



# Poker Tournament Rules

Effective as of March 3, 2011

## Disclaimer

1. Foxwoods reserves the right to make changes to the information contained in this document at its sole and absolute discretion.
2. In no way should the information in this document be considered to be a complete listing of all of the rules and regulations governing an event.
3. Players are strongly encouraged to review the rules/structure sheet for each event and/or to ask a floor supervisor in order to receive the latest information.
4. If the information contained in this document differs from an event's rules/structure sheet, the rules/structure sheet will take precedence.

## Registration

1. Must be at least 21 years of age in order to participate in a tournament and/or to be allowed on the gaming floor.
2. Each player is responsible for checking his/her registration receipt to insure accuracy prior to leaving the registration window.
3. Registration will open and close according to the individually published rules/structure sheet for each event.
4. Each player must have an active Dream Card or WPT World Poker Room Card in order to enter a tournament; cards are free with valid ID to players over 21 years of age and are available at any Dream Rewards Location.
5. Registration receipts are non-transferable.
6. Foxwoods reserves the right to require proper identification at any time.
7. **Cancellation Policy:** Foxwoods reserves the right to cancel or alter a tournament at its sole discretion and without prior notice.
8. **Limited Seating:** Foxwoods reserves the right to limit seating and/or to revise a published seating policy at its sole discretion and without prior notice.
9. **Seating Assignments:** Seating will be randomly assigned. Requests for a particular table and/or seat will not be honored. Exceptions may be granted to accommodate guests with special needs. Alternates will be seated on a first-available basis.
10. **Refunds:** Refunds will typically be allowed up until the start of an event, unless posted otherwise. Refunds will require an ID and will only be issued to the player whose name is on the receipt.

## Prizes

1. A current valid ID and a social security number are required by each winner in order to claim prize money. Prizes are non-transferable.
2. Cash prize vouchers expire 120 days from the date won.
3. US citizens will be issued a W-2G on all payouts of \$5,001 or more.
4. Players from foreign countries will be issued a 1042-S on all payouts of \$300 or more and they will generally be subject to a US income tax withholding of 30%. Exceptions may apply according to country of residence and income tax treaty, if the player provides a ITIN (International Taxpayer Identification Number) and they complete IRS Form-W-8BEN.
5. Upon nearing a change in the value of the prize structure or as announced, a "Hand for Hand" process will be used to determine the finishing place of each player.
6. **Ties:**
  - A. If two or more players are eliminated at the same table, the player with the higher chip count will receive the higher finishing place.
  - B. During regular play, if two or more players are eliminated at separate tables, they will be assigned a finishing place based on the order of elimination. In the event it is impossible to determine the order of elimination, they will equally split any prizes involved.
  - C. During "Hand for Hand" play, if two or more players are eliminated at separate tables, they will equally split any prizes involved.

## Deal Making Policies

1. Tournament prize pools will be paid out according to rules/structure sheet of each event.
2. The ability for players to make a deal (change the posted payouts) will be listed on the rules/structure sheet of each event.
3. When making a deal:
  - A. All of the remaining players must come to a unanimous decision on the terms of the deal.
  - B. The exact terms of a deal must be submitted to and approved by the Tournament Director.
  - C. Each player will be required to verbally confirm his/her acceptance to the terms of the deal in the presence of the Tournament Director.
  - D. Once a deal has been negotiated and agreed upon by all of the remaining players and it has been approved by Tournament Director the terms of the deal will become binding.
3. Foxwoods reserves the right to allow or to disallow deal making at its sole and absolute discretion.

## Penalty Policy

1. A player may be issued the following penalties: (a) verbal warning, (b) missed hand penalty, (c) have a hand declared dead, or (d) disqualification.
2. A missed hand penalty will be assessed as follows: **At the beginning of the next hand**, the offender will be required to miss one hand for every player (including the offender) who is at the table. A floor supervisor can assess a one-, two-, three-, or four-round penalty (For example: 7 players x 3-rounds = 21 missed hands). While on a penalty, the offender must remain away from the table. Repeated infractions are subject to escalating penalties. Note: If a player is moved while on a penalty, he/she will sit-out the remainder of the penalty at the new table. This action may require a player to miss and pay more than one set of blinds.
3. Players who are disqualified will not be entitled to a refund, their chips will be removed from play and their standing in the tournament will be established based on the time the chips are removed from play. Severe infraction of the rules may also result in a player being eliminated from the tournament meaning additionally the player will not be entitled to any prize money.

