



## Kontenders Poker League Official Rules

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### **Tournament Director Authority, and Best Interest of the Game**

The acting Tournament Director at each location is in charge of each event and can determine how the rules are enforced (at that moment) in the best interest of the game. A player may state his case by emailing [kontenders.entertainment@gmail.com](mailto:kontenders.entertainment@gmail.com). Please be respectful of your Tournament Director and other players at all times. Also, many times new players will join the league and may not understand the rules, please help them (*rather than criticizing*) as the more players at each tournament ensures the bar will continue the promotion and larger prizes will be issued at quarterly games. By participating in any League Poker event, you agree to adhere to all League rules and regulations. Violators may be warned, suspended from play for a time determined by the tournament director, or removed from the tournament. Chips from any player leaving the tournament will be removed from play.

### **VIP'S**

VIP'S are required to show their VIP card before receiving bonus chips and Discounts from the bar.

### **NO GAMBLING**

This rule is taken very seriously. Any KONTENDERS ENTERTAINMENT LLC Tournament Director or Player caught wagering cash, property, or anything of value will immediately be terminated. NO EXCEPTIONS! There will be no advertising of cash games at any of our events. Player or TD will be warned once, any further incidents they will be suspended.

### **AGE REQUIREMENTS**

Age Requirement is based upon the establishments rules. If they allow patrons under the age of 21 to enter their establishment, then they may play, as well as be qualified for all prizes the league has to offer. All players must be at least 16 years of age to play in any game (Players meeting minimum age requirements are allowed to play in Quarterly Tournaments, Tournament of Champions, Special Promotional Games, etc. provided they qualified to play, as would any other player. However, it is ultimately up to the bar owners as to whom they allow to play regarding their own rules, and NC Law enforcement.

### **Notes for Multiple Night Games:**

Players still playing first game, before next game starts will moved to a separate table and blinded in during present game. During Second Game Tournament Director will use judgement on any blind adjustments.



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### **BLIND SCHEDULE**

The blinds schedules are posted on our website:

<http://kontenderspoker.com/structure-stacks-blinds>

### **LATE ARRIVALS**

Players arriving late may enter the game until the end of the second blind level.

### **COLORING UP (CHIPPING UP)**

Players are not allowed to share chips during color up to advance another player's position. No player at any time can take a chip from someone else's stack to advance their position, or to give to another player at the table.



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### SCORING

Below is how game scoring will work. Every finish in the top 20 will earn you points.

1.	10000	11.	3500
2.	9000	12.	3250
3.	8000	13.	3000
4.	7000	14.	2800
5.	6500	15.	2600
6.	6000	16.	2400
7.	5500	17.	2200
8.	5000	18.	2000
9.	4000	19.	1500
10.	3750	20.	1000

The Points will be adjusted based on the attendance, granting a direct percentage bonus. So if 30 people play in that game, each score is given an extra 30%.

### TWO PLAYERS GO OUT AT THE SAME TIME

The player that had more chips at the beginning of the hand receives the higher finishing position. Once in a while, both these players will have the same number of chips at the beginning of the hand (this happens very rarely) position will be decided by best hand.



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### DEALING

#### BURN CARDS

The Dealer must separate the Burn Cards from the Muck pile. Any player may ask to see the burn cards face down to confirm the deal is correct. People do make mistakes, and deal can be corrected. In the case of a mix up of the Flop, Turn, River, or burn cards any cards misdealt should be shown to all players and the deal should be corrected.

#### MISDEALS

In the case of a misdeal, the deal will be adjusted so that the correct players receive the cards that they are entitled to in the hand. If play has already started and more than one player has acted on their hand, the deal stands as is and should be played through. The following situations are considered Misdeals:

- Exposed cards on the first and second deal by the fault of the dealer, or if the dealer exposes two or more cards at any point of the deal
- In the Opening hand of a game, if more than two cards are dealt
- When more than two cards are incorrectly faced (boxed) in the deck
- When an active player is dealt out or an empty seat is dealt in
- Cards are dealt out of sequence or the first deal begins with wrong player including in the case of the button being out of position
- If player is dealt the incorrect number of cards, unless it can be corrected.

#### MUCKING YOUR CARDS

If you throw your cards into the "muck" (folded cards pile) then your hand is folded. In a misunderstanding, a hand that is clearly identifiable may be retrieved and ruled live at the Tournament Director's discretion if doing so is in the best interest of the game. Please make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player. Players must protect their hands, either by holding their cards or placing a chip or other object on top of their cards. An unprotected hand may be mucked by the dealer in turn. As this rule has the potential of sparking heated argument, the player or table is often warned once or twice before the house dealer begins mucking hands. Players must act in turn.

#### SHUFFLING

The player to the right of the dealer cuts the deck. If that player is unable or unwilling to cut the deck, the dealer will cut the deck. The cut must contain at least as many cards as there are players at the table.

This will speed up the game immensely, minimize misdeals and allow you to get more hands in at each blind level.

