

**Manitoba Jockey Club presents Texas Hold'em Poker at  
Assiniboia Downs supplied by All-In Poker Tour Inc.**

**TOURNAMENT INFORMATION AND RULES  
(as of November 23, 2018)**

**Tournament Information:**

♠ PLACE:	Assiniboia Downs
♠ DATE:	Every week on Friday and Saturday
♠ ELIGIBILITY:	Must be 18 years or older
♠ TIME:	Fri & Sat 8:30 pm ( <b>Non-Live Racing</b> ) Fri & Sat 8:00 pm ( <b>Live Racing</b> )

**Registration Fees:        \$10.00 with three Re-buys**

**Re-buys:**

Players will be allowed up to 3 re-buys each for \$10.00 and will receive the same starting chip stack as identified for that particular day's game. Re-buys will be permitted until the end of the 500 – 1000 blind level.

**Add-Ons:**

An add on is available after the last hand is dealt for the 500-1000 blind level going into the break. Player must add-on **BEFORE** going on break. The add on is \$10.00 for the same starting chip stack as identified for that particular day's game.

A player may add on regardless of how many chips they have.

A player may re-buy and add-on at the same time if in the last hand the player has lost all their chips (which entitles the player to a re-buy) plus an add-on should they want.

Note: Only 3 Re-Buys and 1 Add-On are allowed

**Registration:**

90 minutes prior to game start time and closes at game time with no late registrations being accepted

Maximum number of entries: 60 players

A player registering between normal hours of registration may pre-pay for another player(s)

### **Royal Flush Progressive Jackpot (Optional Entry):**

Royal Flush Jackpot hand is a progressive jackpot, In order to qualify, Players must pay a \$5.00 entry fee at each Royal Flush Jackpot event they wish to participate in. The fee must be paid before registration closes for the main event. Players that do not pay \$5.00 towards the Royal Flush Progressive Jackpot will not qualify any associated prizes at that event. Players **DO NOT** have to participate in the Royal Flush Jackpot in order to play in the regular tournament. All entry fees will accumulate into the jackpot until a participating player wins it in its entirety. Should a player win 100% of the jackpot, a new Royal Flush Jackpot will begin the following scheduled game.

To win the jackpot the following criteria's must be present:

- Player must have contributed \$5.00 for that tournament
- Player's hand must be a valid Royal Flush
- To win 100% of the Royal Flush Jackpot – Both of the player's pocket cards must play. For example, player is holding the 10 and the Jack of spades while the community board shows the Ace, Queen and King of spades.
- To win half of the Royal Flush Jackpot – Only one of the player's pocket cards needs to play. For example, player is holding the Ace of diamonds and the community board shows the Jack, 10, Queen and King of diamonds.
- There must be at least 6 players dealt in for the jackpot hand to qualify.
- Player must win the hand – i.e. **must** go to showdown.

The jackpot is **PROGRESSIVE** and will carry forward. In the event that half the Jackpot is won the remaining 50% will be carried forward and continue to accumulate. Once the entire Royal Flush Jackpot is won, a new jackpot will begin the following scheduled game. In the unlikely event more than one player gets a royal Flush at an event, the first player of the event with the Royal Flush wins the Jackpot. If two or more players gets a Royal Flush at the same time, they will split the Jackpot.

### **Chopping**

Players can chop the prize pool at the final table of 10 players or less.

- Players will decide how they would like to chop the prize pool.
- First, second and third place finishers will sign for the prize money and it will be determined by the chip count at the time of the chop.
- The decision to chop must but unanimous.

### **Refunds / Transfers:**

Refunds will be issued if there are less than 10 players registered by 5 minutes prior to game start time on the tournament day at the discretion of the tournament director and charity management.

Refunds may be requested up until the start of the tournament.

Players may transfer their entry to another player: Both the name of original purchaser and that of the new player must be signed at the back of ticket.

Transfers can be requested up until the start of the tournament.

**Late Arrival Entrants:**

Players that do not arrive prior to the start of the tournament, will be seated by the Tournament Director and their chips will be in play for blinds until arrival.

Players that have not arrived by the end of the first blind level, will have their chips removed from tournament play altogether.

**Player Seating:**

There will be 10 players per table with a minimum of 8 at the start of tournament.

Final Table will have a maximum of 10 players. Final table will NEVER have 11 players.

Random seating cards will be distributed to each player assigning them a table and seat number.

A player who started the tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take his current total chip stack with him.

