

Hermosa Beach Firefighters Association
Poker Tournament Rules
November 6, 2010

1. **Floor People:** Floor people 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 floor person's decision is final.
2. **Calling for a Clock:** Once a reasonable amount of time has passed and a clock is called for, a player will be given a maximum of one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead.
3. **Penalties and Disqualification:** A penalty **MAY** be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents take place. Penalties **WILL** be invoked in cases of soft play, abuse, disruptive behavior, leaving your hand with action pending, foreign language at the table, and excessive table talk/verbally disclosing the contents of your hand.
4. **At Your Seat:** A player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand.
5. **Oversized Chip:** A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise but does not state the amount, the raise will be the size of that chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with a single oversized chip a verbal declaration must be made before the chip hits the table surface.
6. **No Advice, No Disclosure:** Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not: **Disclose contents of a live or folded hand, Advise or Criticize play before the action is complete, Read a hand that has not been tabled, and The One-Player-To-A-Hand Rule will be enforced.**
7. **Chips Visible:** Players must keep their highest denomination chips visible at all times.
8. **Breaking Tables:** Players going 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. The only place they cannot get a hand is between the small blind and the button.
9. **Exposing Cards:** A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.
10. **Methods of Raising:** In no-limit or pot-limit a raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion.
11. **Non Retrievable Rule:** Any chips thrown into the pot in turn will remain in the pot. In the event that the chips thrown in did not complete a call, the player will have the option to complete the call or forfeit the chips that are in the pot.
12. **Raffle Tickets-** \$200.00 ticket. Winner must be present to win.