

OFFICIAL RULEBOOK & POLICY GUIDE

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Welcome to **Spotlight Karaoke Poker Tournament**. By taking a seat in one of our tournaments, you are accepting our management and tournament directors to be the final authority on all matters relating to this game.

SECTION 1 – PROPER BEHAVIOR

(a) CODE OF CONDUCT

Management will attempt to maintain a pleasant environment for all of our customers and employees, and we are not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our facilities to violators. The following are not permitted under any circumstances:

1. Collusion with another player or any other form of cheating.
2. Verbally or physically threatening any patron or employee of SPOTLIGHT KARAOKE.
3. Using profanity or obscene language. We are in an adult environment and we expect you to act as such. We understand this will be cursing and adult language but if another player or an employee believes you are being excessive or belligerent you will be asked to stop the behavior or to leave. Being asked to stop the first time and continuing to act in an inappropriate manner will have your chips be taken out of play and the player being asked to leave the establishment.
4. Creating a disturbance by arguing, shouting, or making excessive noise. Same as above.
5. Throwing, tearing, bending, or crumpling cards. Purposely bending or defacing the cards will result in being charged for a new set of cards or being banned from tournament play until you have paid off your debt. A new set of cards is \$18.00 with Shipping and handling.
6. Destroying or defacing Spotlight Karaoke. Any damages will be calculated and must be paid back before you can resume tournament play at Spotlight and may keep you from entering Spotlight until damages have been paid for.
7. Using an illegal substance.
8. Carrying a weapon. Openly displaying a knife. Any kind of firearm.
9. Side bets of any nature, solicitation of Spotlight players or Staff for illegal activity.

Any of the above behaviors will result in a minimum 2 week suspension, and depending on the severity of the violation, a player may be permanently suspended from playing at Spotlight.

(b) CORRECT POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Repeatedly or deliberately acting out of turn.

2. Deliberately splashing chips into the pot.
3. A non-dealer telling someone to turn a hand face-up at the showdown.
4. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
5. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
6. Needlessly stalling the action of a game.
7. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
8. Stacking chips in a manner that interferes with dealing or viewing cards.
9. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
12. Slow rolling or only showing one card in all-in situation. Two cards are needed to win any pot even when playing the board

(c) TOBACCO USE

We are a smoking bar and Tobacco use is permitted at the tables. We ask that you use common courtesy when using tobacco products at the tables for those who are non-smokers or are offended by tobacco products. (For example: DO NOT blow smoke purposely in other players faces. If you are using dip, chew, or the likes DO NOT spit on the ground. If you are using a spit cup or bottle DO NOT put them on the poker table. When using an ashtray remember where the smoke goes while in the ashtray it may be going into the face of someone else on the table and you are responsible for said smoke. These rules also apply to vapors as well.

SECTION 2 – SPOTLIGHT POLICIES

(a) DECISION-MAKING

1. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the tournament director or employees are final.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or breaks down to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.

5. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.

6. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check with Spotlight Management. In such circumstances, a pot or portion thereof may be impounded by the decision that is pending.

7. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors are the player's amount of poker experience and past record.

(b) PROCEDURES

1. The Tournament Director and Spotlight Management will decide when to start or close any game.

2. **Cash is not permitted on the table at any time.** All cash transactions between players and the establishment must be done away from any and all poker action. Any chips from another establishment, bar leagues, or home games do not play in the game, and if discovered will be confiscated.

3. Chips may not be removed from the table for any purposes. Spotlight is not responsible for any shortage or loss of chips due to the removal of them from the table. During a player's absence, their chips will be protected as best as possible.

4. All games are table stakes (except "playing behind" as given in the next rule).

5. Only the chips in front of a player at the start of a deal may play for that hand. All chips must be kept in plain view.

6. Only one person may play a hand. There is no input by spectators allowed.

7. No one is allowed to play another player's chips.

8. Permission is required before taking a seat in a game.

9. Playing without permission from the tournament director is not allowed.

10. Posting for another person is not allowed. If a player is absent you may post with only the absent player's chips.

11. Splitting pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is not allowed.

12. Insurance propositions are not allowed.

13. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.

14. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.

15. The tournament director may pick up your chips if you are away from the table for more than 15 minutes. Your absence may be extended if you notify the tournament director in advance. Frequent or continuous absences may cause your chips to be picked up from the table as well.