## Personal Music Players

1. Players will generally be allowed to use iPods, MP3 players, noise-reduction headsets, etc., so long as they are not a communication device. Music players can be held, tuned, etc., but they cannot be placed/stored directly on the table or rail.
2. Personal music players can not be used at the "Final Table" if the tournament features a buy-in of \$600 or more.
3. A music player must be used with a headset, and the volume must be kept at a level so that it can only be heard by the user.
4. Failure to adhere to the above policies will result in a verbal warning being issued and then a missed hand penalty.
5. Foxwoods reserves the right to allow or to disallow the use of any electronic device at its sole and absolute discretion.

## Cell Phones

1. The use of a cell phone or any other type of communication device is strictly prohibited at the table (**whether a player is in a hand or not**).
2. Cell phones or communication devices can not be placed/stored directly on the table or rail and they must be kept out of view.
3. A player may use a communication device provided he/she steps away from the table. Stepping away from the table is defined as leaving the immediate area and does not include simply sliding one's chair back from the table.
4. Cell phones must be set on either vibrate or silent mode. Failure to do so will result in a verbal warning first and then a missed hand penalty.
5. A player with a live hand will automatically receive a 1 round missed hand penalty if he/she uses a cell phone or any other communication device.
6. If a player is out of the hand but seated at the table, that player will receive a verbal warning first and then a missed hand penalty if he/she uses a communication device.
7. Repeated infractions of these policies are subject to escalating penalties.
8. Foxwoods reserves the right to allow or to disallow the use of any electronic device at its sole and absolute discretion.

## Table Consolidation Policies

1. Each player will receive a random table/seat assignment whenever his/her table is broken.
2. **Balancing Tables:**
  - A. In stud games, players will be moved by position, and the most recently vacated seat will be chosen as the seat to be filled at a short handed table. A player who occupies the same seat number or, if empty, the first occupied seat to the left will be required to move to the short handed table.
  - B. In board games, the player who would be required to post the big blind, at the start of the next hand, will be selected as the person who is going to be moved into the short-handed table. Players who are being moved will be reassigned to the big blind position or, if not available, will be seated at the first open seat in front of the big blind.
3. Play will halt at a table if it is three or more players short than any other table in the event.
4. **Moving to a New Table:**
  - A. Players are obligated to move promptly to a new table/seat. Failure to move without delay will result in a 1-round missed hand penalty.
  - B. Any player who intentionally dodges a blind will incur a 1-round missed hand penalty.
  - C. A new player will be dealt-in immediately unless his/her seat is located between the dealer button and the natural small blind. Players will be dealt-in on the small blind, big blind, or the dealer button.
  - D. If there is a dead dealer button, it will be moved in such a way as to allow the maximum number of players to be dealt-in provided the existing players will still post a full set of blinds prior to receiving the dealer button.

## Players' Conduct

1. Disruptive and/or abusive behavior towards a guest or employee will not be tolerated and any such behavior will be subject to the penalty policy.
2. **Foul Language Policy:**
  - A. Profane and/or abusive language directed at another player or staff member will not be tolerated. First time offenders will automatically receive a missed hand penalty of 1-, 2-, 3-, or 4-rounds.
  - B. The repeated use of non-directive foul, abusive, offensive, and/or loud language will not be tolerated.
3. **Etiquette Violations:** Severe and/or repeated etiquette violations will result in a penalty. Examples include but are not limited to: delay of the game, excessive chatter, unnecessarily handling of another player's chips or cards, acting out of turn, forcefully mucking cards causing the exposure of one or more cards, throwing cards off the table, critiquing another player, or being ill-mannered.
4. **One Player to a Hand Policy:** Each player is required to play solely on his/her own ability and with no direct outside assistance.
  - A. A player is expected to play his/her hand vigorously regardless of any relationship to other players.
  - B. Table talk must be kept to a minimum whenever there are 3 or more active players in the hand.
  - C. A player is not permitted to disclose the specific contents of a hand. Examples include but are not limited to: "I have a full house," "I'm holding aces," etc.
  - D. A player is not permitted to advise another player to either fold, check, bet, or raise.
  - E. A player is not permitted to ask for and/or to receive assistance on how to play a hand. However, once the action is completed and hands are tabled, any player may assist in the reading of the hands.
  - F. A player must wait until it is his/her turn to act before seeking information such as the size of an all-in bet, player's chip counts, etc.
  - G. Each player is obligated to protect the other players in the tournament at all times.
5. **Acting Out of Turn:** Any player who acts **out of turn** may receive a penalty and he/she may be held to the declaration.
6. While in a hand, a player is required to remain at the table.

