HomePokerTourney.com Rules

SEATING   Each table will seat a maximum of 10 players. Players will be distributed as evenly as possible between all tables.

Prepare a deck of cards consisting of one card for each seat at each table. For example, if you have two tables of 8 players and one table of 9 players, use a deck consisting of the 2-9 of spades (Table1), the 2-9 of hearts (Table2), and the 2-10 of clubs (Table3).

When the tourney begins, or when a new table or tables are formed, each player draws a single card. The low card is seated at the small blind, the second lowest card is seated at the big blind, then each player is seated in card order with the high card being the button (dealer). Card suit is used to determine which table a player is seated at. For example, all spades sit at Table1, all hearts sit at Table2, and all clubs sit at Table3.

When three tables are in play, each table will play internally to itself until there are 18 players remaining. These 18 players will be randomly seated, using the same method as above, to form two tables. When two tables are in play, each table will play internally to itself until there are 9 players remaining. These 9 players will be randomly seated, using the same method as above, to form the final table.

If you want three dealers to each sit at three different tables, you first divide the cards into three stacks - one stack of spades, one stack of hearts and one stack of clubs. Each dealer then randomly draws one card from a different stack. You then combine all the remaining cards together for the non-dealers to draw from. Seat the dealer in the middle of each table, then seat the other players, in card order, around the dealer.

MOVING PLAYERS   If the number of players differs by two or more between any two tables, one player must move from the highest populated table to the lowest populated table. When forced to choose between removing a player from more than one equally populated table, one card will be dealt (by the lower populated table's dealer) to each of the tables in question. The low card table (ace of spades is high) will move a player.

When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), relative to the button, at the highest populated table must move to the eliminated player's seat. The move must occur before the next hand is dealt at *any* table. For the purposes of this rule, a player is 'playing a hand' once all the blinds/antes have been posted *and* the dealer has begun shuffling (riffles the deck).

A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.

Moving occurs after the conclusion of all hands being played at all tables. If several players must be moved at the same time, begin with the eliminated player, at the lowest populated table, closest to the left of the button.

> Example: There are 8 players at TableA, 8 players at TableB and 7 players at TableC. A player three seats to the left of the button is eliminated from TableC. The TableC dealer deals one card to TableA and one card to TableB. The player presently playing a hand three seats to the left of the button, at the low card table, must move to the eliminated player's seat at TableC. That player will post the big blind at the new table, just as he would have had to do if he had stayed at his original table.

PLAYERS ARRIVING LATE   Players who have committed their attendance to the Tournament Director but have not arrived by the deal of the first hand will, at the Tournament Director's discretion, be assigned a seat and issued chips. A player will post all appropriate blinds/antes on behalf of the absent player. If the absent player has not arrived before the first hand of the second blind is dealt, the absent player's chips are removed from play and he has forfeited any chance to play.

PLAYERS LEAVING   If a player leaves the table for any reason and will return before 20 minutes are up, he can opt to drop every hand that occurs during his absence. He will be responsible for all antes and blinds but will not be dealt cards and cannot win any hands. Players remaining at the table, or another person designated by the absentee, will post all antes and blinds for the absent player. If the missing player is moved to another table, his chips will move and he will continue to blind appropriately at the new table. Any player who does not return within 20 minutes forfeits all his remaining chips, to be split evenly among the remaining players at *that* table. Odd chips are returned to the bank. There will be no refunds or cash-outs given to players who leave after the first hand of the tourney is dealt.

DEAD BUTTON RULE   If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being the dealer two hands in a row.

When the small blind busts out and is not replaced by a player from another table, the button does not move. The player who was the big blind will now post the small blind and the player to his left will post the big blind. This will result in the same player being the dealer two hands in a row.

TIMER   A timer will be used to time the blind progression. When the timer expires, it should be immediately restarted. The next hand will be dealt at the new blind level. For the purposes of this rule, a hand is considered currently in play once the all blinds/antes are posted AND the dealer has begun shuffling (riffles the deck).

In **HEADS-UP PLAY**, the small blind is the button and will act first before the flop and last after the flop.