

Poker Tournament Rules & Regulations

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1. All current applicable Rules of Play will apply and a copy will be readily available in the tournament area.
2. Tournament chips have no monetary value outside of the tournament setting. The purpose of the tournament chips is to determine the winner of the tournament. Tournament chips cannot be cashed in or used in the casino area. Tournament chips must be separated and stacked according to their value within the tournament. Each Player is required to give an accurate count of their chips when asked to do so.
3. All tournament chips must remain on the table in clear view at all times. At no time will a Player be allowed to conceal tournament chips on their person or inside an object, including when moving to a different seat or table. Any Player doing so will forfeit all of the concealed chips, and the chips will be removed from play.
4. A Player will not be allowed to request a deck change, view burn cards or view any other cards from the deck.
5. English is the only permissible language spoken when live hands are in play to protect the integrity of the game. During a hand, conversation (about the contents or value of the Player's hand or another Player's hand) in any language between any Players (or spectators), whether they have a live hand or dead hand is forbidden. In addition, a Player or a dealer is not allowed to advise/recommend how a Player should act on their hand.
6. Upon registering, each Player will be provided with a random seating assignment. Seating assignments may not be changed or exchanged, unless assigned by the Tournament Director.
7. At the scheduled start of the tournament, the Tournament Director will make any pertinent announcements, clarifications, etc. The applicable starting amount of chips will be placed on the table for each paid participant at the beginning of the event whether the person is present or not.
8. Once the tournament has commenced, entry fees are non-refundable unless the event is postponed or cancelled. Refunds will only be issued at the Tournament Director's discretion.
9. Players who register late for an event after the tournament has officially started will begin play with a full starting chip stack, and the chips will be placed as Players arrive. The cut off for late entries will be at the end of the registration period.
10. When the tournament reaches full seating capacity, Players will have the option to enter the tournament as an alternate (if applicable). When a seat becomes vacant, a Player from the alternate list will be placed in the vacancy. Vacancy may not become available until after the registration period closes. Alternate Players will be provided with the starting chip stack amount when seated.
11. Prior to the end of the registration period, Players will be given the option to forfeit their current chip stack and immediately re-enter the event with a full starting chip stack. Players who re-enter will be considered a new participant to the event.
12. All Players must play each hand, and must protect their hand at all times. Each Player will be allowed to use only one card protector.

Poker Tournament Rules & Regulations

- 13.** For tournaments with a bounty option – each Player will have a “bounty” placed upon them in an amount specified in the event overview. A bounty is a feature that rewards a Player for eliminating another Player. The bounty is deducted from the entry fee. The winner of the tournament will receive their own bounty. In the event that two or more Players with the same hand eliminate another Player, the bounty will be split and each Player with the winning hand will receive an equal share.
- 14.** Any information about a hand given to an active Player must be shared with all active Players. Show One Show All. The house has the right to inspect any discarded hand, whether called or not to protect the honesty and integrity of the game.
- 15.** No collusion. Each Player is obligated to play in their own self-interest. All Players must play for themselves, and may not be replaced.
- 16.** All Players must act in turn.
- 17.** Players are required to play until they have lost all their chips or a winner has been declared.
- 18.** Any active Player stating call, fold, check, raise or a specific size bet will be bound by that statement.
- 19.** No Player may miss a blind, with the exception of a Player moving into the small blind position resulting from a table breaking or balancing. The Player will be required to sit out one hand and enter after the button has passed them.
- 20.** In the event a Player is absent from the table during live play and it’s their turn to place the antes and/or blinds into the pot, the dealer will take the required chips from the absent Player’s stack and place them into the pot. The Player’s hand will be immediately declared dead and put into the muck, if the Player is not in his/her seat when it’s their turn to act. Any Player violating the spirit of this rule will be subject to removal from the game at the Tournament Director’s discretion.
- 21.** Tournament Management will determine betting and time limits for each level. This information will be posted in the Poker Room prior to the start of the tournament.
- 22.** Following the announcement to end the current betting level, the new level will begin with the next hand. A hand will be deemed to have started once the dealer begins to shuffle.
- 23.** Lower value chips may be changed (coloured-up) for higher value chips as the tournament progresses. Most chip conversions will take place during the game by the Dealer. However, some conversions may take place during the break or level.
- 24.** During a colour-up, the dealer will distribute higher denomination chips to those Player’s holding chips having a lower value than the new minimum betting level. In certain cases, a Player(s) will not have sufficient lower value chips to merit a full colour-up of the lowest chip in play. Any excess chips will be exchanged for one chip of the smallest denomination in play. For example, the dealer may be coloring all Players up to \$25 chips. All Players who have less than the required amount (\$5, \$10, \$15, \$20) for a full colour-up will automatically receive a \$25 chip.
- 25.** Player in the Big Blind position will also post an Ante that is equal to the Big Blind. Ante will be dead and in the main pot, blind will be live.
 - If a Player does not have enough to cover the amount of the Big Blind and the Ante, the Big Blind will be posted first.

