



Binion's Gambling Hall and Hotel Poker Tournament Rules

TOURNAMENT DIRECTORS ASSOCIATION RULES:

1. Chip Race Rule: When it is time to color up chips, the odd chips will be raced off. The odd chips will be divided evenly among the players with the highest cards. Players may only receive one chip from the race-off. The chip race will always start in the No. 1 seat.
2. Odd chips: The odd chip(s) will go to the high hand. In flop games, when there are two or more high hands or two or more low hands, the odd chip(s) will go to the left of the button. In stud-type games, the odd chip will go to the high card by suit.
3. Side pots: Each side pot will be split as a separate pot. They will not be mixed together before they are split.
4. Calling for the clock procedures: Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.
5. Dead Button: Tournament play will use a dead button.
6. Penalties: A penalty may be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs, or similar incidents take place. Penalties will be invoked in cases of abuse, disruptive behavior, or similar incidents.
7. Players must be at the table to call time. In flop games, the big blind's hand will be dead if he is not there to act on it before the flop. In stud-type games, the forced low hand will be immediately, dead if the player is not there to act on his hand at the time he is required to put money in the pot (the minimum bring-in will be posted and the hand will be killed.)
8. Half-bet rule: If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise allowed.
9. All cards will be turned face-up once a player is all in and all action is complete.

10. In limit games, an oversized chip will be considered a call if the player does not announce a raise. In No-limit games, an oversized chip preceded by a bet (such as the blind) is just a call, whereas an oversized chip put in the pot as an initial bet will be considered the size of the chip.
11. One-player-to-a-hand. Players may not receive advice from other player(s) at the table about the value of their hand, unless it is a called hand and is face-up on the table.
12. A draw for the button will be held at the beginning of each flop-type event or stud type tournament using an ante button.
13. Tournament and satellite seats will be randomly assigned.
14. The English-only rule will be enforced in the United States during the play of hands.
15. Cellular phone use is not allowed at tournament tables. You may step away from the table when receiving in an incoming call or making an outgoing call.

16. Non-tournament chips are not allowed on the table. However, you may use one foreign chip for a card cap.
17. Players may not ask for deck changes. Deck changes will be on the dealer push; limit changes or as prescribed by the house. Players may ask for an extra shuffle or scramble, but only one extra scramble or shuffle per player, per round of dealing.
18. When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. A hand has begun with the first riffle.
19. A player may not miss a hand. If a player announces their intent to rebuy before the first card is dealt, that player is playing behind and is obligated to make the rebuy.
20. Players must keep their highest denomination chips visible at all times.
21. Verbal declarations as to the content of a player's hand are not binding; however, at management's discretion, any player deliberately miscalling his hand may be penalized.
22. Rabbit hunting is not allowed.
23. A player who intentionally dodges his blind(s) when moving from a broken table will forfeit the blind(s) and/or incur a penalty. The money will be put into the next pot and will be considered dead money.
24. All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.
25. Moving players: In flop games, players will be taken from the big blind (meaning a player who is next to take the big blind) and moved to the worst position (meaning the closest position to the big blind or the big blind).

26. In limit events, there will be a limit to raises, even when heads-up. (The limit will be the house limit.) Once tournament becomes head-up, the rule does not apply.

27. In stud-type games, if any of the players' two down cards are exposed due to dealer error, it is a misdeal.
28. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be that, if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.
29. A hand turned face up that was obviously the winning hand and killed by the dealer will still be considered the winning hand. Verbal declarations in turn are binding. Action out of turn may be binding.
30. Floor people are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be ignored in the interest of fairness. The floor person's decision is final.
31. Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
32. Players moving from a broken table to fill in seats assume the rights and responsibilities of the seat. They can receive the big blind, the small blind, or the button. The only place they cannot receive a hand is between the small blind and the button.
33. Penalties available for use by the TD are verbal warnings, 10, 20, 30 and 40 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.
34. Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. A penalty may be given for discussion of hand during the play.
35. A player who exposes his cards during the play may incur a penalty but will not have his hand killed.
36. In No-Limit or Pot-Limit games: When raising, you either put the amount of the raise out in one motion or state your raise amount. If you state the amount, you may make more than one motion.

BINION'S GAMBLING HALL GENERAL TOURNAMENT RULES:

1. Cards Speak—Verbal declarations as to the content of a player's hand are not binding. However, at the discretion of management, any player intentionally miscalling his hand may have the hand fouled.
2. Players must protect their hands at all times. Dealers will only assist in reading hands to the best of their ability.
3. If a player lacks sufficient chips for a blind, the player is entitled to get action on whatever amount of money he has left. A player who posts a short blind and wins does not have to make up the blind. A player who posts a short ante and wins does not have to make up the ante.
4. All players', who are dealt a hand at their table, have a right to see any called hand.

5. If two or more players go broke during the same hand, the player starting the hand with the most chips finishes in highest tournament place.
6. You cannot be raced-off from the tournament.
7. No rabbit hunting allowed.
8. Hold your cards until it is your turn to act on your hand.
9. In Hold'em type games, we will redraw for the final table when there are ten players remaining in the tournament.
10. We will redraw at the money except when paying one table, in which case we redraw at two tables.
11. We will keep the tables balanced within two players until we reach six tables. At six tables, we will keep the tables balanced within one player.
12. You have a moral and ethical obligation to bet your hand. Anybody slow playing a hand so as not to bet a friend or knock somebody out of the tournament, will be given a penalty.
13. Binion's Gambling Hall management reserves the right to disqualify any tournament participant whose behavior is considered detrimental to the game. Foul and abusive language and other misconduct will not be tolerated. See penalties below.
14. Binion's Gambling Hall tournament rules prevail wherever applicable. Management reserves the right to cancel or modify any event at its sole discretion.

TOURNAMENT PENALTIES

The following penalties will apply for abusive behavior and slow playing your hand.

1. **FIRST OFFENSE:** Twenty (20) minutes away from the table.
2. **SECOND OFFENSE:** Forty (40) minutes away from the table.
3. **THIRD OFFENSE:** Disqualification from all the tournament.
4. **FOURTH OFFENSE:** Disqualification from all future tournaments.

ABUSIVE BEHAVIOR RULE: Players are not allowed to use abusive behavior or language towards the dealers, tournament staff, or other players.

SLOW PLAYING YOUR HAND RULE: Slow-playing a hand so as not to bet a friend or knock somebody out of the tournament.

The following penalties will apply for speaking a foreign language, exposed cards and using foul language.

1. **FIRST OFFENSE:** Verbal warning or ten (10) minutes away from table.
2. **SECOND OFFENSE:** Ten (10) or twenty (20) minutes away from the table.
3. **THIRD OFFENSE:** Twenty (20) or forty (40) minutes away from the table.
4. **FOURTH OFFENSE:** Disqualification from the tournament.
5. **FIFTH OFFENSE:** Disqualification from all future tournaments.

ENGLISH ONLY RULE: English is the only acceptable language while at a tournament table. The rule applies whether or not a player is involved in a hand, whether or not the cards are in play, and when speaking to a player at another table or on the rail.

EXPOSED HOLE CARD RULE: During tournament play, players are not allowed to show hole card(s) until all the action is complete.

FOUL LANGUAGE RULE: Foul language is not allowed at the tournament tables.