



Game rules

Game rules: Our plan is to follow 2019 WSOP tournament rules for this event <https://www.wsop.com/2019/2019%20WSOP%20Tournament%20Rules.pdf> following is some of the highlights:

HBH prohibits the use of obscene or foul language at any time. Any Participant who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another Participant, will be penalized. These penalties will be levied based on penalty section.

Any Participant who taunts another Participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other Participants in an Event will be subject to penalty in accordance with penalty section.

Communication:

All cell phones must be silenced during Tournament play. Participants not involved in a hand (cards in muck) shall be permitted to text/email at the table but shall not be permitted to text/email any other Participant at the same table. All Participants desiring to talk on a cell phone must be at least one table length away from their assigned table during all said communication.

Verbal Declarations / Action in Turn:

Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that Participant has not changed. A check, call or fold is not considered action changing. If a Participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them and may incur a penalty. A Participant skipped by out of turn action must defend his right to act.

All chips put into the pot in turn stay in the pot. If a Participant has raised and his or her hand is killed before the raise is called, the Participant may be entitled to the raise back, but will forfeit the amount of the call.

When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200).

If a Participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.

Non-Standard and Unclear Betting:

Participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the Participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, the bet will be valued at the largest amount possible that does not exceed the value of the pot. Example: Blinds are 200-400 and the first player to act on the flop throws out a 5K chip and announces "Five". If the amount of the pot at this time is less than 5,000, the bet will be 500. If the amount of the pot is 5K or more, the bet will be 5,000.

Declarations:

Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any Participant, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands.

Showdown:

During a showdown where no Participants are all-in and if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive Participant on the final betting round (final street where betting is possible) must table first. If there was no bet on the final betting round, then the Participant who would be first to act in a betting round must table first. Participants not still in possession of their cards at showdown, or who have mucked face down without tabling their cards; lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot unless there are no other live hands at which point the pot can be awarded to the only live hand remaining.

Your hand is declared dead if:

- a. You fold or announce that you are folding when facing a bet or a raise.
- b. You throw your hand away in a forward motion causing another Participant to act behind you even if not facing a bet.

- c. Discarding non-tabled cards face down does not automatically kill them; a Participant may still table the cards if they remain 100% identifiable. Cards are killed by the dealer when pushed into the muck.
- d. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at table captain discretion if doing so is in the best interest of the game.

Calling-for-clock: Once a reasonable amount of time has passed and a clock is called, Floor People may, in their sole discretion, give the Participant an additional 0 up to 25 seconds to make a decision. If action has not been taken when prompted by the Floor Person, there will be a 5-second countdown followed by a declaration. If a Participant has not acted before the declaration, the hand will be dead.

Rabbit Hunting:

No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.

At Your Seat:

A Participant must be at his or her seat by the time all Participants have been dealt complete initial hands to have a live hand. Participants must be at their seats to call the clock "At your seat" is defined as being within reach or touch of your chair.

New Hand and New Limits:

When time has elapsed in a round and a new level is announced, the new level applies to the next hand. A new hand begins with the first riffle of the deck.

Pot Size:

Dealers will not count the pot. If requested, dealers may spread the pot so that a Participant can count it.

Strings Bets and Raises:

Dealers will be responsible for calling string bets/raises. All Participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a Participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a Participant's action is complete.

Discretionary Color-Ups:

Participants are entitled to a reasonable estimation of an opponent's chip count; thus, chips should be kept in countable stacks. Participants must always keep their higher denomination chips visible and identifiable. Participants with live hands must always keep their cards in plain view.

Balancing Tables:

Play will halt on a table that has 3 or more Participants less than the table in that Event with the most Participants. There will be a re-draw for seat assignments when play reaches three tables, again at two tables, and for the final table seat assignments.

Button in Heads-Up Play:

In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither Participant has the big blind twice in a row.