Accommodations for players with special needs will be made when possible.

**Starting Chip Stack, Chip Colors and Values:**

**Fridays & Saturdays – 8:30 PM Game – the starting chip stack is 20,000  
During Non-Live Racing Dates**

**Chip colors and values are as follows:**

White: 100 – each player will receive 7 white chips.

Blue: 200 – each player will receive 4 blue chips.

Red: 500 – each player will receive 5 red chips.

Green: 1000 – each player will receive 5 green chips.

Black: 2000 – each player will receive 3 black chips.

Pink: 5000 – each player will receive 1 pink chips.

**Fridays & Saturdays – 8:00 PM Game – the starting chip stack is 15,000  
During Live Racing Dates**

**Chip colors and values are as follows:**

White: 100 – each player will receive 7 white chips.

Blue: 200 – each player will receive 4 blue chips.

Red: 500 – each player will receive 5 red chips.  
 Green: 1000 – each player will receive 5 green chips.  
 Black: 2000 – each player will receive 3 black chips.

**Chip-up colors and values are as follows:**

Pink: 5000  
 Orange: 10,000  
 Yellow: 50,000

Starting chip stacks will be issued to players once they are seated on their assigned table. Players must submit their registration ticket to the dealer to receive chip stack.

**Prize Pool and Payout Structure:**

Prize pool is 70% of the total revenue. The payout will be a percentage of the prize pool, as per the chart below:

	10 Players	11-20 Players	21-30 Players	31-40 Players	41-50 Players	51-60 Players
<b>Finish</b>	%	%	%	%	%	%
<b>1<sup>st</sup></b>	<b>100</b>	<b>70</b>	<b>50</b>	<b>40</b>	<b>37</b>	<b>35</b>
<b>2<sup>nd</sup></b>		<b>30</b>	<b>30</b>	<b>25</b>	<b>25</b>	<b>22</b>
<b>3<sup>rd</sup></b>			<b>20</b>	<b>20</b>	<b>15</b>	<b>15</b>
<b>4<sup>th</sup></b>				<b>15</b>	<b>12</b>	<b>11</b>
<b>5<sup>th</sup></b>					<b>11</b>	<b>9</b>
<b>6<sup>th</sup></b>						<b>8</b>

**Blind Structure: (15 minutes: non-live racing & 10 minutes: live racing)**

	TIME	SMALL BLIND	BIG BLIND
LEVEL 1	15 min / 10 min	100	200
LEVEL 2	15 min / 10 min	200	400
LEVEL 3	15 min / 10 min	400	800

LEVEL 4	15 min / 10 min	500	1000
<b>CHIP UP AND BREAK - 15 min</b>			
LEVEL 5	15 min / 10 min	1000	2000
LEVEL 6	15 min / 10 min	2000	4000
LEVEL 7	15 min / 10 min	4000	8000
LEVEL 8	15 min / 10 min	5,000	10,000
LEVEL 9	15 min / 10 min	10,000	20,000
LEVEL 10	15 min / 10 min	20,000	40,000
LEVEL 11	15 min / 10 min	40,000	80,000
LEVEL 12	15 min / 10 min	50,000	100,000

**NOTE:** Additional blind levels will be added accordingly as needed if exceeding Level 12. Blinds will increase at the rate of 10 minutes when additional blind levels are added after Level 12. **Final Table blind time will always be 10 minutes regardless of which blind level the tournament is at. This applies for live and non-live racing.**

The tournament finish time is 2 am.

**Elimination of Players:**

A player who has lost all his or her chips will be eliminated from the tournament.

If a player is absent for more than 15 minutes, the Tournament Director will withdraw their tournament chips from play and will be deemed eliminated from the tournament. There may be emergency circumstances which may require a player to be absent from play for more than 15 minutes, arrangements must be made with Tournament Director and permission will be given with discretion for up to 30 minutes.

Play will continue until all but one player is left remaining **OR** the players at the final table unanimously wish to chop the prizes **OR** 2 am, whichever comes first.

The order of finish is last to first. The last remaining player will be declared the winner.

At 2 am, if there is more than one remaining player, the player with the most chips will be declared the winner.

The second highest chip holder will be declared second, and the ranking will be determined the same way for every consecutive ranking to follow.

Should there be a tie in the amount of chip counts between players, the prize money for the coinciding rankings shall be pooled and distributed evenly between the tied players.

### **Chip-Up Method:**

The lowest denomination of chips in play will be removed from the table when it is no longer needed in the blind structure.

