



2022 World Series of Poker® Official Live Action Rules

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SECTION I – GENERAL HOUSE RULES

Paris Las Vegas Hotel and Casino, located at 3655 S. Las Vegas Blvd, Las Vegas, Nevada 89109 and/or the facilities at the Balq' q' Sae Ak^* ae A Hotel and Casino, located at 3645 S. Las Vegas Blvd, Las Vegas, Nevada 89109. The 2022 World Series of Poker® event taking place at the Casino from May 31, 2022 through July 20, 2022 (dates subject to change). Save CEGGÁ } Öæ @Öæ ^•c means any individual WSOP Live Action Cash Game. A current list of WSOP Events is available at www.WSOP.com/2022 and is subject to change.

1. Entry into the World Series of Poker® refers to designated poker events at the (Paris Las Vegas Hotel and Casino from May 31st, 2022 through July 20th, 2022 in the Paris Las Vegas Convention Center) is limited to persons 21 years of age and older, with proof of age, that Paris Las Vegas Hotel and Casino acting in its sole and absolute discretion, deems appropriate.
2. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.
3. Participants must show their current, acceptable identification card) acceptable to Paris Las Vegas Hotel and Casino when registering for a game at a Live-Action podium. If a participant is not known by staff, to already have shown identification may be allowed to play without having card present at time of play.
4. Participants are required to obtain a Caesars Rewards Card prior to playing in any game located in Live-Action. Caesars Rewards Cards are available without payment of any kind at the Caesars Rewards Desk next to registration in the Convention Center or in the casino area of the Casino or the casino of any of Paris Las Vegas Hotel and Casino affiliates. Participants, known by staff, to have already presented a Caesars Rewards Card may be allowed to play without having card present at time of play.
5. Caesars Entertainment reserves the right to accommodate participants based on special needs.
6. Floor decisions are final. In the event that there is a dispute with a ruling made by someone other than the Live-Action Shift Lead Manager on Duty, a participant can opt to request a decision from the Lead Manager. Once the Lead Manager has made a ruling, this ruling is final.
7. Participants must protect their own hands at all times.
8. Management reserves the right to make decisions which are as fair and equitable as possible. Therefore, under extreme circumstances, it may decide to award a pot or decision to a participant who is clearly entitled to it in the spirit of the rule rather than using the literal interpretation.
9. Discourteous behavior, disrespect towards staff and other participants, or abusive language will not be tolerated, and may result in removal from the room.
10. A minimum buy-in is ten times the minimum bet in limit games unless otherwise specified. Minimum buy-ins are posted on the table placard for all other games.
11. A live straddle bet is allowed in all blind games. The player who posts the straddle has last action for the first round of betting and is allowed to raise. The amount of the straddle is twice the big blind unless otherwise specified. Unless otherwise noted on a game placard, a player can straddle from either under the gun or from the button, with the button having precedence. The minimum allowed raise after the straddle is three times the big blind. Unless indicated on the game placard, a mandatory straddle will not be enforced, even if every player at the table agrees; a new player will not be forced to straddle. The button straddle is not allowed in limit games.
12. Participants are not permitted to transfer tables without House consent.