16. Looking through the discards or muck pile is not allowed.

17. After a deal ends, dealers are asked to not show what cards would have been dealt. No rabbit hunting. Unless this is cleared by the winner of the hand. The winner of the hand may ask if everyone who called the initial bet says it is okay.

18. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading or cell phone usage is discouraged, and the player will be asked to cease if a problem is caused.

19. A non-player may not sit at the table.

20. Speaking a foreign language (including sign language) while involved in a hand is not allowed. To players or others not in the hand. This is to cut down collusion.

(c) SEATING

1. You must be present to add your name to the tournament sign in sheet.

2. The tournament director will control the seating of new players to best preserve the viability of existing tables. A new player will be sent to the game most in need of an additional player. A transfer to a similar table is not allowed if the table being left will then have fewer players than the table being entered.

3. The tournament director reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).

4. When a tournament starts, active players will draw a card for the button position. The button will be awarded to the highest card by suit. Lowest to highest (clubs,diamonds,hearts, spades)

5. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits or gets knocked out of the game.

6. To protect the balance of tables in an existing game, a forced move may be invoked. If a player refuses to move to a new table, that player will be forced to quit, and can no longer play that day.

7. In all tournament games, a player going from a must-move or coming in off the waiting list may wait for the big blind to pass. The player does not have to enter the game as a new player, does not have to post an amount equal to the big blind or wait for the big blind. The tournament director will attempt to move people to identical seat positions, however this is not always feasible.

SECTION 3 – GENERAL POKER RULES

(a) MISDEALS

The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands. (If two players have acted in turn, the deal must be played to conclusion, as explained in rule #10)

1. The blinds first or second card or Dealers second card is dealt face up.
2. Two or more improperly faced cards are found.
3. Two or more extra cards have been exposed while dealing to players.
4. An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
5. Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).
6. The button was out of position.
7. The first card was dealt to the wrong position.
8. Cards have been dealt to an empty seat or a player not entitled to a hand.
9. A player has been dealt out who is entitled to a hand.
10. Once action occurs, a misdeal can no longer be declared. The hand will be played to conclusion, and no money will be returned to any player whose hand is fouled. Action is considered to occur when two players after the blinds have acted on their hands.

(b) DEAD HANDS

Your hand is declared dead if:

1. You fold or announce that you are folding when facing a bet or a raise.
2. You act on a hand with a joker or irregular card as a hole card. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card.
3. Cards thrown into the muck are ruled dead. The tournament director will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
4. Cards thrown into another player's hand are dead, whether they are face up or facedown. Unless they can be recovered or they are protected by a card cover.

(c) IRREGULARITIES

1. If it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).

2. You must protect your own hand at all times. Your cards may be protected with your hands, a card token, tournament chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, all action stands.
4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action (trying for a free hand), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered face up in the deck will be treated as a meaningless scrap of paper—except when it is naturally a part of the flop, burn, turn or river. If the face up card is exposed before betting has been completed, and is being treated as a scrap of paper, it will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.
8. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
9. One or more cards missing from the deck does not invalidate the results of a hand. The missing card will be added to the deck for the next hand.
10. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.
11. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is not an exposed card.
12. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The card will be used as the burn card.
13. If you drop any cards out of your hand onto the floor, you must still play them.
14. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold. The rest of the deck will be dealt out, and then the premature cards will be placed in the deck, shuffled once, and then cut once. (See Section 5(a), Rules #3-8)

(d) BETTING AND RAISING

1. Check-raise is permitted in all games.
2. In no-limit, unlimited raising is allowed.
3. Any raise or bet must be double the previous bet. For example: Blinds are 200/400. A player raises to 1600, the next player must raise to at least 3200, and the next raise must be at least 6400, unless a player is going all-in.
4. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action. In the event that you acted out of turn, you will not be allowed to raise—you can only call previous action.
5. Tapping the table with your hand is a pass/check.
6. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if there is no bet, call, or raise by an intervening player acting after the infraction has been committed.
7. To retain the right to act, a player must stop the action by calling “time” (or an equivalent word).

Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.

8. If you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.

9. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you.

10. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)

11. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$100-\$200 blind level, when a player bets \$200 and the next player puts a \$500 chip in the pot without saying anything, that player has merely called the \$200 bet.

12. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be

corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

(e) THE SHOWDOWN

1. To win any part of a pot, a player must show both his/her cards face up on the table, whether they were used in the final hand played or not.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or tournament director who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error.
4. The dealer will kill all losing hands before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that has been called, even if the opponent's hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.
7. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

(f) TIES

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).
2. An odd chip will be broken down to the smallest unit used in the game.
3. No player may receive more than one odd chip.
4. If two or more hands tie, an odd chip will be awarded as follows:
5. The first hand clockwise left of the dealer gets the odd chip.
 6. All side pots and the main pot will be split as separate pots, not mixed together.

SECTION 4 – BUTTON AND BLIND USE

A round disk called the button is used to indicate which player has the dealer position. Only used at final table. The player with the button is last to receive cards on the initial deal and has the right of last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action.

One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button (Dealer), and the big blind is posted by the player two positions clockwise from the button. Action is initiated on the first betting round by the first player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

(a) RULES FOR USING BLINDS

1. The minimum allowable raise sizes for the opener are specified by the poker form used and blind amounts set for a game. They remain the same even when the player in the blind does not have enough chips to post the full amount.
2. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations. Either of the following methods of button and blind placement may be designated to do this:
 3. Moving button – The button always moves forward to the next player and the blinds adjust accordingly. There may never be more than one big blind.
 4. Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands.
5. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, this option to raise is retained if someone goes all-in with a wager of less than the minimum raise.

6. In heads-up play with two blinds, the small blind is on the button.
7. A new player entering the game has the following options:
 - a. Come in big blind.
 - b. Wait for the deal to pass.
 - c. Choose a seat that is not currently the dealer or small blind.
8. A new player who elects to let the button go by once without posting is not treated as a player in the game who has missed a blind, and does not need to post only the big blind when entering the game.
9. A new player cannot be dealt in between the big blind and the button. Blinds may not be made up between the big blind and the button. You must wait until the button passes.
10. When you post the big blind, it serves as your opening bet. When it is your next turn to act, you have the option to raise (if applicable, see Rule #5 above).
11. If a player who owes a blind is dealt in without posting, and the player mucks their card—the hand is dead, and the player must post their blind anyway.
12. A live “straddle bet” is not allowed in tournament play.

SECTION 5 – HOLD’EM

In hold’em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds.

(a) RULES

These rules deal only with irregularities. See the previous chapter, “Button and Blind Use,” for rules on that subject.

1. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the cards, reshuffle, and recut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a redeal.
2. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.
3. If the flop contains too many cards, it needs to be redealt, unless it can be determined which card is the proper burn.

4. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no cards were exposed. The deck must be reshuffled if any cards were exposed.
5. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error can be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.
6. If the dealer burns and turns before a betting round is complete, the card(s) may not be used, even if subsequent players elect to fold. Nobody has an option of accepting or rejecting the card.

The betting is then completed, and the error rectified in the prescribed manner for that situation.

7. If the flop needs to be redealt for any reason, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
8. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

(b) NO LIMIT

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A no-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered.

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(c) NO-LIMIT RULES

1. The number of raises in any betting round is unlimited.
2. All bets must be at least equal to the big blind, unless the player is going all-in. (A straddle bet is not allowed)
3. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action.

4. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal statement.

5. If a call is short due to a counting error, the amount must be corrected, even if the bettor has shown down a superior hand.

6. Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered needs some protection. A bettor should not show down a hand until the amount put into the pot for a call seems reasonably correct, or it is obvious that the caller understands the amount wagered. The decision-maker is allowed considerable discretion in ruling on this type of situation. A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot. Example: On the end, a player puts a \$500 chip into the pot and says softly,

"Four hundred." The opponent puts a \$100 chip into the pot and says, "Call." The bettor immediately shows the hand. The dealer says, "He bet four hundred." The caller says, "Oh, I thought he bet a hundred." In this case, the bettor had an obligation to not show the hand when the amount put into the pot was obviously short, and the "call" can be retracted. Note that the character of each player can be a factor.

7. A bet of a single chip without comment is considered to be the full amount of the chip allowed. However, a player acting on a previous bet with a larger denomination chip is calling the previous bet unless this player makes a verbal declaration to raise the pot. (This includes acting on the forced bet of the big blind.)

8. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. (This does not apply to a player who has unintentionally put too much in to call.) The wager is brought up to the sufficient amount only, no greater size.

9. All wagers may be required to be in the same denomination of chip (or larger) used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips do not play except in quantity, even when going all-in.

10. Only the tournament director has the right to place a maximum time limit for taking action on your hand. The clock may be used by the dealer as directed by the tournament director, if a player requests it. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.