All lower denomination chips that are sufficient quantity for a new chip will be changed up directly. In the case where there are not enough lower denomination chips for a direct exchange they will be chipped up as follows: Chipped up to the next rounded denomination of play.

For example: At the end of 500 and 1000 blind structure, the 500 denominations will be chipped up to 1000.

There will be chip-ups until the blinds are 5,000 - 10,000. After this blind level, chips will be coloured up for straight value directly and no chip-ups will be given for any odd chips.

### **Poker Rules and Regulations:**

Every player must abide by the following rules and regulations:

**Respect for all players and employees:** AIPT will attempt to maintain a pleasant environment for all our players and employees, but is not responsible for the conduct of any player. In use will be Roberts Rules of Poker code of conduct along with Tournament Directors Association (TDA) rules and AIPT may deny violators from playing.

#### **The following are not permitted:**

- Collusion with another player or any other form of cheating.
- Verbally or physically threatening any patron or employee.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.

A verbal warning will be given for the first offence. A second warning will be given in writing. On a third offence, player will be given a time-out or a ban from the AIPT depending on the severity of the offence (The player may be allowed to finish the tournament in their third offence with the presence of security provided by the Assiniboia Downs or may be disqualified and removed from the tournament). With each case being unique, consequences will not always follow this order. AIPT discretion will be utilized as required.

## POKER ETIQUETTE: Roberts Rules of Poker

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

Deliberately acting out of turn.

Deliberately splashing chips into the pot. Players are to place their chips in front of their cards so it is visible to the dealer and players how much they put into the pot.

No string bets. A player must state their intentions verbally and clearly (call, check, raise or amount) or place their chips into the pot in one single motion. String bets will be limited to calling the previous bet or if it is the initial bet, it will be limited to the minimum bet.

Agreeing to check a hand out when a third player is all-in.

Soft-playing by refusing to bet against a certain opponent whenever heads-up.

Reading a hand for another player at the showdown before it has been placed face-up on the table.

Telling anyone to turn a hand face-up at the showdown.

Revealing the contents of a live hand in a multi-handed pot before the betting is complete.

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.

Needlessly stalling the action of a game.

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).

Stacking chips in a manner that interferes with dealing or viewing cards.

Exposing any card with action pending.

Throwing cards off the table.

Violating the one-player-to-a-hand rule.

Disruptive behaviour.

Cheating and or deliberately marking cards.

Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

**Communication: Use of cell phones and other electronic devices are not permitted during tournament play.**

**NO cell phones or other electronic communication device can be placed on a poker table.**

**English** is the only language permitted on the tables for these tournaments.

### **PENALTIES AND DISQUALIFICATION:**

Penalty actions include verbal warnings, missed hands, missed rounds and disqualifications.

Missed round penalties are assessed as follows: The offender will miss one hand for every player (including the offender) at the table when the penalty is given multiplied by the number of penalty rounds.

The Tournament Director can assess 1 or more hand penalties or disqualification. Repeat infractions are subject to escalating penalties. With each case being unique, consequences will not always follow this order. AIPT discretion will be utilized as required.

During a penalty, the offender must remain away from the table. Cards are dealt to their seat, their blinds and antes are posted, and the hand is killed after each initial deal.

Chips of a disqualified player shall be removed from play.

### **ALL-IN POKER TOUR DECISIONS:**

All-In Poker Tournament Director, Dealers and Staff will consider the best interest of the game and fairness as top priorities in the decision making process. Unusual circumstances on occasion dictate the decisions in the interest of fairness that take priority over the technical rules.

All-In Poker Tour decisions is final.

All-In Poker Tour Director, Dealers and Staff will always be identifiable as decision makers.

All-In Poker Tour Director, Dealers and Staff can be referred to as "floor" or "floor persons" interchangeably.



### **CARDS & CHIPS KEPT VISIBLE, COUNTABLE & MANAGEABLE:**

Players are entitled to a reasonable estimation of an opponents chip count; chips should be kept in countable stacks. Players must keep higher denomination chips visible and identifiable at all times.

Players may only request a more precise count if facing an all-in bet. The all-in player is not required to count; if he or she opts not to, the dealer of floor will count it.

Players with live hands must keep their cards in plain view at all times.

### **ACTING OUT OF TURN (OOT)**

Action out of turn is subject to penalty and is binding if the action to the OOT (out of turn) player has not changed. A check, call or fold does not change action. If action changes, the OOT bet is binding. The OOT player still has all options including calling, raising, or folding. An OOT fold is binding.