13. The House has the right in its sole discretion to enforce a dress code. This rule shall include, but is not limited to, any Participant whose personal hygiene has become disruptive to the other Participants seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other Participants shall be determined by the WSOP Tournament Staff which may, in its discretion, implement sanctions upon any such Participant who refuses to remedy the situation in a manner satisfactory to Paris Las Vegas Hotel and Casino
14. A participant may only request to see another participant's hand if the participant is the only live hand remaining. Cards speak for themselves. Dealers will assist in reading hands and assigning the correct value to any tabled hand.
15. The winning hand must show all cards prior to the pot being pushed, unless that hand is the only live hand remaining. Cards speak for themselves. Dealers will assist in reading hands and assigning the correct value to any tabled hand.
16. A verbal statement of fold, check, call, raise or a specific size bet is binding on an active participant.
17. 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.
18. Cards must remain on the table at all times. Games that are an exception to this rule are Open-Face Chinese and Chinese Poker.
19. Cards must remain on the table at all times. Games that are an exception to this rule are Open-Face Chinese and Chinese Poker.
20. Only one participant per hand.
21. A boxed card is a card discovered face up in the deck. It will be treated as a meaningless scrap of paper. A boxed card will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another participant and mixed in with other down-cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round. If 2 or more boxed cards appear as any of the cards needed to play the hand, the hand in progress will be void and all monies returned to the participants involved.
 - a. In Open-Face Chinese Poker, the presence of a boxed card is treated differently. During the initial dealing of the participant's cards, the presence of a boxed card will result in a misdeal. After the participants have set the initial five cards, a participant will be forced to play any subsequent boxed card that appears in the deck. If two or more boxed cards appear before the participants have set the second draw, the hand will be misdealt. After the second draw has been set, participants will be forced to play any boxed cards that appear in the deck. If a misdeal occurs in Open-Face Chinese Poker, a participant who was supposed to be in Fantasyland for the misdealt hand will still remain in Fantasyland for the re-deal.
22. Foreign cards in a deck void a hand.
23. Foreign cards are not allowed in view in the Poker Room.
24. All cell phones and other voice-activated devices shall be permitted to text/email at the table, but shall not be permitted to text/email any other participant at the table. If Caesars Entertainment, acting in its sole and absolute discretion, believes a participant is communicating with another participant at the table, both parties will be immediately removed from the Poker Room.
24. Participants are allowed to use approved electronic devices, iPods, MP3 and other music participants or noise reduction headsets during Live Action play as long as their use does interfere with play. Approved electronic devices cannot be used to collude, cheat, or communicate with another participant during a hand. No electronic devices will be placed on the poker table in a manner that obstructs view or impedes gameplay.
25. Only English may be spoken at the table while cards are in play. This also applies to those who are watching a game and communicating with a participant in the game. Speaking a foreign language while any hand is in progress is not allowed, regardless of whether a participant has cards or not.
26. No tobacco products of any kind are allowed in the Poker Room. This includes cigarettes and chewing tobacco. Electronic cigarette devices can be used in specifically designated areas but never at the poker table.
27. House Rake is 10%, up to \$5 maximum unless the game is time raked with the rate indicated on the placard. In time raked games, the participant's rake is taken from the pot on the hand that is dealt immediately after the time collection announcement made every thirty minutes.
 - < 10% of the pot. The door card, meaning first card seen off the flop represents the seat number that pays. So, for example, if the flop comes KJ7 the 7 was first to appear, then seat 7 pays time for everyone that half hour.
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- ◀ A bomb pot is an agreement by all players to ante the same amount, then the hole cards are dealt, and the flop put out. Play proceeds "normally" from that point, with every player having seen the flop with totally random hands. The time collection will be collected from the bomb pot.
 - In \$1-\$2-\$5 limit type games- each player will ante \$20
 - In \$5-\$5 limit type games- each player will ante \$25
 - If a player(s) does not want to pay their own time, they may do so, but they must ante the same amount as the other player(s).

28. Nevada Gaming Regulations allow the use of Skills and Proposition Participants. Skills and Proposition Participants shall be identified by management upon request.

SECTION II PARTICIPANT CONDUCT AND LIVE GAME INTEGRITY

The following is a list of violations that may result in removal from and probable permanent barring from the poker room.

- 29. Verbally or physically threatening any patron or employee.
- 30. Using profanity or obscene language. The occasional outburst may be tolerated, but participants should be given a warning by the dealer regarding profanity. Obscene expletives or lewdness will not be tolerated.
- 31. Collusion with another participant or any other form of cheating is completely unacceptable and can be grounds for immediate and permanent expulsion from the room.
- 32. Creating a disturbance by arguing, shouting, or making excessive noise.
- 33. Throwing, tearing, bending, or crumpling cards.
- 34. Destroying or defacing property.
- 35. Using an illegal substance or being too intoxicated.
- 36. Carrying a weapon.
- 37. Deliberately acting out of turn.
- 38. Deliberately splashing chips into the pot.
- 39. Agreeing to check a hand out when another participant is all-in.
- 40. Reading a hand for another participant at the showdown before it has been placed face up on the table.
- 41. Telling anyone to turn a hand face-up at the showdown.
- 42. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
- 43. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot so you do not create any possibility of the information being transmitted to an active participant.
- 44. Needlessly stalling the action of a game.
- 45. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed; not at the rack.
- 46. Stacking chips in a manner that interferes with dealing or viewing cards. Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times.
- 47. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

SECTION III HOUSE POLICIES

- 48. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling. A participant who commits an infraction should not profit from it and, conversely, a participant who has done nothing wrong should not be placed at a disadvantage.

49. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
50. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
51. A request for a ruling must be made prior to the start of the next hand or before the game either ends or changes to another table. Otherwise, the result of the prior hand will stand. The first riffle of the shuffle marks the start for a deal. On tables with shuffle machines the start of a new deal is once the button has been pushed on the shuffle machine. However, in the event that a possible house error occurred, a supervisor will make all necessary efforts to correct the outcome of the hand in question, even if the mistake is brought to light after the next hand has begun.
52. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has not expired, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper participant.
53. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check with surveillance, or get the Shift Lead Supervisor to give the ruling. In such circumstances, a pot or portion thereof may be taken off of the table by the house while the decision is pending.
54. The same action from two different participants may have a different meaning, depending on the participant who commits that action, so it is possible that the intent of an offender will be taken into consideration to make the fairest ruling possible. A participant's behavior may be used to determine participant intent and consequently the outcome of the hand.

SECTION IV – PROCEDURES

These are the standard procedures that are used and generally accepted in card rooms around the U.S. They are subject to Nevada State Gaming Regulations as well as company policies, local customs, participant preferences and security and surveillance considerations.

