

POKER TOURNAMENT DIRECTORS ASSOCIATION

Tournament Rules 2019 — Version 1.0

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Applied to all Fivebet partner tournaments

Translation from the French version (Alain DAVID / Terence Bertault). This translation faithfully reflects the TDA rules; in some edge cases, interpretation is required. When in doubt, consult the Floor or TD.

Bold red = changes from 2017 TDA rules | Bold green = Fivebet-specific rules | Bold blue = significant wording changes from 2017 French version

The TDA is a volunteer association founded in 2001. Its mission is to standardize poker tournament rules worldwide. TDA rules complement local rules. Where they conflict with laws or gaming control authority regulations in the country of play, those laws and regulations always take precedence.

General Concepts

Rule 1 – Floor Decisions

Integrity and fairness of the game must always be the priority in decision-making. Exceptional circumstances may require sincere, common-sense decisions that deviate from the written TDA rules. All Floor decisions are final and not subject to appeal.

Rule 2 – Player Responsibilities

Players are responsible for: verifying the accuracy of their personal details at tournament registration; confirming they are seated at their assigned seat; protecting their hand; clearly expressing their intentions; following the action at the table; acting in turn with appropriate terminology and gestures; defending their right to play; keeping cards clearly visible and chips properly stacked; remaining at the table while their hand is live; tabling cards correctly at showdown; reporting any error they notice; requesting "time" when justified; changing tables as quickly as possible; strictly following the "one player, one hand" rule; knowing and complying with TDA rules; playing ethically; and generally contributing to the smooth running of the tournament.

Rule 3 – Official Terminology and Gestures

Official betting and action terms are simple, clear, and unambiguous: bet, raise, call, fold, check, all-in, complete, and pot (pot-limit only). Certain local terms may also meet this standard.

Players must also control their gestures when it is their turn: tapping the table is compulsorily a "check". It is the player's responsibility to make their intentions clear. Using non-standard terminology or gestures is at the player's own risk and may result in a ruling or action other than their actual intention. See Rules 2 & 42.

Rule 4 – Player Identity

Clothing or accessories must not permanently prevent recognition of a player's identity and must not become a distraction. Local rules apply at the sole discretion of the TD.

In light of the global COVID-19 health crisis, masks or transparent visors are permitted.

Rule 5 – Electronic Devices and Phones

Players are prohibited from talking on the phone at the table. Phone ringtones, music, images, videos, etc. must not be audible to other players and must not disturb them. Decision-aid applications may not be used by a player with a live hand. No other element shall interfere with play, slow it down, or give a player an advantage; these are subject to local rules and applicable laws.

Rule 6 – Official Language

At Fivebet events in France, only French and English are permitted while a hand is in progress. Whether or not players hold cards, the dealer and table must be able to understand everything said.

Player Seating, Balancing, and Table Breaks

Rule 7 – Random Seat Assignment

Player seating in a tournament or satellite must always be assigned randomly by draw. A player who starts the tournament at the wrong seat shall be immediately moved, with all their current chips, to their originally assigned seat.

Rule 8 – Late Registration & Re-entry

A: Alternates or re-entry players receive a full starting stack. They are placed via a single random draw among remaining seats and may begin play immediately in any position except between the small blind and the button.

B: In re-entry tournaments, if a player is permitted to surrender their chips and buy a new stack, the surrendered chips are removed from play.

Rule 9 – Special Needs

Exceptions and accommodations may be granted to players with special needs when possible, provided the player mentions them before their seat card is drawn.

Rule 10 – Table Break

Players from a broken table are assigned new tables and seats via a two-step random process. They may be placed in any seat and play immediately, assuming the position, blinds, and button — except if they arrive between the small blind and the button. See Additional Annexes.

Rule 11 – Table Balancing and Stop of Play

A: In flop games and mixed games, the player moved to balance tables must be the next big blind. They are moved to the big blind at the new table or the closest seat to the left of the big blind. This may result in posting a big blind at a seat that was just in the big blind position. A moved player can never be placed in the small blind. In stud tournaments, players are moved by position (the last seat vacated at the table to be filled is the seat to be filled).

B: In mixed games (e.g., HORSE), when moving from Hold'em to Stud: after the last Hold'em hand the button advances one position and is frozen during the Stud round. For table balancing purposes, the player who would have been the big blind is the one to move. When switching back to Hold'em, the button for the first hand is at the position where it was frozen.

C: The table to which a player is directed must be designated randomly by a pre-established procedure.

D: In a full-ring tournament (8, 9, or 10 players), play stops at any table that is 3 or more players short of the table with the most players. In other formats (6-handed, turbos, etc.) play stops at the TD's discretion. The TD may choose not to stop play; this is not grounds for a misdeal. As the event progresses, at the TD's discretion, tables will be balanced more rigorously.

Rules concerning the number of players at the final table are moved to Recommended Procedure RP-9.

Pot Awarding & Showdowns

Rule 12 – Declaring a Hand / "Cards Speak" at Showdown

"Cards speak for themselves" to determine the winner: a player's verbal declaration alone is not sufficient at showdown, and a player who deliberately misrepresents their hand may be penalized. Dealers must read and announce hand values aloud at showdown. Any player, in the hand or not, must speak up if they believe an error has been made in reading hands or awarding the pot.

Rule 13 – Tabling Cards and Killing the Winning Hand

A: "Tabling" cards clearly means 1) turning all cards face up on the table and 2) allowing the dealer and players to distinctly read the hand. "All cards" means both cards in Hold'em, 4 in Omaha, 7 in Stud, etc.

B: At showdown, players must protect their hand until cards are read and the pot is awarded (see Rule 65). Players who do not table all their cards cleanly then muck them thinking they have won do so at their own risk. If a hand is not 100% recoverable and identifiable and the TD determines it can no longer be clearly read, the player loses any claim to the pot. The TD's decision on whether a hand has been sufficiently tabled is final and not subject to appeal.

C: The dealer may not kill a hand that has been correctly tabled and was clearly the winning hand.

Rule 14 – Live Cards at Showdown

Pushing face-down cards toward the center of the table does not automatically disqualify them; players may change their mind and table cards that remain 100% recoverable and identifiable. Cards are dead when they have been mucked by the dealer or rendered unrecoverable and unidentifiable for another reason. However, it is at the Floor's discretion to penalize such action.