#### CARDS IN YOUR HAND / ON THE TABLE

Do not show your cards to other people at the table or the "audience", even if you are going to fold and/or they are already out of the hand. Your cards are for your eyes only. "Show one, show all" rule: hole cards, including folded hands, should not be revealed to other players until showdown. If a player reveals his hole cards to another player active in the current hand, all players have the right to also see the hole cards. Also, revealing hole cards to inactive players and/or spectators is being increasingly frowned on. Cards should



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remain on the table and visible to other players at all times. Cards may not be removed or held below the table or otherwise concealed from view. Finally, if an uncalled winning hand is shown to only one player, then any other player at the table has a right to see the winning hand. Note that, contrary to a common misinterpretation, "show one, show all" does not refer to the number of cards in the hole an uncalled winning hand may expose a single hole card to all players without revealing the other hole card. In the event of an all-in, all players still in the hand must turn up their cards at showdown. Folding players should not expose hole cards; although enforcement of this rule tends to be lenient as such exposure is usually accidental

### **ONLY 5 CARDS PLAY**

Each player has 7 cards from which to play (2 hole cards and 5 community cards). The BEST 5 Cards play! So for example, if there is JQKA on the board, and both players have a 10, it is a split pot.

### **BETTING**

A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action. A verbal statement denotes your action and is binding unless there is a gross misunderstanding of the amount wagered previously, in which case the acting Tournament Director will be called over to officiate the bet. Players should not telegraph or otherwise indicate intentions to act prior to their turn to act. In the event of an action out-of-turn, the action may be binding if there is no bet, call or raise between the out-of-turn action and the player's proper turn. Verbal declarations are binding and take precedence over non-verbal actions. Betting actions without a verbal declaration must be made in a single motion or gesture ("no string bet" rule). Knocking or tapping the table is a check. Tossing or pushing cards away is a fold. In the absence of a verbal declaration of "Raise," if a player puts in multiple chips equal to 50 percent or more of the minimum raise, he will be required to make a full minimum raise. Otherwise, the action is deemed a call and the excess chips should be returned to the player.

### **RAISING**

All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager.

Example of pre-flop raises: Player A bets 500 and Player B raises to 2,000. Player C wishing to raise must raise at least 1,500 more, making their total bet at least 3,500. A player who has already checked or called may not subsequently raise an all-in bet that is less than the full size of the last bet or raise. (The half-the-size rule for reopening the betting is for limit poker only). Because the amount of a wager at no-limit poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered may receive some protection by the decision-maker. A "call" or "raise" may be ruled not binding if it is obvious that the player grossly misunderstood the amount wagered, provided no damage has been caused by that action.

### **VERBAL DECLARATIONS**

All Verbal declarations announced will be enforced



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### **NOT ENOUGH CHIPS TO COVER THE BLIND**

If a player is all in preflop for less than the big blind, other players in the hand must still bet at least the amount of the big blind. If the all-in player is in the big blind and action is folded to the small blind, of course the small blind only has to call the amount of the all-in player's bet.

### **"ALL IN FOR LESS"**

A player who is all in for less than the amount wagered by other players in the hand cannot win any more from each player than the number of chips in the all in player's stack. For example, if a player has only 500 chips left and the blinds are 1,000/2,000, they are all in and can only win 500 chips from each player left in the hand plus 500 from any blinds that have been folded.

### **EXPOSED CARD(S)**

All hands will be turned face up whenever a player is all-in and the betting action has been completed. If a player accidentally exposes one of their cards before all players have acted, they must turn up both cards (to prevent this being done on purpose) and they can no longer bet or raise (only call) for the remainder of the hand. If a player is exposing his/her cards purposely, it is up to the Tournament Director if they would like to give a warning.

### **SHOWING BOTH HOLE CARDS**

A player should not win the hand unless they show both their hole cards at showdown. If no one calls the player, the player does not need to show. If you raised and have at least one caller in a showdown after the river, you must show the caller your cards. They paid for this information.

### **NO SPLASHING THE POT**

Splashing the pot means to put chips directly into the pot rather than on the edge of the pot in front of oneself, especially by throwing the chips such that it scatters around. Every player must place their chips in front of them until all players have acted. Then all chips are moved to the center of the table.

### **EXTRA CHIP IN THE POT**

In the case of a split pot, there may be an extra chip left. This chip goes to the first player to the left of the dealer (that was still in the hand).

### **ALL IN FOR LESS THAN A LEGAL RAISE**

Sometimes a player goes all in for greater than the call amount but less than a full raise.

Players who have not acted yet in that round may call, raise, or fold. (Players in the hand have the right to just call an all-in bet that is an incomplete raise even if the raise amount is less than the big blind.) If a player who still has the right to raise does raise, that re-opens the action for all players in the hand. Otherwise, players who acted before the all in can only call or fold.



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### TABLE RULES

#### ONLY THE DEALER WILL HANDLE THE POT AT EACH TABLE

#### PLAYERS CHIP VISABILITY

Players must keep their highest denomination chips visible at all times. Players may not remove any portion of their chips from the table.

#### NO BLIND STACKS

Please DO NOT place blind stacks out for players as this often causes confusion including misdeals. If you are aware a player is arriving late, you can save them a seat, but please follow the procedure below for giving them their chips.