55. Cash does not play and is not permitted to remain on the table as any part of a participant's buy-in. If a participant is buying into a game, re-buying, or adding stakes to an existing buy-in, this participant must proceed to the WSOP Live-Action cage to purchase chips.
56. Only chips belonging to Paris Las Vegas Hotel and Casino will be valid stakes at tables.
57. Chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a participant's absence. Funds removed must be fully restored when returning to the game.
58. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.
59. If you transfer tables and go to the same game you must bring your full stack with you. If a game has a maximum buy-in, voluntary table transfers will not be allowed to a new game within the first hour if you exceed the maximum buy-in for the game.
60. All games are table stakes unless otherwise posted. Only the chips in front of a participant at the start of a deal may play for that hand. Awareness of the amount in play for each opponent is an important part of poker. All chips must be kept in plain view.
61. Playing out of a rack is not allowed. If a participant decides to put chips in a rack before leaving the game, they must have an effective working stack of chips to play with that is not placed in a rack. Racks will be removed from the table at any time in the event that they obscure vision or impede gameplay.
62. Only one person may play a hand.
63. No one is allowed to play another participant's hand.
64. Playing over is allowed with the participant will be allowed to play until his or her blind upon the initial participant returning to the game. Note: If in a time collection game, time will be collected from both the play over and the participant being played over.
65. Participants are not allowed to retract any bets that have been committed to the pot.
66. Pushing an ante or posting for another person is not allowed.
67. Participants will not be allowed to agree to split pots in any game. Chopping the big and small blind by taking them back when all other participants have folded is allowed in button games.
68. Insurance propositions are not allowed.
69. Participants object. Participants on the waiting list for that game unless there are multiple games of that same type and limit. The supervisor may suggest

that the objector(s) move to a similar sized game, if seating is available. Raising the limit is always subject to management approval and a change in rake or collection. Without management approval, any necessary rulings will be made considering the original betting limit.

70. To begin a new table of a similar game type when there are multiple games of the same type, the betting limits must be twice the size of the existing game below it and no more than half of the size of the game above it. To begin a new mixed game table of the same betting limit, the game mix must have more than a 50% difference in game variety
 - a. New participants and/or existing participants that have missed a blind may post or make up their blinds. The position to the left of the big blind will have to sit out if there are more than 6 players being dealt in. A participant that has missed their blind, may wait until the position to the left of the big blind and straddle. In this circumstance the participants will play 7 handed for that hand.
71. Participants must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by a participant or a dealer's hand. A hand may be ruled dead if a participant's view and significant action has occurred before that participant brings attention to their hand.
72. Any participant may request an accurate chip count for another participant, the dealer is responsible for counting out the chips if the participant does not want to count out their own chips. If a participant's chip count differs from the dealer's count, a discrepancy arises and may be influenced concerning the bet size.
73. A participant may miss a blind button or one hour. A participant should receive a missed blind button the first time they miss a blind. An absent button will be given by the next dealer to any empty seat with a missed blind button. Absences may be extended if the supervisor is notified in advance and the situation warrants. Excessive absences may also cause a participant to be removed from the game.
74. Second-man-walking rule; If one participant is away from the table, a second participant wanting to leave must return in time for his or her next blinds or wait until one of the other absent participants return. If this participant has been warned of this rule and still chooses to leave the table, the participant may be picked up from the game after missing a blind.
75. A new setup may be requested every two hours, unless a deck is defective or damaged and needs to be replaced.
76. Looking through the discards or deck stub is not allowed
77. After a deal ends, dealers are not to show what card would have been dealt next. Rabbit hunting is not allowed.
78. A participant is expected to pay attention to the game and not hold up play. Activity that interferes with play, such as reading, I-pods, cell phones etc., at the table is discouraged, and the participant will be asked to remove such devices from the table or be asked to leave the game if the issue impedes the progress of the game.
79. 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.
80. Action Pending: participants must remain at their seat if they still have action pending on a live hand. If a participant abandons their seat before they have acted on their hand, the hand will be ruled dead.
81. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand in action, and may result in the removal of the guest. No participant may have more than one guest observing the game and this guest cannot be seated directly at the table.

SECTION V SEATING

82. You must sign up at the podium to play in a poker game. Phone-ins are not allowed. It is the participant's responsibility to hear their name called. If the participant may not be in the room when this announcement is happening they should notify the floor.
83. Permission from the floor supervisor is required before taking a seat in a game.
84. Participants holding Diamond or Seven Star tier-level Total Rewards Cards will be given priority on the list with Seven Stars taking precedence.
85. When there is more than one game of the same stakes, and a must-move is not being used, the house will control the seating of new participants to best preserve the viability of existing games. A new participant will be sent to the game most in need of an additional participant. A transfer to a similar game is not allowed if the game being left will then have fewer participants than the game being entered.
86. A lock-up in a new game will be picked up after ten minutes if someone is waiting to play.