Rule 15 – Showdown Irregularities and Muck

A: If a player tables only one card that could represent a winning hand, the dealer must instruct the player to table all their cards. If they refuse, the floor must be called.

B: If a player bets and then throws away their cards believing they have won (forgetting one or more players still in the hand), the dealer must keep those cards and call the floor (an exception to Rule 58). If the cards are mucked and are not recoverable and identifiable with certainty, the hand is dead and the player cannot request a refund of bets paid. If the cards are mucked and the player still has an outstanding bet (or raise) unpaid, they may retrieve that outstanding bet only.

Rule 16 – All-In Hands

All hands must be tabled without delay once a player is all-in and all betting action for all other players in the hand is complete. No player — all-in or having called an all-in — may fold their hand without tabling it. All hands in the main pot and/or side pot(s) must be tabled and live until the end of the hand and the awarding of the pot. See Additional Annexes.

Rule 17 – Showdown Without an All-In & Showdown Order

A: In a showdown with no all-in player, if cards are not spontaneously tabled or folded, the TD may impose a showdown order. In the event of a river check-check, showdown proceeds in button order. Otherwise, the player who made the last bet or raise on the last betting round (last card) must show first. If there was no bet or raise on the last street, the player who would have acted first on that street shows first (e.g., first seat to the left of the button in flop games; the highest-ranking face-up card in Stud; the lowest-ranking face-up card in Razz).

B: In a hand without an all-in, if all other players in the hand have folded, the last live hand wins the pot without obligation to show cards.

Rule 18 – Requesting to See a Hand

A: A player who no longer holds their cards at showdown, or who has folded, loses any right or privilege to request to see an opponent's hand.

B: If there was a river bet, the player who calls has an inviolable right to request that the bettor's hand be tabled (they paid to see it), even if they have already tabled their own cards. [Players attempting to fold to avoid this obligation will be penalized.]

All other requests are at the TD's discretion — such as requesting to see another calling player's hand or when there was no river bet. See Additional Annexes adopted since 2013.

Rule 19 – Playing the Board at Showdown

To play the board, a player must table all their cards to receive any portion of the pot.

Rule 20 – Indivisible Chips / Split Pots and Odd Chips

When a pot is split, it shall be divided as equally as possible among the winning players. If one or more "indivisible" chips of the lowest denomination in play remain, they are awarded as follows:

A: In board games, to the player closest to the left of the button.

B: In Stud & Razz, to the highest card among the 5 cards of the winning hand (and by suit if needed): spades, hearts, diamonds, clubs.

C: In split games (H/L), the odd chip goes to the High side. If two identical hands win both High and Low, the pot is split as equally as possible. (See Additional Annexes.)

Rule 21 – Side Pots

Each side pot must be handled separately.

Rule 22 – Contested Hands and Pots

The right to contest the reading of a tabled hand ends when a new hand begins (see Rule 23). The right to contest the amount or award of a pot ends after substantial action during the next hand. If a hand ends during a break, all contestation rights for that hand expire 1 minute after the pot has been awarded.

General Procedures

Rule 23 – New Hands & Blind Changes

A new level begins when announced after the clock signals the end of the previous level. The new level takes effect on the next hand.

A new hand begins at the dealer's first riffle shuffle, or at the push of the automatic shuffler button. If a hand begins in error at the old level, it continues at that level if substantial action has occurred (Rule 36).

If a dealer push occurs before the blind increase, the new hand is dealt at the old level.

Rule 24 – Chip Race and Color Up

A: During a chip race, once chips of the lowest denomination have been exchanged at face value, remaining chips are handled as follows: calculate the number of chips to award; starting from seat 1, one card is dealt face up per remaining chip per player. Card rankings determine chip awards, with a maximum of one chip won per player. Ties are broken by suit: spades, hearts, diamonds, clubs.

A player cannot be eliminated by a chip race — they automatically receive one chip of the lowest denomination still in play.

B: Players must have their chips clearly displayed and are encouraged to observe the chip race.

C: If, after a chip race, a player still holds chips of the retired denomination, those chips are exchanged at face value only. Broken chips not equaling the minimum denomination still in play are removed without compensation.

Rule 25 – Chips Visible, Countable, and Manageable / Color-Ups at Discretion

A: Players, dealers, and floor staff must be able to reasonably estimate every player's stack without asking. To this end, players are invited to stack their chips neatly. The TDA recommends columns of 20 chips of the same denomination as the standard. Players must always keep their highest-denomination chips clearly visible and identifiable at the front of their stack. If a floor cannot quickly estimate a stack's value, players likely cannot either, and the floor may ask the player to organize their chips.

B: The Tournament Director controls the number and denomination of chips in play and may at their discretion perform a color-up on one or more players at any time. Color-ups will be announced and allow replacing chips of one denomination with an equivalent value in a higher denomination.

C: Players with a live hand must keep their cards visible and in full view of the entire table at all times.

Fivebet rule: From 3 tables remaining in any Fivebet tournament, all players must stack their chips in columns of 20.

Rule 26 – Card Changes

Cards may be changed at the dealer rotation, at the start of a new round, or according to the local house rule. Players may not request a change of deck.

Rule 27 – Rebuys

When rebuying, a player must not miss playing a hand. If players announce a rebuy before the next hand, the corresponding chips are considered in play in front of them, and they are obligated to pay the rebuy amount.

Rule 28 – Rabbit Hunting

It is strictly prohibited to ask the dealer or attempt to see board cards that would have come on a hand that ended before the flop, turn, or river.

Rule 29 – Requesting Time

Players must act reasonably quickly to maintain a reasonable pace of play. If the TD determines that a reasonable thinking period has passed, they may call time or approve a time request from any player in the tournament. A player must be at their seat to request time (Rule 30). Once time is approved, the player has 25 seconds plus 5 seconds counted aloud to act. If the player faces a bet and has not acted when time expires, their hand is dead. If they face no bet, they are considered to have checked. In close decisions at the end of the clock, the benefit of the doubt is given to the player. The TD may adjust the time allowance to suit the game and may reduce it if they believe the player is deliberately slowing down the tournament. The player may also be penalized. See Rules 2 & 70.

Player Present / Live Hand

Rule 30 – At Your Seat & Live Hands

Players must be at their seat when the first card of the initial deal is distributed in order to have a live hand and play the hand. A player not at their seat when the first card is dealt may not see the contents of their hand — it must be immediately collected at the end of the deal. Their blinds and

antes are posted and collected into the pot. In Stud, if an absent player receives the bring-in card, they must pay it.