## Tournament Chip Policies

1.
  - A. Foxwoods tournaments are played using non-value tournament chips which are used solely to determine the outcome of an event.
  - B. Tournament chips cannot be cashed in or used in other areas of the Casino.
  - C. Tournament chips must be separated, stacked and kept in plain view at all times.
  - D. The largest denominations of chips must be kept in the front of a player's stack.
  - E. Playing out of a chip rack is not allowed.
  - F. Players will be required to give an accurate count of their chips when asked to do so by another player or by a floor supervisor.
  - G. When asked by a floor supervisor, players will be required to color-up their chips.
  - H. When changing tables, players will be required to transport their chips in a chip rack.
  - I. At no time will a player be permitted to conceal tournament chips either on his/her person or inside an object. Any player doing so will forfeit all of the concealed chips, and the chips will be removed from play.
  - J. At no time will a player be permitted to remove tournament chips from the tournament area, i.e., restroom, hotel room, etc.
  - K. Only Foxwoods tournament chips will be permitted on the table. However, each player may use a maximum of one foreign chip as a card protector.
  - L. If a player is disqualified, his/her chips will be removed from play.
2. **Color-up:** Chips will be colored-up (removed from play and replaced with higher denomination chips) whenever they are no longer required.
3. **Chip Race:** A chip race will take place at each table whenever two or more players have an odd number of chips remaining following an official color-up. Beginning with the one seat, the dealer will consecutively deliver a card face-up for each odd chip a player possesses. These chips will then be colored-up and/or chipped-up and the chips will be awarded to the players who received the highest cards by suit with the maximum of one chip being awarded to any one player. Note: In order for the odd chips to be chipped-up, they must be equal to or greater than 50% of the value of the replacement chip.
4. A player **cannot** be raced out of a tournament. In the event a player is down to his/her last chips, a player will be required to participate in the chip-race. If a player loses this race, he/she will be given one chip of the smallest denomination still in play.

## General Tournament Rules

1. Foxwoods Poker Room rules will apply except where specifically noted.
2. **Discrepancies and Disputes:** Decisions are based on the rules of the game. However, the top priority when making a decision will be to protect the integrity and fairness of the game. Such a decision may cause a ruling which is contradictory to the technical interpretation of a rule. By taking a seat, a player agrees to abide by the rules and to honor any rulings. The floor supervisor's decision is final.
3. **Calling for a Ruling:** Participants are strongly encouraged to ask for a ruling immediately if they believe an error has occurred or a rule has been broken. Failure to do so may result in the error standing.
4. **English Only:** English is the only language permitted during the competition regardless of whether a player is in a hand or not. Failure to use English will result in a verbal warning being issued; subsequent violations will lead to missed hand penalties.
5. **Absent Players:** If a player is absent from the table or on a penalty, he/she will be dealt-in and all antes, forced bets, and blinds will be posted as required.
6. **At Your Seat:** A player's hand will be immediately declared dead if he/she is not at (within reach of) his/her seat once the initial dealing round is completed. A player must be at (within reach of) his/her seat in order to be eligible to call for time. The dealer will muck the dead hands in order.
7. **Rabbit Hunting:** Requests to view cards from the deck or burn cards will not be honored (no exceptions).
8. **Calling for a Clock:** Once a reasonable amount of time has passed, any player may request that another player be placed on a clock. A player will then be given 60 seconds followed by a 10 second count down to make a decision. If the player fails to act by the time the countdown is over, the player's hand will be declared dead, and he/she will forfeit all rights to the pot.
9. **Deck Changes:** Requests to change either the deck or the set-up will not be honored.
10. **Expiration of a Betting Level:** When time has elapsed, the new betting limits will be applied to the start of the next hand. The following guidelines will be used to determine the official start of a hand:
  - A. When **using a shuffling machine**, the start of a new hand will be determined by the dealer pushing the retrieve deck button.
  - B. When **shuffling manually**, the start of a new hand will be determined by the dealer's first riffle of the cards.
11. **Washing or Scrambling Cards:** Dealers will not wash or scramble the cards when either shuffling manually or when utilizing a shuffling machine. Requests to wash or scramble the cards will not be honored.
12. **Cards off the Table:**
  - A. If a player **intentionally** releases cards in such a way as to cause them to go off the table, that player will receive a 1-round missed hand penalty.
  - B. If a player's cards go off the table, the hand will remain live. However, that player may be required to show the cards to the rest of the table, provided one or more active players could have seen the dropped cards.
13. **Exposing Cards:**
  - A. Any player who **intentionally or unintentionally** exposes cards prior to the action being completed will automatically receive a 1-round missed hand penalty. This restriction will be lifted once the event is down to two players (down to 1st and 2nd places).
14. **Misdeals:**
  - A. A misdeal will be declared if a player did not receive the correct number of cards on the initial deal provided that he/she has not yet acted.
  - B. If an existing player is not dealt-in, a misdeal will be declared provided it is discovered prior to the big blind acting.
  - C. If the first card off the deck is exposed, a misdeal will be declared.
  - D. In board games, if two or more down cards are exposed, due to dealer error, a misdeal will be declared.
  - E. In stud games, if either of a player's first two cards are exposed, due to a dealer error, a misdeal will be declared.
  - F. If the dealer button is out of position, a misdeal will be declared provided it is discovered prior to the big blind acting.
15. **Rebuys and Add-ons:**
  - A. Rules governing rebuys and add-ons will be listed on the structure/rules sheet for each event.
  - B. Players will not be permitted to purchase additional chips during a hand.
  - C. In order for newly purchased chips to play in a hand, a player must announce his/her intention to purchase chips prior to the first card being dealt.
  - D. At no time will a player be permitted to "sit-out" a hand after going all-in.
  - E. It is the sole responsibility of a player to make the dealer aware of his/her intention to purchase a rebuy and/or add-on.
  - F. Once a player has been dealt-out, he/she will be eliminated from the event and will not be allowed to re-register.
16. **Unprotected Hands:**
  - A. Players are strongly encouraged to protect their hands at all times.
  - B. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to any compensation whatsoever. However, if the player raised and the raise had not yet been called, the raise will be returned to the player and the call will be forfeited.
  - C. A dealer can not kill a hand that was turned face-up and was the obvious winner.
17. While in a hand, a player is required to remain at the table.
18. A player is only allowed to play one event at a time (no table jumping).
19. **Multi-Day Events (end of day option):**
  - A. The tournament clock will be stopped with 15 minutes to play on the last level of play. Each table will complete the current hand and any necessary consolidation and/or re-balancing will be done.
  - B. The number of hands to be played will be determined by a random draw of 4 to 9. There will be no further consolidation or rebalancing of tables.
  - C. Once the designated number of hands have been completed, play will end for the day.
20. **Disputed Pots:** The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle. If an automatic shuffler is being used, the hand begins when the green button is pushed.