Poker Tournament Rules & Regulations

- 26.** All Players have the right to a hand even if the chips in their possession are insufficient to place the minimum bet. Therefore, a Player cannot be forced out of contention based solely on their inability to post blinds, or make a full raise. The excess amount of the current betting round which is not covered by the all-in Player or any monies from subsequent betting rounds will be placed in a side pot. Ante is part of the main pot and eligible to all active Players
- 27.** Whenever there are three or more active Players in a hand and one or more of them has gone all-in, a side pot will be formed. The side pot will contain the excess portion of the current betting round that was not covered by the all-in Player and any additional monies from subsequent betting rounds. All-in Players will be eligible to win the pot to which they have contributed. All side pots will be awarded and/or split separately.
- 28.** A Player who has all of their chips in play is said to be all-in. In an all-in situation with no further betting, Players are required to display their cards face-up.
- 29.** If more than one Player is eliminated during the same hand, the Player who started the hand with the most chips will be placed higher. If the Players started the round with an equal amount of chips they will tie for the position. If two or more Players tie for a position, the prizes will be equally distributed amongst them. For example, if two Players tie for 4th place, each Player will receive 50% of the 4th and 5th place prizes.
- 30.** The Tournament Director will balance the tables as Players are eliminated to ensure each Player relocates at a new table in the same position relative to the button. The number of Players at each table will be kept reasonably balanced by the transfer of a Player as needed.
- 31.** When Players are moved to a new table, they must respect and pay any blinds that are due. A Player who intentionally tries to get away from the blinds or position will have their money placed in the next pot and their hand declared dead.
- 32.** Hand for hand dealing will be initiated when Player numbers approach the prize money positions. All hands will start at the same time and a new hand will not be dealt until all hands on all tables have been completed.
- 33.** When the final table reaches two (2) Players, the Player with the button places the small blind.
- 34.** Any disruptive or abusive behaviour displayed towards any guest or employee will not be tolerated. In an effort to establish a high standard of courtesy and ethics, the following set of penalties will be adopted:
 - 1st offence – verbal warning
 - 2nd offence – Time penalty as determined by the Tournament Director, or possible disqualification from the competition
 - 3rd offence – Disqualification from the competition

Any Player who is disqualified from a competition will not be entitled to a refund. The Player's cards are tossed into the muck and their chips taken out of play. The Player must leave the tournament area.

- 35.** As determined by the Tournament Director, once a reasonable amount of time has passed any Player may request that another Player be placed on a clock. Once a Player is on the clock, they will be given

Poker Tournament Rules & Regulations

30 seconds followed by a 10 second countdown to make a decision. If a Player fails to act on their hand by the end of the countdown their hand will be declared dead, thrown into the muck, and all rights to the pot will be forfeited.

36. The Tournament Director will settle all discrepancies and disputes. When making the decision, the Tournament Director will do so based on the rules of the game. The concept of fairness will be the determining factor in decision making for these tournaments.

General Rules & Regulations

1. Family members of Manitoba Liquor & Lotteries' employees as defined by Manitoba Liquor & Lotteries policies are eligible to fully participate with the exception of any promotional elements (i.e. ballot draws, showdowns etc.).
2. All persons excluded (voluntary or mandatory) from the Casinos of Winnipeg are ineligible to participate in any Manitoba Liquor & Lotteries based event.
3. Participants must be 18 years of age or older to participate in this event.
4. All persons must be 18 years of age or older to enter the Casinos of Winnipeg. Any person may be required to provide two types of acceptable identification, one of which would include photo identification, or they may be denied entry.
5. Winner(s) must meet all eligibility requirements as stipulated in the event Overview and Rules and Regulations.
6. Prior to receiving a prize, winner(s) must provide one valid piece of government (Federal or Provincial) issued photo identification, e.g. driver's licence, provincial identification card, passport or travel visa, Canadian Forces Identification Card, Firearms Possession and Acquisition Licence, citizenship card, Secure Certificate of Indian Status, Aboriginal Treaty Card (Manitoba Metis Card not accepted) or two pieces of valid government issued non-photo ID presented together, e.g. Birth Certificate and Provincial Health Registration Certificate.

More specific identification may be required for prizes \$10,000 and over to comply with federal anti-money laundering legislation.

7. Winners are required to sign the winner's form and prize disbursement sheet prior to receiving their prize.
8. All time requirements stated in the event Overview reflect the Central Time Zone, and are regulated by the synchronized Casino Clocks.
9. Manitoba Liquor & Lotteries reserves the right to disqualify a Player(s) and forfeit prizes if they are not in compliance with the event Overview and Rules & Regulations.



Poker Tournament Rules & Regulations

- 10.** Manitoba Liquor & Lotteries and its respective directors, employees and agents are not liable for any claims, damages, losses, costs, or expenses a Player(s) may incur while taking part in, or resulting from participation in this event.
- 11.** Manitoba Liquor & Lotteries is not responsible for commencing, continuing or completing any event or awarding prizes in the event of circumstances beyond Manitoba Liquor & Lotteries' control.
- 12.** Manitoba Liquor & Lotteries reserves the right to cancel an event before the event officially begins. Management also reserves the right to limit the amount of entrants allowed to participate in the event. Once the event has commenced, entry fees, add-ons and re-buys are non-refundable unless the event is postponed, cancelled or at event management's discretion.
- 13.** If applicable, tickets purchased through an independent retailer (such as Ticketmaster) may be subject to additional fees set by the retailer.
- 14.** The personal information collected or obtained in the entry and prize distribution forms is protected by the privacy provisions of the Freedom of Information and Protection of Privacy Act and is being collected for the purpose of managing this event. If you have any questions about the management of this personal information, please contact the Privacy Compliance Officer, Manitoba Liquor and Lotteries Corporation, 1390 Pacific Avenue, Winnipeg, Manitoba R3E 3R9, telephone 204-957-2500 ext.2552.
- 15.** For unresolved complaints or concerns about the conduct of the gaming activities operated at properties owned or operated by Manitoba Liquor & Lotteries, please contact the Liquor, Gaming and Cannabis Authority of Manitoba (LGCA), at 204-954-9400 or toll-free 1-800-782-0363. The LGCA regulates and controls gaming activities in the province with the aims of ensuring that gaming activities are conducted honestly, with integrity, and in the public interest.