#### SITTING AT THE TABLE

ONLY Players, still in the tournament, may be seated at a table still in play. All others must be at least 5 ft away from the table

#### EQUAL PLAYERS PER TABLE

The Tournament Director will attempt to keep the number of players at each table equal. This is not always possible, and cannot always be done immediately. Do not stop play to wait for incoming players unless the TD has specifically told you to deal in a certain seat. The only exception is if you have only four players at your table. In that case, politely make sure the TD knows that you are down to four and will wait for a player. Please inform but do not harass the Tournament Director every time you lose a player.

#### COMBINING TABLES

When moving to a new table, players should attempt to sit in a position relative to the button similar to where they were at the previous table. If three or more players move to a new table you must re-high card for the deal. Dealer will be chosen by high card. In case of a tie, suit determines dealer in order as follows: club, diamond, heart, spade is highest. If a player has to leave the tournament early the chips are taken off the table and given to the Tournament Director. *CHIPS ARE NOT SPLIT AMONGST THE PLAYERS.* Tables only need to combine when you have less than 6 players.

#### LEAVING THE TABLE

If a player leaves the table during play to use the bathroom, get a drink, etc, they are dealt in the hand. If they have not returned by the time it is their turn to act, their cards are mucked and their blinds placed in the pot. If the big blind is not at the table or close by, their hand will be folded because they are not there to act. Note: When players are in the Big Blind and everyone checks around, they also check. They do not have to return until it is their turn to act after the flop. If a player must leave the table for an extended period of time, please make sure the Tournament Director is notified. If a player is gone for one entire blind level, their chips will be turned into the Tournament Director and they will be eliminated from the game.



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### **PLAYING HEADS UP**

When playing heads up, the dealer is always the little blind, and first to act pre-flop, and the last to act after the flop.

### **FINAL TABLE**

Final Table seats and deal will be determined by drawing cards. If there are nine players, there will be nine cards (Ace through nine) scrambled face-down on the table. Each player will choose a card. The Ace will be the dealer, and will choose a seat. Other players will then sit according to the card they selected. (For example, the Deuce will sit to the dealers left, and so on.) Seating may be altered, at TD's discretion, if there are one or more players with physical needs that necessitate a certain seat. Still, the order of seating should be maintained if at all possible.

### **DO NOT PLAY OUT OF TURN**

This will happen from time to time, but please be respectful of this. Your move can change the actions of other players.

### **BE ON TIME**

Players arriving late can only take a seat if...They arrive before the end of the first blind level. They will be docked 3X the big blind at the time they arrive. These chips are taken prior to them receiving their stack and are not placed in the pot or divided amongst players.

### **CELL PHONES**

All cell phones (and other mobile devices) must be turned down during the event (volume). At no time are players allowed to be talking on their phones while you are in a hand. Texting - Players not involved in the hand may text/email at the table. Please be respectful of this as it slows the game down. Make sure that you are paying attention at all times. Constant usage of Cell phone, to the point that it interrupts game play, is not allowed. Players may use their phone for music (so long as not disruptive to players or game play) or to interact with players while at the table (i.e. show pictures, share web sites, etc.), however if used for phone call conversations or to any usage that disrupts game play the TD will give the player a warning. If it continues the player will be asked to leave the table with their phone until the conversation or disruptive nature is completed. If you receive a call please step away from the table. Please respect others. Remember we are a family and people enjoy sharing pictures of their family on the phones.

### **NO COACHING – ONE PLAYER TO A HAND**

Players standing behind the table are not allowed to help a player that is sitting at the table. Players may not request advice from other players at the table and no player should suggest the act of calling, raising or folding a hand. (i.e. "It's only 5000 more!" "He always hits on the river", etc.).

### **NO WHINING**

The last thing the Tournament Director or the other players need is a whiny player. Take a deep breath and





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enjoy your time playing cards!

### **ABOUT CHEATING**

Cheating will not be tolerated. If you suspect another player of cheating, let the Tournament Director know. Their ruling on the situation is final. This includes colluding with other players, dumping chips, or negotiating positions for prizes and/or points/wins.

*Note: The Tournament Director should witness the cheating.*

### **THREATENING / BERATING**

At no time can any player or spectator threaten or berate another player. This will not be tolerated. Remember, we are here to have fun! Acts against players, TDs, or the league such as but not limited to Yelling, Bullying, Slander, and Threats (both privately and publicly) will not be tolerated. The TD is not there to play peacemaker. Any actions against other players that the TD feels are in these categories will result in the TD giving a warning or penalty without warning. Multiple infractions can lead to ejection from that game. You may not like that 7 2 off beat your aces, but that is no reason to make a personal attack against anyone. You may not agree with a rule or TD ruling, however by playing you have agreed to follow them.

### **PROFANITY**

Profanity is prohibited. How strictly this is enforced depends on the discretion of TD and the context of any foul language that might be uttered. While occasional cursing may be tolerated, abusive language directed at other players or staff is never appropriate and is not tolerated. No racial comments will be allowed at all.

### **DISCREPANCIES**

There are times that a situation occurs that is not covered in this guide. If a situation arises, rulings are at the discretion of the Tournament Director and their ruling is final.