Players must be at their seat to call time (Rule 29).

"At your seat" means near the chair, within reach, and following the game. This rule is not intended to encourage players to stand up while participating in a hand.

Rule 31 – At the Table with Action Pending

A player must remain at the table until showdown, including players who are all-in or who can no longer bet for another reason. Leaving the table is incompatible with protecting one's hand and following the action, and is subject to penalty.

Button / Blinds

Rule 32 – Dead Button

Tournaments use the dead button rule.

Rule 33 – Avoiding the Blinds

A player deliberately attempting to avoid a blind will incur a mandatory penalty. This situation most commonly arises when a table breaks or during balancing.

Rule 34 – Button in Heads-Up

In heads-up, the small blind is on the button and acts first before the flop and last on all other betting rounds. The first card is dealt to the big blind. When heads-up play begins, the button must be adjusted so that no player is in the big blind twice in succession. Fivebet recommends keeping antes in heads-up play.

Card Dealing Rules

Rule 35 – Misdeals and Incorrect Decks

A: Misdeals include but are not limited to:

- Two or more cards are exposed in the deck.
- The first card is dealt to the wrong seat.
- Cards are dealt to an unauthorized seat.
- A player who should receive cards did not.
- In Stud: if either of the first two cards dealt, or any two hole cards, are accidentally exposed by the dealer.
- In flop games: if either of the first two cards dealt, or any two hole cards, are accidentally exposed by the dealer.

Local rules apply for draw games (e.g., draw/lowball).

B: A player may receive two consecutive cards on the button. (See also Rule 37.)

C: When a misdeal is declared, the re-deal is an exact replay: the button does not move, no new player may sit in, and limits/blinds remain the same. Cards are dealt to players serving a penalty or who were not at their seats (Rule 30), but their hands are immediately collected and burned after the re-deal. The original deal and the re-deal count as only one hand, not two, for a player under penalty.

D: If substantial action (see Rule 36) has occurred before the misdeal is discovered, the hand continues and only the hands of players with an incorrect number of cards are voided.

E: An incorrect deck is defined by the establishment and local rules. If an incorrect deck is discovered, play stops immediately regardless of substantial action, and all bets are returned to players. Hands that have already concluded cannot be reversed (see Rule 22).

Rule 36 – Substantial Action

Substantial action is defined as:

A: Any two-action sequence involving two players where at least one has committed chips to the pot (i.e., any combination of two actions except 2 checks or 2 folds).

B: Any combination of 3 actions (even 3 checks and/or folds). See Rules 35D & 44B.

Note: Posting a blind does not count as substantial action.

Rule 37 – Button Short of Cards

A player on the button who received too few cards must announce it immediately. Missing cards on the button may be restored even after substantial action if the game type allows. However, if the button has acted on an incomplete hand (by checking or betting), their hand is dead.

Rule 38 – Burned Hands After Substantial Action

The purpose of burning a card is to protect the game, not to determine card order. If a player's hand is accidentally burned when they have an incorrect number of cards, but they only announce this after substantial action has occurred, normal random dealing applies going forward without attempting to compensate for the extra or missing cards. (See also RP-14 – Randomness.)

See Additional Annexes.

Rule 39 – Four-Card Flop and Premature Cards

If the flop contains 4 cards instead of 3, whether face up or not, the dealer must shuffle the four cards face down and a floor is called to randomly select one card to serve as the turn burn card; the other three constitute the flop. (See also RP-14 – Randomness.) For prematurely dealt cards, see Recommended Procedure RP-5.

Play: Betting and Raises

Rule 40 – Betting Methods: Announcements and Chips

A: Bets are made by announcement or by pushing chips. If a player does both, the first action defines the bet. If both are simultaneous, a clear verbal announcement takes priority; otherwise, the chip value prevails. In unclear situations or when an announcement and chip value conflict, the TD determines the bet based on the circumstances and Rule 1. See Additional Annexes and Rule 57.

B: Verbal bet declarations may be general ("call", "raise"), a specific amount only ("1000"), or both ("raise 1000").

C: For all betting rules, announcing an amount is equivalent to pushing chips of that amount. Example: announcing "200" is the same as silently pushing "200" in chips.

Rule 41 – Methods of Calling

Standard, acceptable methods of calling a bet are:

A: Verbally declaring "call".

B: Advancing chips equal to the amount to call.

C: Silently advancing a single chip of higher value.

D: Silently advancing multiple chips without exceeding the amounts and chip types described in Rule 50.

Calling by silently pushing a chip far smaller than the current bet (e.g., blinds 2,000/4,000, A bets 50,000, B silently pushes a 1,000 chip) is non-standard, strongly discouraged, penalizable, and will be interpreted at the TD's discretion — the TD may treat it as a full call of the bet with no right to an undercall ruling under Rule 42-B.

Rule 42 – Methods of Raising

In No-Limit or Pot-Limit, a raise must be made in one of the following ways:

A: Placing the full raise amount on the table in one motion.

B: Clearly announcing the total raise amount before committing chips.

A raise in two motions (string raise) is not permitted. It is the player's responsibility to make their intentions and actions clear.

Rule 43 – Raise Amounts

A: A raise must be at least the size of the largest previous bet or raise in the same betting round; the minimum is the difference between zero (the button) and the big blind, equaling 2 big blinds. If a player makes an insufficient raise of at least 50% of the previous largest bet or raise, they must complete it to the legal minimum. If a bet is less than 50% of the previous raise, it is a call, unless the player verbally announced "raise". Declaring an amount or pushing chips of that amount is the same action (see Rule 40-C).

Example: in NLHE, the opening bet is 1,000. Verbally declaring "fourteen hundred" or silently pushing 1,400 in chips are both call actions if no verbal raise announcement was made.

B: Without other clear information, announcing a raise plus an amount refers to the total bet.

Example: Player A opens to 2,000, Player B declares "Raise, 8,000". The total bet is 8,000.

Rule 44 – Betting a Single Oversized Chip

Unless a raise has been declared, pushing an oversized chip (worth more than the previous bet or the BB, even if it is your last chip) is a call. To raise with an oversized chip, you must declare raise before the chip touches the felt. If a raise is declared without a stated amount, the raise is for the chip's full value. Facing no bet, silently pushing an oversized chip is a bet for the chip's value.