A player skipped by OOT action must defend his or her right to act. If there is reasonable time and the skipped player has not spoken up by the time substantial OOT action occurs to his or her left, then the OOT action is binding. The floor will be called to render a decision on how to treat the skipped hand.

### **ACCEPTED ACTION:**

Poker is a game of alert, continuous observation. It is the callers responsibility to determine the correct amount of the opponents bet before calling, regardless of what is stated by the dealer or players. If a player requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action and is subject to the correct wager or all-in amount.

### **NO RABBIT HUNTING:**

No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.

### **MISDEALS:**

The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.

- (a) Exposure of one of the first two cards dealt by dealer error.
- (b) Two or more cards have been exposed by the dealer.

- (c) Two or more boxed cards (improperly faced cards) are found.
- (d) 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.
- (e) Any card has been dealt out of the proper sequence
- (f) The button was out of position.
- (g) The first card was dealt to the wrong position.
- (h) Cards have been dealt to an empty seat or a player not entitled to a hand.
- (i) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

**If substantial action occurs, a misdeal cannot be declared and the hand must proceed.**

**Substantial Action** as defined by PokerTDA as either:

- A) any two actions in turn, at least one of which must involve putting chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR
- B) any combination of three actions in turn (check, bet, raise, call, or fold).

## **DEAD HANDS**

1. Your hand is declared dead if:

- (a) You fold or announce that you are folding when facing a bet or a raise.
- (b) You throw your hand away in a forward motion causing another player to act behind you.
- (c) You have the clock on you when facing a bet or raise and exceed the specified time limit.

2. Cards thrown into the muck will be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. For instance - An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.

3. Cards thrown into another player's hand are dead if the player's cards are left unprotected. **It is the player's responsibility to protect their cards at all times.** Any unprotected cards will be considered dead if other players throw their cards on top, it touches the muck, or the dealer removes the cards. Your cards may be protected with your

hands, a chip, or other object placed on top of them. There will be no redress if it becomes fouled or dealer killed.

4. Cards which are face-up will not be ruled dead. A player must have both cards face-up as an exception to the rules. One card face-up and one card face-down will be considered dead cards.

**The dealer button** will start at Seat 1 on each table. Action will proceed clockwise, making Seat 2 small blind and Seat 3 big blind.

**Increase of blind levels** will be announced by the tournament director. The new blind levels will be effective after the announcement on the **next deal**.

**Next Deal** is defined as the first riffle of shuffle.

**Boxed Cards:** A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper 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.

A card that is flashed by a dealer is treated as an exposed card.

A card that is flashed by a player will play. 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 an exposed card.

If you drop any cards out of your hand onto the floor, you must still play them.

#### **PLAYER PRESENT / ELIGIBLE FOR HAND:**

**At Your Seat:** A player must be at their seat by the time all players have been dealt complete initial hands in order to have a live hand. A player must be at his seat to call time. **At your seat** is defined as within touch of your chair.

**Action Pending:** A player must remain at the table if he has a live hand.

**Players absent from the table** will be dealt in. The dealer will post any required blinds for the absent player.

**Absent player's all-in hand:** In a situation where a dealer posting the blind for an absent player puts them all-in, that hand will be deemed live.

**Time allowed to be absent from table** is 15 minutes. If a player is absent for more than 15 minutes, the tournament director will withdraw their tournament chips from play and will be deemed eliminated from tournament. There may be emergency circumstances which may require a player to be absent from play for more than 15 minutes, arrangements must be made with Tournament Director and permission will be given with discretion for up to 30 minutes.

**Balancing of tables** is a necessary part of the game and will be conducted by the tournament director. Players from broken tables will be transferred to empty seats as accurately as possible to their current position. The number of players at each table will be reasonably balanced within one or two players.

**Final Table Seats:** Players will pick their seats from a random Seat Card which will be face down.

**All chips must be visible and on the table at all times with the higher denomination chips placed in the front to ensure clear view of all players at all times.**

**Keep all your chips on the table at all times:** Any chips removed from the table by the player will be removed from the tournament and will no longer be in play.

#### **POTS / SHOWDOWNS: PokerTDA**

##### **Declarations**

Cards speak. Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalling his hand may be penalized.

##### **Face Up for All-Ins**

All cards will be turned face up without delay once a player is all-in and all betting action by all other players in the hand is complete.

