

Tournament Rules

All tournament rules will apply, except when specifically noted.

All tournament seats will be randomly assigned.

Players being moved from a broken table to fill in seats will assume the rights and responsibilities of the position. -Being moved can put you in the position of the big blind, small blind or the button. The only position that cannot get a hand is between the small blind and the button.

When balancing the tables in a flop or mixed game, players will be moved from the big blind to the worst position. Worst position is never the small blind.

All cards will be turned face up once a player is all-in and all betting action is complete.

Players are entitled to a reasonable estimation of an opponent's chip count. All player's chips should be kept in countable stacks, keeping higher denomination chips visible and identifiable at all times.

Players may not hold or transport tournament chips in any manner that takes them out of view. If this happens, the player will have to forfeit any chips that were out of view and that player may face disqualification. The forfeited chips will be taken out of play.

Players are obligated to protect other players in the tournament at all times. Whether in a hand or not, players may not disclose contents of a live hand, advise or criticize play or read a hand that hasn't been tabled.

When it is necessary for a small chip denomination to be eliminated, all chips of that denomination will be colored up to a higher denomination already in play.

All players must be in his or her seat by the time all players have been dealt a hand, if a player is not in his /her seat the hand will be dead.

Players must protect their own hand at all times. If a hand is fouled or a dealer kills the hand, there is no recourse. The player is not entitled to a refund of a called bet. If there is a raise, the raise will be returned.

In heads up play, the small blind is on the button and acts first. When beginning heads up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.

A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates the one player to a hand rule, soft plays, acts in any abusive or disruptive behavior or is caught cheating. Penalties may include verbal warnings, missed hands, missed rounds or disqualification. During a penalty, the offending player must remain away from the table. Cards will be dealt to his/her seat, blinds and antes will be posted and the hand killed after each initial deal. Chips of a disqualified player will be removed from play.

Blind Levels

Level	Small Blind	Big Blind
1	100	100
2	100	200
3	200	300
4	200	400
Break		
5	300	600
6	400	800
7	500	1,000
8	600	1,200
Break		
9	800	1,600
10	1,000	2,000
11	1,500	3,000
12	2,000	4,000
Break		
13	2,500	5,000
14	3,000	6,000
15	4,000	8,000
16	5,000	10,000
Break		
17	6,000	12,000
18	8,000	16,000
19	10,000	20,000
20	15,000	30,000
Break		
21	20,000	40,000
22	25,000	50,000
23	30,000	60,000
24	40,000	80,000

Tournament Jackpot Fund

All monies collected from each tournament (\$5/buy in - \$3 to free roll/\$2 to Jackpot) will be returned in the form of tournament promotions, paid out under management's discretion and a quarterly **Champions Free Roll Tournament**. Funding for the free roll will be determined by the amount collected. The winner from each tournament during a specific time span will receive a voucher to return at a later date to play in the freeroll. One championship voucher per quarter per person. **Vouchers have no cash value