Rule 45 – Betting Multiple Chips

A: Unless a raise or all-in has been declared, pushing multiple chips (including your last chips) is a call if all chips used are necessary to cover the call and removing just the lowest-denomination chip pushed leaves less than the call amount.

Example 1: A bets 400, B raises to 1,100 total (700 raise), C silently pushes a 1,000 chip and a 500 chip — this is a call, because removing the 500 leaves less than the 1,100 call.

Example 2: NLHE 25-50, post-flop A bets 1,050 and B pushes their last chips — two 1,000 chips: this is a call unless B announced "raise" or "all-in".

B: If not all chips are necessary to call, the standard 50% rule (Rule 43) applies if the player has chips behind. If the player has pushed all their chips, they are all-in even if they do not meet the 50% threshold. See Illustrated Addendum.

Rule 46 – Disputes over Previous Bets

A: To avoid confusion, players with chips already committed facing a new bet should always announce their action before adding chips to their previous bet.

B: If, facing a raise, a player clearly pulls back their original bet, they must then call or raise. It is not permitted to withdraw chips and fold.

C: When a player silently adds chips and the bet is not understood by the dealer, Rules 41–45 apply as follows: 1) If previous chips do not cover the call and are left in place or all retrieved, a single chip is a call and multiple chips are governed by the 50% rule (Rule 43). 2) If previous chips are

partially retrieved, or if previous chips already cover the call amount, the total is treated under the 50% rule.

Rule 47 – Re-Raise Rights

In No-Limit and Pot-Limit, an all-in raise (or multiple small all-ins) smaller than the legal minimum raise does not re-open raising rights for a player who has already bet and was not raised all-in. If multiple small all-ins cumulatively exceed a full raise, the minimum re-raise is always the last valid raise in the current level.

In Limit, at least 50% of a minimum bet or raise is required to re-open raising rights. See Additional Annexes.

Rule 48 – Number of Raises Permitted

There is no limit on the number of raises in no-limit or pot-limit. In limit, there is a maximum number of raises even with only two players remaining; this limit is set by local casino rules and no longer applies in final heads-up play.

Rule 49 – Accepted Action

Poker is a game of continuous attention and observation. It is the player's responsibility to determine the correct amount of an opponent's bet before calling, regardless of estimates by another player or the dealer. If the calling player requests a count and receives incorrect information from a player or the dealer and commits an insufficient amount (or announces "call"), they must make up the difference. As in all situations, Rule 1 may apply at the TD's discretion. The TD must weigh the significance of the discrepancy between the announced and actual amounts before invoking Rule 1. See also Recommended Procedure RP-12.

Rule 50 – Acting in Turn

A: Players must act in turn, announcing their action and/or pushing chips. Any action taken in turn irrevocably commits the player; chips go into the pot and will not be returned.

B: Players must wait for a clear announcement of the raise amount before acting. Example: in NLHE, if A announces "raise" without stating the amount, B must wait and may not act until A has clearly announced the total raise amount.

Rule 51 – Binding Verbal Actions / Undercalls in Turn

A: A verbal declaration in turn (such as call, raise) is binding. See Additional Annexes.

B: If a player makes an undercall (bets less or makes a lower verbal declaration than the previous bet), they must complete the full amount if: 1) the hand is heads-up (two players), or 2) they face a simple opening bet in a three-or-more-player pot. In other situations, the ruling is at the TD's discretion.

An opening bet is the first chip commitment of each betting round (not a check). In blind games, the posted BB is the pre-flop opening. All-in buttons greatly reduce these errors when a player is all-in (see Recommended Procedure 1).

In such disputes, the TD's typical approach is to give the player who should have paid the full amount the choice to either fold (forfeiting their partial call) or pay the full amount. See Illustrated Addendum.

C: If two or more undercalls occur in the same sequence of play, the hand must revert to the first undercall, which must correct their bet per Rule 51-B. The TD will determine how to handle other affected hands based on the circumstances.

Rule 52 – Incorrect and Insufficient Bet Amounts

A: In Limit and No-Limit, a betting error will be corrected at any time provided the betting round has not concluded.

B: In Pot-Limit, if a player makes an incorrect bet based on a miscalculation of the pot, the amount is corrected for all players if they over-bet the pot, and corrected only in the absence of substantial action if they under-bet the pot. See Additional Annexes.

Rule 53 – Out-of-Turn Action (OOT)

A: In the case of an out-of-turn action (check, call, or raise), play reverts to the correct player in normal sequence. An OOT action may incur a penalty and is binding on the player if the action before them has not changed. A check, call, or fold by the skipped player does not change the action. If the action changes, the OOT action is cancelled, chips are returned to the player who acted OOT, and that player then has all options: call, raise, or fold.

A fold out of turn is binding; the hand cannot be restored. See Additional Annexes.

B: Any player skipped by an OOT action must defend their right to act. If a reasonable delay passes and substantial action occurs after them (Rule 36), the OOT action is binding and the TD is called to rule on how to handle the skipped player's hand. Depending on circumstances, the hand may be declared dead or limited in action. See Additional Annexes.

Rule 54 – Pot Size and Pot-Limit Bets

A: Players may request a pot count in pot-limit only. Dealers never count the pot in limit or no-limit; in those games, dealers spread the pot clearly so players can estimate its size.

B: Pre-flop, an all-in small stack less than one blind does not affect the maximum pot calculation. Post-flop, bets are based on the current pot size.

C: A player announcing "I bet the pot" is not a valid declaration in no-limit, but it commits the player to making a valid bet of at least the minimum raise amount, and may result in a penalty. If the player faces a bet, they must make a valid raise.

Rule 55 – Incorrect Bet Declaration

If a player facing no bet announces "call", it is a check. If they announce "raise", they must make at least a minimum bet. The player may be penalized. A player who announces "check" while facing a bet may only call or fold — they may no longer raise.

Rule 56 – String Bets and String Raises

Betting in multiple motions is prohibited. Any string bet or string raise is treated as a simple call. Dealers are responsible for and the authority on distinguishing between a string bet/raise and a valid bet/raise.