SECTION 6 – AMENDMENTS

RULES GOVERNED BY SPOTLIGHT

Here are the amendments, additions, and clarifications to these rules made by: Spotlight

1. All players must be signed in on the sign in sheet to play.

2. Players must be 21 years of age to participate. Also 21 and up to be in the bar.

3. Late arriving players can join a tournament until the end of the first blind (5-10) unless it has been cleared with the Tournament Director in which you may be as late as the end of the second blinds. You

need to call before the start of the game and this is for unusual circumstances. Players who abuse this rule will not be allowed to join the tournament after the end of the first blinds. DO NOT ABUSE THIS RULE!

4. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind structure. All lower-denomination chips that are of sufficient quantity for a new chip will be changed up directly. The remaining odd chips will be rounded up to the next chip denomination.

5. If a table is reseated and at least 50% of the players are new to the table, then the players "high card" for the button immediately prior to resuming the session unless it is the final table, where players will "high card" to establish the dealer.

6. An absent player is always dealt a hand and will be put up for the blinds.

7. If the player is not present when it becomes his/her turn to act, the hand is mucked (folded). This includes situations in which a live blind (Big Blind) is not present to act, since an absent player cannot exercise the option to check, raise or fold.

8. The current dealer is the only player allowed to touch the muck pile. No player is allowed to turn over any cards in the muck pile. After completion of the hand, the current dealer will collect all cards and pass the deal, and cut for the next dealer.

9. If at anytime a player's cards touch the muck pile, the cards are dead and must remain in the muck and the player loses all action on that hand.

10. If a player lacks sufficient chips for a blind, the player is entitled to get action on whatever amount of money remains. In this situation a side pot is created for players with remaining chips.

11. If a player is "All In" and cannot match the correct bet or raise, the remaining players can call to match the all in player. If a player wishes to raise in this situation, they must do so in accordance with rules.

12. When a player loses all of his/her chips, they are eliminated from play and must leave the table.

13. If a player is eliminated from a tournament and is in the points, they must immediately sign out to claim their points. Players that do not sign out immediately to gain position will lose their points for that tournament.

14. If two or more players are eliminated on the same hand, the player who started the hand with the most chips will be awarded the higher finishing position. In cases where both players have the same amount of money, the player with the better hand is awarded the higher finishing position. If two players are eliminated but the hand is the same, for instance, both players have the same amount of chips and the same hand, the person with the most blue chips will be awarded the higher finishing position.

15. Tournaments will continue until one player wins all the chips. Or players have made an agreement to chop the winnings. Chops can be down to the last paying positions that night. For example if we are paying out four positions, the last four players may chop.

16. One player per hand. A player may not ask advice as to how to act during his/her action, from anyone. If a player shows his/her cards to another player at the table, he/she must show all players.

(Show one – Show all).

17. Only the dealer is allowed to touch the chips in the pot. Players must make change from a neighbor first. If change cannot be made between hands, then the player should state his/her action (check, call or raise) then put down a chip. The dealer will pull the change from the pot and give it the player after the action is completed by all players. The dealer must state that the “pot is right,” all players should then push their chips into the center of the table.

18. No slow rolls. If a player is “called”, they must expose their cards. If a called player exposes only one card and waits to see the other player’s cards before exposing their second card, then only the exposed card plays and not the “Slow Rolled” card.

19. Previous Dealer must shuffle cards at least five (5) times, and must cut cards every hand.

20. Session play never stops, except during break time. If players are seated at a table that has empty seats down to five (5), the tournament host must be notified. Play continues until other players are seated or until players are moved to another table.

21. Poker etiquette is expected from all players. 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.

22. Management retains the right to cancel any event or alter it in a manner fair to the players.

23. No one is allowed to put any form of currency, except coins allowed by the Tournament Director, on the table. It is against State Law and if it is not removed immediately you will be asked to leave.

24. Absolutely NO wagering anything of value on the outcome of a tournament and or any hands played during such. (No side bets, No cash bets, etc.) Any member found violating this rule will have their chips taken from them and asked to leave.

25. Spotlight reserves the right to refuse any service to any player or patron at anytime.

26. Unlike some games played in the area there are no bonus chips for food, apparel, there are no gracious loser buy backs. Every player starts with the same amount of chips at the beginning of each session. The only exception is if you are participating in a Quarterly Tournament. In which your starting chip count will be determined by the Tournament Director or employees of Spotlight based on the number of points you have occurred over the season prior to the Quarterly Tournament.

27. The tournament director has the final decision on all disputes.