Face up for All-Ins:

All cards will be turned face up once a Participant is all in and all betting action for the hand is complete. If a Participant accidentally folds/mucks their hand before cards are turned up, the dealer reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.

Collusion is defined as any agreement between or among two (2) or more Participants to engage in illegal or unethical acts against other Participants. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another Participant; sending or receiving signals from or to another Participant; the use of electronic communication with the intent to facilitate collusion; and any other act that Rio deems inappropriate. 1. Chip dumping is defined as any agreement between or among two (2) or more Participants for one or more of the Participants to bet chips with the intent of increasing another Participant's stack. 2. Soft play is defined as any agreement between or among two (2) or more Participants to not bet or raise each other in order to minimize the number of chips lost by those Participants participating in the agreement. c. All Participants are entitled to expect civility and courtesy from one another at every table. Participants who violate this rule are subject to penalty mentioned in following penalty section.

Penalties:

In its sole and absolute discretion, HBH may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification. Penalties will be invoked in cases of soft play, abuse or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a Participant throws a card off the table, forcefully mucks their cards causing one or all cards to turn over or engages in similar behavior.

It should be noted that penalties may not always be imposed in successive manner. Tournament staff in their sole discretion, for example, can disqualify a person for a first offense if action of Participant is deemed worthy. Or a Participant, for example, may forego a warning and be assessed a three round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.

Disqualification:

A Participant who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified Participant. Any Participant who forfeits play for health or

other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.

Table Talk / Disclosure:

Participants are always obligated to protect the other Participants in the Tournament.

Therefore, whether in a hand or not, Participants may not:

- a. Disclose contents of live or folded hands.
- b. Advise or criticize play at any time.
- c. Read a hand that hasn't been tabled.
- d. Discuss strategy with an outside source while involved in a hand.
- e. In heads-up Events, Participants may speak freely regarding the contents of their hands.

Exposing Cards and Proper Folding:

A Participant exposing his or her cards with action pending will incur a penalty but will not have a dead hand. The penalty will begin at the end of the hand. All Participants at the table are entitled to see the exposed card(s). When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high ("helicoptered")

Tournament Structure

1. Start time **Saturday November 20th, 2021 at 1:00pm**, \$150 + \$50, 10000 chips, Unlimited Rebuys until start of Level 11 (Re-entries \$150 for 10000 chips)
2. Players must have lost all chips and be eliminated in order to Rebuy, except during the break before start of level 11. As an exception and only during this last window players with 2000 chips or less may exercise their Rebuy option.
3. Payouts to 20% of the field. 2 Decks of cards per table. Big Blind shuffles the second deck and cut-off position cuts the cards.

Level	Small Blind	Big Blind	Big Blind Ante	Round start time
1	25	50	None	1:00 PM
2	50	100	None	13:25
3	75	150	None	1:50 PM
4	100	200	None	2:15 PM
10 min Break				2:40 PM
5	100	200	200	14:50
6	150	300	300	3:15 PM
7	200	400	400	3:50 PM
10 min Break				4:05 PM
8	300	600	600	4:15 PM
9	400	800	800	4:40 PM
10	500	1000	1000	5:05 PM
20 min Break Last chance for Rebuys (No Rebuys allowed after start of Level 11)				
11	600	1200	1200	17:50
12	800	1600	1600	6:15 PM
13	1000	2000	2000	6:40 PM
60 min Dinner Break				7:05 PM
13	1500	3000	3000	20:05
14	2000	4000	4000	8:30 PM
15	2500	5000	5000	8:55 PM
15 min Break				9:20 PM
16	3000	6000	6000	9:35 PM
17	4000	8000	8000	22:00
18	5000	10000	10000	10:25 PM
10 min Break				10:50 PM
19	6000	12000	12000	11:00 PM
20	8000	16000	16000	11:25 PM
21	10000	20000	20000	11:50 PM
10 min Break				12:15 AM
22	12000	24000	24000	12:25 AM
23	15000	30000	30000	12:50 AM
24	20000	40000	40000	1:15 AM