Rule 57 – Non-Standard and Ambiguous Bets

Players using non-standard betting terms, methods, or gestures do so at their own risk. If an announcement can have multiple meanings, it is by default interpreted as the largest reasonable bet relative to the pot size. Example: NLHE 200-400, player declares "I bet 5". Without further clarity, the bet is 500 if the pot is under 5,000, and 5,000 if the pot is 5,000 or more. The pot is the total of all committed bets including [current street].

Rule 58 – Non-Standard Folds

At any point before the end of a hand, folding in turn when a check is available, or folding out of turn, is a binding action subject to penalty.

A player who folds when they could check will have their hand automatically burned, and the dealer may call the Floor for a penalty.

Rule 59 – Premature Conditional Declarations

Conditional statements about a future action are non-standard and must be strongly discouraged. At the TD's discretion, they may bind the player and may result in a penalty. Examples include "if-then" statements such as "if you bet, I'll raise you".

Rule 60 – Counting an Opponent's Stack

Players, dealers, and floor staff have the right to obtain a reasonable estimate of an opponent's stack (Rule 25). Only players facing an all-in bet, in turn, are entitled to request an exact count. The all-in player is not required to count their chips; if they decline, the dealer or TD/floor will count. Accepted action applies (Rule 53). The requirement to keep chips visible, organized, and easily countable (Rule 25) greatly speeds up stack counts.

Rule 61 – Over-Betting for Change

Bets must not be made with the intent of receiving change. Committing more chips than necessary can create confusion at the table. All chips silently pushed are at risk of being treated as fully committed. Example: A faces an opening bet of 325 and silently advances 525 (one 500 and one 25) expecting 200 back — this will be ruled as a raise to 650 under Rule 45.

Rule 62 – All-In with Chips Found Later

If Player A is all-in and hidden chip(s) surface after Player B has called, the TD determines whether those chips were part of Player A's stack under accepted action (Rule 49). If not, Player A cannot collect those chips from Player B if they win. If Player A loses, they are not saved by those chips, and the TD may award them to the winning Player B.

Play: Other Rules

Rule 63 – Chips Out of Sight and Player Movement

A player must never hold or transport chips in a way that hides them from view. A player who does so will have all concealed chips confiscated and may be disqualified. Confiscated chips are removed from play. The TDA recommends that the organizing establishment provide racks/carriers when players must transport chips, particularly during table breaks and player moves.

Rule 64 – Lost and Found Chips

Chips that are lost and found and whose owner cannot be determined with certainty must be removed from play and returned to the tournament chip inventory.

Rule 65 – Exposed Hand, Contact with Other Cards, or Risk of Accidental Death

A: Players must protect their cards at all times, including at showdown while waiting for the winning hand to be read. If the dealer accidentally collects and mucks a hand, or if the TD determines a hand is no longer 100% identifiable, the player has no recourse and loses their bets. If the player has an outstanding unmatched bet or raise, they may retrieve that unmatched bet.

B: If cards are clearly identifiable even after contact with other cards or after being flashed, they remain live and in play. The floor must be called to resolve such disputes; their decision is sovereign and not subject to appeal.

Rule 66 – Dead and Mucked Hand in Stud

In Stud, if a player picks up their face-up cards while facing action, their hand is dead. The correct way to fold in Stud is to pick up one's cards face-down and push them toward the center of the table.

Game Ethics & Penalties

Rule 67 – No Disclosure / "One Player, One Hand"

Players are obligated to protect other players throughout the tournament. To this end, players — whether still in the hand or not — must absolutely not: 1) discuss the content of a live or dead hand during the current hand; 2) advise or criticize a playing decision at any time; 3) read or announce a hand/combination that has not yet been tabled.

The "one player, one hand" rule is in effect. Among other things, this rule prohibits and discourages exposing one's hand or discussing strategy with another player, advisor, or spectator.

Rule 68 – Exposing Cards and Folding Correctly

A player who exposes their hand while the hand is still in progress (including the last player to act) may receive a penalty, but their hand remains live. The penalty is applied at the start of the next hand. To fold correctly, cards must be pushed or slid face down along the table surface toward the center — not deliberately exposed, spun, or thrown in the air. See also Rule 66.

Rule 69 – Game Ethics

Poker is an individual game. Soft-playing will result in penalties and, depending on severity, chip confiscation and/or immediate disqualification. Transferring chips under the guise of bets and/or any form of collusion results in immediate disqualification of both players. TDs must be firm, strict, and highly vigilant in combating these forms of cheating and are encouraged to examine folded hands when suspicious and when they deem it necessary.

Rule 70 – Misconduct

Any repeated improper conduct or behavior will result in penalties under Rule 71. Examples include but are not limited to: constantly slowing play and impeding tournament pace; unnecessarily touching other players, their chips, or their cards; repeatedly acting out of turn; failing to keep cards and chips properly organized; pushing chips beyond the dealer's reach; inappropriate conduct; aggressive personal hygiene; excessive chatting, noise, or shouting.

Rule 71 – Warnings, Penalties, and Disqualification

A: Sanctions available to the Tournament Director include: verbal warning; one or more hand suspension; one or more dealer-button-round suspension; and permanent disqualification. Except for a one-hand suspension, the duration is determined as follows: the offender misses a number of hands equal to the number of players at the table (including themselves) at the time of the penalty, multiplied by the number of rounds specified. Repeat offenses result in escalating sanctions. Players away from the table or serving a penalty may be eliminated through ante or blind deductions.

B: Sanctions MAY be applied for exposing cards with action pending (Rule 69), throwing cards off the table, violating the "one player, one hand" rule (Rule 68), and similar infractions.

Sanctions MUST be applied for unethical play (Rule 70): collusion, soft-playing, team play, as well as insults, disruptive misconduct, or cheating.

C: A player under penalty must remain away from the table, or even outside the tournament area. Cards are dealt to them and their blinds and antes are posted; their hand is burned at the end of the initial deal. In Stud, if the player receives the bring-in card, they are charged the bring-in amount.

D: A disqualified player's chips are confiscated and removed from the tournament.

Checking behind on the river in last position is not automatically considered soft-playing. In this specific case, a floor must be called to the table to determine whether a penalty is warranted.

A player receiving a penalty of 2 hands or fewer may remain at the table. Beyond that, they must leave it.

Rule 72 – Satellite Qualifier Mechanics

A chip target is set in the tournament structure. Each time a player reaches it, they win their ticket to the target tournament and are eliminated from the satellite. Their chips are handled as follows: the

amount corresponding to the target is removed from circulation and returned to inventory. The remainder is split among all players who were dealt cards on that hand.

