action going and puts a definite end point on the game. Otherwise, players could just keep folding their hands and the game would go on for hours or days.

C. Once the two blinds are posted, the player to the left of the big blind is the "first to act" and has the option of folding, calling the big blind bet, or raising. Play continues around to the button. Then the player who posted the small blind has the option to call or raise the bets so far. And the same goes for the player who posted the big blind. If no one raised the big blind then that player has the option to "check" and the flop will be dealt. There are no more forced bets after the flop and first person to the left of the button (who hasn’t yet folded) will be the first to act in subsequent betting rounds.

D. Blind Schedule:
   a. Blinds will begin at $5/$10
   b. Blinds will be raised every 20 minutes by the following increments
      i. $5/$10
      ii. $10/$20
      iii. $25/$50
      iv. $50/$100
      v. $75/$150
      vi. $100/$200
      vii. $200/$400
      viii. $400/$800
      ix. $500/$1000
      x. $600/$1200
      xi. $800/$1600
      xii. $1000/$2000

Rule 4: No Limit and Side Pots

A. This tournament will be “no-limit” which means that you can bet all of your chips and go “all-in” at any time.

B. A side pot is created when a player calls a bet but doesn’t have enough chips to cover the bet or if a player raises when another player is already all-in. The main pot will only hold the chips that every player contributed equally to. The overflow bets go into the side pot, which the all-in player did not contribute to and therefore cannot win. There can be multiple side pots if there are multiple all-in players. The last side pot created is the first side pot awarded after the showdown. The main pot is awarded last. Players who fold before the showdown forfeit their right to all pots, including the main pot.

Rule 5: Chip Values

A. Players will begin with $500 in chips (1 Black, 4 Green, 4 Blue, 6 Red, 8 White)

B. Chip Values:
   a. White Chips - $5 each
b. Red Chips - $10 each  
c. Blue Chips - $25 each  
d. Green Chips - $50 each  
e. Black Chips - $100 each

Rule 5: Tables
A. Players will be seated randomly at tables with a maximum capacity of 6 players  
B. Table will be merged together as players are eliminated until there is one final table.

Rule 6: Dealers
A. Dealers are all student employees who have gone through a training to deal poker, however, they are not professional poker dealers  
B. If an error is made during the initial deal (i.e. a card is flipped over or a player receives the wrong card), the hand will be nullified and a new hand will begin  
C. If an error is made once bets have been placed, the hand will continue. If a card is flipped over at this point, the card will be put face up on the table for all players to see.

Rule 6: Prizes  
C. The tournament winner will receive an Intramural Sports championship t-shirt