## Dealer Button Rules

1. Foxwoods uses a dead button in tournament play.
2. In single table events, there will be a random draw to determine which seat will receive the dealer button.
3. In multi-table events, one table will be selected to perform the random draw to determine where the dealer button will start at each table in the event.
4. A new player will be dealt-in immediately unless his/her seat is located between the dealer button and the natural small blind. Players will be dealt-in on the small blind, big blind, or the dealer button.
5. Once there are only two players remaining in the event, the dealer button will go to the player who last paid the big blind. The small blind will be posted on the dealer button; the big blind will be dealt to first and the small blind will be required to act first.
6. It is the responsibility of each player, along with the dealer, to insure that the dealer button is in the correct position. In the event the dealer button was not moved, it must be discovered prior to the big blind acting in order to be rectified. Once the big blind has acted, the dealer button will not be corrected on either the current hand or any subsequent hands. The button will be moved on the next hand, and the small blind and big blind will be posted as usual.

## General Betting Rules

1. **String Bets and Raises:** Dealers will be responsible for calling string bets and raises. A player may also call a string bet or raise and ask for a ruling.
2. **Verbal declarations and/or hand gestures** to bet, check, fold, or raise **in-turn** are binding.
3. **Short Call:** All chips placed in the pot, **in turn**, remain in the pot. Chips placed in the pot **out of turn** fall under the rule "Action out of Turn" (#5 below).
4. Any player who wishes to raise is strongly encouraged to state the full amount of the raise, cut out the proper amount, or simply say "raise" to avoid any misunderstanding such as a string raise.
5. **Action Out of Turn:** Players are required to act in turn. Action out of turn will be binding; the player will be held to the declaration if the action to that player has not changed. A check, call or fold is not considered action changing. Any player who acts **out of turn** may receive a penalty.
6. **Bet and a Half Rule:**
  - A. If a player releases **multiple chips** into the pot which are **equal to or greater than 50%** of the amount required to make a raise, the player will be required to complete the bet to the amount of the minimum raise.
  - B. If a player releases **multiple chips** into the pot which are **less than 50%** of the amount required to make a raise, the player will be held to a call and will be required to take back any excess chips.
7. **All-ins and Side Pots:**
  - A. A player who has put all of his/her chips into a pot is said to be "all-in." Players are entitled to receive action on their entire stake regardless of the amount of chips they may have. Therefore, a player can not be forced out of the pot based on the inability to ante, post a blind, or to make a full bet or raise.
  - B. Whenever there are three or more active players in a hand, and one or more of them has gone all-in, a side pot will be formed. Side pots will contain the excess portion of the current betting round that was not covered by the all-in player and any additional monies from subsequent betting rounds. All-in players will only be eligible to win the pot, or pots, to which they have contributed chips. All side pots will be awarded and/or split separately.