Recommended Procedures

These are suggestions to reduce errors and improve event management. They may guide rulings where multiple interpretations are possible.

RP-1 – All-In Buttons

All-in buttons clearly indicate a player is all-in. It is recommended to use an "All-in" button to clearly indicate a player has committed their entire stack. Buttons must be kept by dealers, not players. When a player commits all their chips, the dealer places the All-in button in front of them, clearly visible to all players.

RP-2 – Moving Chips to Count is Discouraged

Habitually counting every bet or raise at the table is strongly discouraged. This slowdown can influence action, create confusion, and increase the risk of errors. Dealers must not touch a player's bet unless a count is requested. Only the player facing the action, in turn, may ask the dealer to count chips.

RP-3 – Players' Personal Belongings

The table surface is vital for managing chip stacks, dealing, and betting. The table and surrounding area (aisles, legroom, etc.) must not be obstructed by personal items that are not essential.

Fivebet rule: At Fivebet partner casinos, players may only place on the table a card protector and their phone. All other items are strictly prohibited.

RP-4 – Accidentally Shuffled Deck

When cards remain to be dealt in a hand and the deck is accidentally dropped or shuffled:

- First, attempt to reconstruct the original card order if possible.
- If not possible, attempt to recreate a new deck using only the cards remaining to be dealt (excluding the muck and burn cards). Fully re-shuffle (riffle, strip, cut) and resume play.
- If the dropped deck mixed with the muck and burn cards, gather all cards, riffle, strip, cut, and resume play with this new deck.

RP-5 – Prematurely Dealt Cards

Board cards and burn cards are sometimes prematurely dealt before the preceding action is complete. The following procedures apply:

A: For a premature flop — the flop burn card stays in place. The premature flop cards are returned to the deck, which is fully reshuffled. The new flop is then dealt (with no additional burn card).

B: For a premature turn card — it is set aside. A new card is burned and what was intended as the river is used as the new turn. After turn action, the premature card is reinserted into the remaining deck, reshuffled, and a new river is dealt without an additional burn card.

C: For a premature river card — it is returned to the remaining deck (without the premature burn card). After turn action concludes, the deck is reshuffled and a new river is dealt without an additional burn card.

D: For a premature card in Stud — subsequent cards for that street are dealt and all placed aside with the premature card to represent a full deal round for all remaining live players. When action for that street is complete, the next card is burned normally and the rest are dealt normally. When the final deal round is reached, the premature card and all set-aside cards are returned to the deck; the deck is reshuffled and the final street is dealt.

RP-6 – Efficiency in Moving Players

Moving players from a broken table or for balancing must be done quickly so players miss as few blinds as possible and play is not slowed. When possible, provide racks/carriers for chip transport and make change on large stacks to minimize the number of chips carried (see Rules 10, 11 & 63).

RP-7 – Dealer Change Timing

The TDA recommends dealers complete their push 90 seconds before a scheduled break or level change, to avoid loss of playing time at critical moments.

RP-8 – Hand-for-Hand Procedure

A: Eligibility for a paid spot begins at the announcement: "Finish the hands in progress and wait — we will now play hand-for-hand". If enough players are eliminated during the current hand to reach the money, those eliminated players share the paid spots reached during that hand.

Example: NLHE tournament paying 50 players. 52 remain when hand-for-hand is announced, but 3 players bust on that hand. Those 3 share 50th place.

B: During hand-for-hand, an average time per hand is tracked by the floor. The clock is not automatically paused, but the TD may adapt as the tournament progresses.

C: This allows players to better anticipate when the level will change. When possible, the clock should be reduced in 2-minute increments and displayed for each hand without grouping.

D: Blinds continue to increase. Each level during hand-for-hand is divided into 2-minute segments. Example: 15 hands may be played in a 30-minute level regardless of actual hand duration.

E: Players are encouraged but not required to remain seated during hand-for-hand.

F: If an all-in call occurs during hand-for-hand, all cards must remain face down until a TD is called and present. Dealers must not deal any card to come without instruction from a tournament supervisor.

RP-9 – Final Table Player Count

Tournaments at 8+ player tables should consolidate from two tables of 5 to a final table of 9.

Tournaments at 6 or 7-player tables should consolidate from two tables of 4 to a final table of 7.

RP-10 – Stud Tournament Dealing Procedures

A: A face-down card accidentally exposed in the initial deal becomes the player's face-up card, and the 3rd card is dealt face down. The player may have to pay the bring-in.

B: If the 7th card is dealt face up, it is replaced only if action is still possible. The 7th card must be dealt face down even if no action is possible (all-in), and the non-all-in player must show their hand first.

C: Cards of a player not at their seat (Rule 30) during the deal are dead; no card is dealt on 4th street if the hand is not live.

D: If two or more hands tie for the highest showing hand in Stud (or Stud-8) or for the lowest in Razz, betting begins with the hand holding the highest card by suit order.

E: If the player with the lowest card is all-in from their ante, the betting round begins to their left. Players with chips must bet at least the bring-in or fold.

F: Bets are not doubled on 4th street for a paired board.

G: For premature cards, see RP-5-D.

H: Short deck procedure — if before dealing 7th street the deck has insufficient cards (normally: number of live players + burn card + last undealt card): A) If the needed cards can be reached by adding the 3 burn cards (from streets 4, 5, and 6), add them and reshuffle. B) If at least 3 cards remain but not enough for option A, burn one card and deal a community card in the center. C) If fewer than 3 cards remain, gather with the 3 burn cards from streets 4-6, burn one, and deal a

community card. D) If a community card is used, the player who began action on 6th street also begins on 7th street.

RP-11 – Ante Format — No Ante Reduction

For antes posted by a single player, the recommended format is the big blind ante, with the ante taking priority over the big blind. Ante amounts should not be reduced as the event progresses, including at the final table.

RP-12 – Dealers Should Announce Actions

Fivebet rule: Fivebet does not want dealers to announce bet amounts. Dealers should announce actions only: call, bet, raise, fold, etc. Only a player whose turn it is to act may request the bet amount, including in all-in situations. All-in bets should only be counted at the request of the player in turn. Accepted action (Rule 49) continues to apply. Scheduled color-ups at the floors' discretion improve bet counting.