##### **Showdown Order**

The player to the left of the button shows first and so on clockwise if no round of betting took place. If there was a bet, the player who placed the bet has to show cards first.

##### **Playing the Board at Showdown.**

A player must show all hole cards when playing the board in order to get part of the pot.

##### **All-In Hands**

All-in hands will not be allowed to be mucked and MUST go to show down.

##### **Asking to See a Hand.**

A player who mucks his hand face down at showdown without fully tabling it loses any rights he may have to ask to see any hand.

##### **Killing Winning Hand**

Dealers cannot kill a winning hand that was tabled 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.

**If multiple players are eliminated in the same hand**, the player starting the hand with the largest amount of chips finishes in the higher place for the prize money. In the event that the players started the hand with the same amount of chips, they will be declared tied and will share equally in the prize money.

**Split and Side pots** will be split separately and evenly between the winning players.

Any odd chips will be relinquished by the dealer.

**Disputed Pots:** The right to dispute a hand ends when a new hand begins.

**Calling clock:** Once a reasonable amount of time has passed & 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 followed by a declaration to the effect that the hand is dead. If the player has not acted before the declaration, the hand is dead. **If a clock has been called more than once on the same player**, the player will have 30 seconds to make a decision with no count down.

#### **Verbal Declarations / Acting in Turn**

Players must act in turn. Verbal declarations in turn are binding. Chips placed in the pot in turn must stay in the pot.

#### **Oversized Chip Betting**

Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. **All single chip raises made is considered a call unless announced as a raise.**

To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.

When the oversize chip is used as an initial bet, meaning the player is the first one to bet, the chip amount will be the amount of the bet.

**Raises:** There will be no limit to the number of raises. Minimum raise must be the amount of the big blind. Pre-flop raises must be double of any previous raise. Post-flop to river raises must be big blind minimum.

**An all-in bet of less than a full raise does not reopen the betting for any player who has previously acted. If the next player to act has NOT acted yet, has the full option to raise.**

An all-in bet for less than a full raise does not count as a raise and is "action only". This all-in less than a full raise is called "short raise, under raise or an incomplete raise".

**Hidden chips** in an all-in discovered after the hand is over, will be dealt with by the following method:

If the all-in player has hidden chips and loses – this player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones, before the start of the next deal.

If the hidden chips are discovered after the next deal has started, the chips will be removed from tournament play.

If the all-in player has hidden chips and wins – this player will not benefit and the opponent will not have to match the hidden chip payout.

A player cannot remove chips that are in play from the table. Any chips removed from play, visible or not, will result in immediate disqualification from the tournament.

**Exposed cards during play** will remain face-up. The player with the exposed cards will not be permitted to bet or raise, but only be permitted to call or fold. Intentional exposure or verbal declaration of cards will result in penalty as deemed appropriate by tournament director.

**Marked cards** will be removed from play, sealed and held for inspection by the LGA. Decks will only be changed if cards are marked or at the tournament directors discretion, not at the request of player(s).

**Dead dealer, dead small but never a dead big blind!** If the small blind has been eliminated, the next hand will have a dead dealer. If the player in the big blind has been eliminated, the next hand will have a dead small. If the player "under the gun" has been eliminated, the next hand, the immediate left will assume the big blind position. There can never be a dead big blind.

**All-In Poker Tour gives credit to Robert's Rules of Poker authored by Robert Ciaffone and Poker Tournament Director's Association (PokerTDA).**

Poker rules are widely used and freely copied, so it is impossible to construct a rulebook without using many rules that exist and co-exist as part of a rule set of some card room. If such a rule is used, AIPT has made reasonable attempts to give credit to the source. If no credit is given to the source, it is unlikely to be original one for the rule.

AIPT has brought together the two rulebooks that it considers the best set of rules in existence. The purpose is the betterment of poker and to sufficiently detail rules so a decision-maker will know what the proper ruling is in each situation. A rule should do more

than produce the right ruling. It should be stated so the decision-maker can refer to specific language in the rulebook, to have the ruling is accepted as correct.

AIPT strongly supports uniform poker rules and applauds the work done in this direction by Roberts Rules of Poker and the Tournament Director's Association (TDA).

AIPT makes this combination of rules available to anyone to copy or download.

**Copies of all these rules are available in hard copy at all venues.**

**Standard Rules of Play published by the Liquor, Gaming and Cannabis Authority of Manitoba take precedence over these rules.**

**THIS IS THE OFFICIAL RULEBOOK FOR ALL-IN POKER TOUR**