## Bets and Raises in Limit Games

1. Each betting round is restricted to a bet and three raises regardless of the number of players in the hand. However, this restriction will be lifted once there are only two players remaining (down to 1st and 2nd places). Completing the forced bring-in does not count as a raise.
2. If a player is facing a bet and throws in an oversized chip, that player will be restricted to a call unless "raise" is declared prior to the chip hitting the table.
3. An all-in for **less than 50%** of the required amount to make a bet or raise will be considered as "action only" and it will not re-open the betting.
4. An all-in for **50% or more** of the amount required to make a bet or raise will be considered as a full bet or raise. Example: Player A bets \$100 and player B goes all-in for \$175; the remaining players, including player A, can either fold, call \$175, or raise to \$275.

## Bets and Raises in No-Limit Games

1. Players are allowed to bet their entire stake at any time except in certain all-in situations.
2. The minimum required bet after the flop is equal to the amount of the big blind.
3. A raise must be equal to or greater than the preceding bet or raise.
4. There are **no restrictions on the number of raises**.
5. A player will be restricted to making one motion to the pot if the amount of the raise is not stated.
6. A player can state "raise," put out the call, and then put out the raise in one motion.
7. A player can make multiple motions to the pot if he/she verbally declares the full amount of the raise prior placing any chips into the pot.
8. A player can make multiple motions to the pot if he/she states "raise," puts out the call, and then verbally declares the full amount of the raise.
9. If a player is facing a bet and throws in an oversized chip, that player will be restricted to a call unless "raise" is declared prior to the chip hitting the table.
10. If a player is not facing a bet and throws in an oversized chip, that player's bet will be equal to the full value of the chip unless an amount is stated prior to the chip hitting the table.
11. If a player announces raise and throws in an oversized chip but does not indicate the amount of the raise, the bet will be equal to the full amount of the chip unless stated otherwise prior to the chip hitting the table.
12. A short all-in bet or raise is considered as action only and it will not re-open the betting.
13. When a player has multiple chips and he/she pushes all of them into the pot, the player will be declared as being all-in regardless of intent.

## All-in Forced Bets and Big Blinds

1. In board games, players are not permitted to call a short all-in big blind (unless they are heads-up). Players will retain their right to fold; the first active player who wishes to play the hand will be required to either come in for the full amount of the big blind or come in for a full raise.
2. In stud games, players are not permitted to call a short all-in forced bet (unless they are heads-up). Players will retain their right to fold; the first active player who wishes to play the hand will be required to either come in for the full amount of the forced bet or complete the bet.
3. In stud games, the betting order will not be altered if a player is all-in on the ante and receives the forced bet. The betting will start with the first player to the left of the natural forced bet. Each player will retain the right to fold; the first active player who wishes to play the hand will be required to either come in for the full amount of the forced bet or complete the bet.

## The Showdown

1. Verbal declarations as to the content of a player's hand are not binding.
  2. Any player who miscalls his/her hand may receive a penalty.
  3. When playing the board, a player must show **all** of his/her cards in order to win a share of the pot. If a player mucks one or more cards, he/she will be considered to have folded and will not receive any portion of the pot.
  4. At the end of the last betting round, the player who made the last aggressive action must show first. If there was no bet on the final betting round, the player to the left of the dealer button must show first and then the next player will show, etc. In stud, the high board must show first. In razz, the lowest board shows first.
  5. Players will be required to turn their cards face-up once a player has gone all-in and the betting is completed. In multi-player pots, all of the betting must be completed before any player can expose his/her hand. In stud games, the dealer will deliver the last card face-up provided no more betting can take place.
  6. A player should never expose his/her hand until directed to do so by the dealer.
  7. **Odd Chip Policy:**
    - A. In high/low split games, the odd chip between high and low will go to the high hand.
    - B. In board games, the odd chip between two highs or two lows will go to the player who is seated closest to the left of the dealer button.
    - C. In stud games, the odd chip between two highs or two lows will go to the player with the highest card by suit which was used to make the winning hand.
- Exception:** An attempt will be made in identical hand situations to split the pot as evenly as possible and/or to avoid the elimination of a player.