RP-13 – Dealers Should Stack Chips in Split Pots

When possible, dealers should regularly organize chips in the pot in split-pot games. This must not obstruct players' view or negatively impact the pace of play.

RP-14 – Randomness May Be Used in Special Situations

To correct errors not covered by TDA rules and procedures, TDs may use random methods to determine a solution.

Additional Annexes

Rule 10 – Table Break: Two-Step Process

A two-step random process ensures no favoritism in assigning new seats. An example: 1) show players the seat cards face up, shuffle them face down, and stack them; 2) the dealer deals one card face up to each player, then assigns seats — the highest card receives the first available seat in the stack, and so on.

Rule 16 – All-In Hands (Expanded)

"All hands must be tabled without delay once a player is all-in and all betting action for all other players is complete." This means all face-down cards must be immediately opened when at least one player is all-in and no further betting is possible. Do not wait for showdown to open cards; do not wait for side pots to be built before opening the all-in player's hand (they can only win the main pot anyway). If all betting action ends on the flop or turn, open cards at that point, then finish the hand.

Example 1: 2 players remain. On the turn, Player A (short stack) goes all-in and is called by Player B. Open both hands immediately, burn and deal the river, then award the pot.

Example 2: 3 players remain. Pre-flop A goes all-in and is called by B and C. Do not open hands yet — B and C still have chips and betting is possible. On the flop B and C check — betting still possible, don't open yet. On the turn B goes all-in and is called by C. Now open all hands (A, B, and C) since no more betting is possible. Burn, deal river, award side pot between B and C, then main pot. Do not keep A's cards face down while the B/C side pot is being awarded.

Example 3: 3 players remain. Pre-flop A goes all-in for 700, called by B and C who each have tens of thousands in chips. Do not open yet. Flop: B and C check. Turn: B bets 1,000, C calls. Still chips behind and river to come — don't open. River: B and C check. Now open all hands since no further betting is possible. Award B/C side pot first, then main pot. Do not keep A's hand face down until the side pot is resolved.

Rule 18 – Requesting to See a Hand (Expanded)

Example 1: 3 players, no all-in, no river bet. At showdown A folds face down (mucked by dealer). B tables a set. C pushes cards face down. B may request to see C's hand since B tabled their own — but this is at the TD's discretion: B did not pay to see C's hand (no river bet). Neither A nor C can request to see an opponent's hand since they did not table their own.

Example 2: 4 players, river action: A bets 1,000, B calls, C raises to 5,000, D/A/B all call. No all-in. B tables a set. D immediately folds and the dealer mucks the hand. C starts pushing their cards face down. Both A and B have an inviolable right to see C's hand: 1) they paid to see C's hand (C was the last aggressor on the river), and 2) both A and B still have live cards. D forfeited their right to see C's hand by folding without tabling. All other situations (B requesting to see A's hand, i.e., another caller's hand) are at the TD's discretion.

Rule 20 – Odd Chips in Split Pots (Expanded)

F: When hands have identical values (e.g., a "Wheel" A-2-3-4-5 in Omaha/8), the pot is split as equally as possible.

Example 1: Omaha Hi/Lo. Two players win both High and Low with 2-3-4-5-6 (mixed suits). Player A has the 6♠, Player B has the 6♣. Pot = 66 chips of lowest denomination. Correct split: 33 to A, 33 to B. The error to avoid: splitting into 33 for High and 33 for Low, then awarding the High odd chip to A (6♠) and the Low odd chip also to A (6♠), giving A 34 and B 32.

Example 2: 7-Card Stud Hi/Lo. Same situation — A has 6♠, B has 6♣. A holds the stronger card. Pot = 66 chips. Correct split: 33 each. Same error to avoid.

Rule 38 – Burned Hands After Substantial Action (Examples)

Example 1-A: THE 50/100. SB/BB at seats 1 and 2. Pre-flop, cards are dealt. Seat 3 (UTG) folds, seat 4 calls — substantial action completed. Seat 5 then realizes they have only one card; their hand is dead. The dealer burns one card and deals the flop — they do not burn two cards to compensate for the missing card.

Example 1-B: Same game. Seat 3 folds, seat 4 calls. Seat 5 realizes they have 3 cards — hand is dead due to substantial action. The dealer burns one card before the flop, not trying to correct the previous dealing error.

Rule 40-A – Non-Standard Bets (Example)

Example: THE heads-up on the river, Player A declares "42,000" but pushes a 5,000 chip. The table disagrees about the action. Player B calls 5,000. Players show and A has the best hand. Ruling factors are mixed: the verbal announcement came first but was unclear; the chip value suggests a 5,000 bet. The TD rules on what is most equitable given the action and bet sizing, applying Rule 1.

Rule 43 – Raise Amount ("Largest Complete Raise of Current Betting Round") (Examples)

Example 1: NLHE, blinds 100-200. Post-flop: A opens 600, B raises +1,000 to 1,600 total, C raises +2,000 to 3,600. If D wants to re-raise, the minimum raise is C's effective raise of 2,000. D must raise at least +2,000 for a total of 5,600. D's minimum is not 3,600 but only the 2,000 that C added.

Example 2: NLHE, blinds 50-100. Pre-flop, UTG goes all-in for 150 (+50 raise). The BB of 100 remains greater than the 50 added by A; if B wants to re-raise they must add at least 100 to the last bet — total 250.

Example 3: NLHE, blinds 100-200. Turn: A bets 300, B silently pushes two 500 chips totaling 1,000 (+700 raise). If C wants to re-raise, minimum is +700 for a total of 1,700.

Example 4-A: NLHE, blinds 50-100. Pre-flop: A raises +75 to 125. Next raise minimum is +75. B raises to 200. C raises +300 to 500. So: 50 opening + 75 raise + 75 raise + 300 raise = 500 total. If D re-raises, minimum is +300 for 800 total.

Example 4-B: NLHE, blinds 50-100. A raises +450 to 500. B and C call 500. If D re-raises, minimum is +450 for 950 total.

Rule 45 – Multiple Chips (Examples)

Example 1-A: A bets 1,200 post-flop; B silently pushes two 1,000 chips. Call — removing one chip leaves less than 1,200.

Example 1-B: NLHE 250-500. UTG raises to 1,100. UTG+1 silently pushes one 500 and one 1,000. Call — removing either chip leaves less than 1,100.

Example 2: Same as 1-B but UTG+1 pushes one 1,000 and five 100s (total 1,500). Removing one 100 still leaves 1,400 — above the call amount. Falls under 50% rule. Min raise is 600; 50% of 600 = 300. Since UTG+1 put in 1,400+, they must complete the full raise to 1,700.

Example 3: Same except UTG+1 pushes one 1,000 and three 100s (total 1,300). Removing two 100s would be needed to reach 1,100 — falls under 50% rule. UTG+1 has not reached 50% of a minimum raise; treated as a call, 200 returned.

Example 4-A: A opens 1,400, B silently pushes all chips (one 1,000 + three 500s = 2,500). Mini-over-raise to 2,800 per 50% rule. B is all-in for 2,500.

Example 4-B: A opens 1,400, B pushes one 1,000 + two 500s (= 2,000). Call per 50% rule — re-raise would start at 2,100. Yet B is not calling 1,400; they are all-in for 2,000 (their last chips).

Rule 46 – Previous Chips Not Retrieved (Examples)

Situation 1: Previous chips don't cover the call and are left in place. NLHE 25-50. BB has two 25-chips; button raises to 600 (+550). Adding one chip to the existing two is a call. Adding multiple chips: if all added chips are necessary to reach 600, it's a call (e.g., +500+100). If at least one added chip is not necessary, the 50% rule applies (e.g., +1,000+500 = 1,550 total — removing 500 still covers the call, so it's a raise by 50% rule).

Situation 2: Previous chips already cover the call. Any additional chips are governed by the 50% rule.

Situation 3: Previous chips fully retrieved. Adding one chip = call. Adding multiple chips = 50% rule.

Situation 4: Previous chips partially retrieved. Any addition = 50% rule.

Situation 5: Regardless of the above, a gesture combining pushing and pulling chips may be interpreted as a bet of all chips manipulated, governed by the 50% rule.

Rule 47 – Re-Raise Rights (Examples)

Example 1: NLHE, blinds 50-100. Post-flop: A opens 100 (min). B goes all-in for 125 (+25). C calls. D goes all-in for 200, called by E. Action back to A: cumulative increase = 100 (25+75), a full raise. A may fold, call, or re-raise. Note: neither B's +25 nor D's +75 alone is a full raise, but together they are.

Example 1-A: End of Example 1. A calls 200 (+100 more). C faces an additional +75 to call 200. Since 75 is not a full raise, C cannot re-raise — only fold or call.

Example 1-B: End of Example 1. A re-raises to 300 minimum. C has paid 125 and must add 175 to call. 175 > minimum raise, so since C has already acted and now faces a full raise, C may fold, call, or re-raise.

Example 2: NLHE, blinds 50-100. Post-flop: A opens 300; B all-in 500, C all-in 650, D all-in 800, E calls 800. What is F's minimum re-raise? The last valid raise was A's opening of 300. F's minimum raise: 800+300 = 1,100.

Example 3-A: NLHE, blinds 2,000-4,000. Pre-flop: A calls BB for 4,000. B folds. C goes all-in for 7,500 (+3,500). All fold to BB. BB may fold, call, or raise at least +4,000 for 11,500. BB calls. Action back to A: +3,500 is not a full raise, so A may only fold or call.

Example 3-B: BB re-raises minimum to 11,500. A now faces +7,500. Since 7,500 > minimum raise, A's re-raise right is reopened: A may fold, call, or re-raise.

Rule 51 – Undercalls (Examples)

Example 1: NLHE, blinds 1,000-2,000. Post-flop: A opens 2,000, B raises to 8,000, C silently pushes 2,000. C has undercalled B. Per Rule 51-B, since B is not the opening bettor and multiple

actions remain possible, at TD discretion C may be required to complete to 8,000 or may fold and surrender the 2,000.

Example 2: NLHE, blinds 1,000-2,000. 4 players post-flop. A opens 8,000, B silently pushes 2,000. Per Rule 51-B, B has undercalled the opening bet and must complete the full 8,000.

Example 3: NLHE, blinds 1,000-2,000. Post-flop: A opens 2,000, B raises to 8,000, C verbally declares "call". Per Rule 51-A, C has made a binding verbal action in turn and must pay the full 8,000.

Rule 52-B – Incorrect Pot-Limit Bets (Examples)

Example 1: PLO, blinds 500/1,000. Pot = 10,500. A asks for a pot count; dealer says 9,500. A bets 9,500. B folds, C calls. Substantial action has occurred after the error; the 9,500 stands.

Example 2: Same as Example 1, but B folds and the dealer realizes the error before substantial action. A's bet must be increased to 10,500.

Example 3: PLO, same setup. Dealer mistakenly says 11,500. A bets 11,500, B folds, C and D call. Before the turn burn card, the dealer realizes the error. Even though substantial action occurred, this illegal overbet must be corrected; all bets return to 10,500. If the turn had already been burned, the 11,500 would stand.

Rule 53-A – Out-of-Turn Action (Examples)

Example 1: THE, blinds 50/100. Post-flop: seat 3 opens 300, seat 4 folds — action is on seat 5 but seat 6 announces "raise to 800". Step 1: action returns to seat 5 who faces a 300 bet. Step 2: if seat 5 calls or folds, the action unchanged — seat 6 must bet 800. If seat 5 raises, the action has changed and seat 6 may act freely.

Example 2: THE, blinds 50/100. Post-flop: seat 3 checks, seat 4 checks, seat 6 checks before seat 5. Step 1: action returns to seat 5. Step 2: if seat 5 checks, unchanged — seat 6 must check. If seat 5 bets, action changed — seat 6 may act freely.

Rule 53-B – Substantial OOT Action (Examples)

Example 1: NLHE, blinds 100-200. UTG (seat 3) bets 600. Seat 4 is skipped when seat 5 calls 600 OOT. Seat 6 thinks briefly then folds. Now two players have committed chips with seat 4 still unacted — substantial action (Rule 36). Seat 4 had a reasonable time to defend their right. OOT call by seat 5 is binding; seat 6's fold stands per Rule 58. TD rules on seat 4's hand.

Example 2: NLHE, blinds 100-200. 3 players on the turn. UTG bets 600. Seat 4 is skipped when seat 5 checks and seat 6 calls 600 OOT. TD rules on seat 4's hand.

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