



## 2024 World Series of Poker® Paradise Official Tournament Rules

### SECTION I – TOURNAMENT REGISTRATION AND ENTRY

1. As used herein, (a) “WSOPP,” “Tournament,” or “WSOPP Tournament” means the World Series of Poker® Paradise events (b) “WSOPP Event” or “Event” means any individual WSOPP poker tournament event occurring at Host Property; (c) “Host Property” or “Casino” means the facilities at the “Host Property”, which has partnered with Bracelet IP Limited/WSOP LLC to operate host the WSOP Paradise) (dates subject to change); and (e) “Official Rules” means these Official Tournament Rules for the WSOPP Events at the Host Property.
2. Entry into a WSOP Paradise is limited to persons who are 18 years of age and older, with proof of age, that Host Property, acting in its sole and absolute discretion, deems appropriate (“Participants”). Only one (1) entry is allowed per Participant, per WSOPP Event unless otherwise specified as having “re-entry” or “re-buy”, as set forth in event descriptions and event structure sheets. Certain WSOPP Events may have age or other requirements. Review each WSOPP Event’s structure sheet, available at in the WSOP+ App and in the registration area, for complete details before registering. Host Property reserves the right to refuse anyone entry into any or all WSOPP Events, in its sole and absolute discretion, at any time, including before or during the registration process or after a WSOPP Event has started. Host Property reserves the right to modify any and all Official Tournament Rules and/or procedures at any time in the interest of health and public safety, including, but not limited to adding any requirement that a Participant must be fully vaccinated and/or complete certain testing or screening in order to participate or continue to participate in the WSOP Paradise
3. Participants may register for the WSOP Paradise online using the WSOP+ App (see Rule 4).
4. Subject to the restrictions described in these rules, all registrations can be initiated by using the WSOP+ App.
5. Fees: The payment required for participation in the WSOP-Paradise Event is the full amount of the Event’s entry fee, which includes an administrative fee to cover necessary WSOPP staffing, materials, and related administrative costs. Additional fees applicable to online registration and to the chosen method of payment. There may be typical fees used in the payment processing industry for transactions of this nature, by the vendors and providers of these services. Participant is responsible for payment of full registration amount and all registrations fees.
6. The Host Property may limit the number of entries into any WSOPP Event and may award entries into any event through any means it deems appropriate. The Host Property intends to award a limited number of entries through satellite tournaments, third-party marketing arrangements and or other promotional activities in its sole and absolute discretion. The Host Property will add the required entry fee(s) to the prize pool for these additional entries.

7. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Event registration.
8. Participants must show their current, valid, and unexpired photo identification (passport, driver's license, state identification card, or military identification card) acceptable to Host Property at the WSOPP registration area.
9. Participants are responsible for checking their Event entry receipts before they leave the registration window. All changes must be made before the start of any Event.
10. Late registration is open until the end of the level specified on the structure sheet for that applicable Event. If there is a scheduled break at the end of the registration period for any Event, registration will remain open until the Event resumes play.
11. Re-entry is allowed as specified on the structure sheet for the WSOPP Event. Participants may re-enter these Events using the WSOP+ App. Participants must have zero (0) chips remaining to re-enter or be subject to disqualification. At the end of the registration period for all re-entry Events, Participants will be given the option to forfeit their current stack and pay to re-enter. All Participants who re-enter will receive a full starting stack. Participants who re-enter will be considered a new Participant to the Event.
12. A late registrant is defined as a Participant who registers for an Event after the Event has officially started. Late registrants for any Event will be subject to the following rules in addition to all other rules. Late registrants will either begin play at the start of the subsequent level or be randomly seated at tables where Participants have already been eliminated. All late registrants will start the Event with a full chip stack except for "Shootout" Events where starting stacks designated for late registrants will be reduced during play according to the rules of the Event. Late registrants do not have to post to begin play but must assume first available starting position at the table, even if that means assuming the button, small blind, or big blind during the first hand.
13. If a Participant registers for multiple Events and makes a subsequent day or the final table of an Event that conflicts with the starting day of a subsequent Event, that Participant may either (a) transfer his or her buy-in for the conflicting, subsequent Event to another Event, or (b) receive a refund, provided that the transfer or refund is initiated and approved *prior to the start time of the conflicting, subsequent Event*. Registration fees will not be refunded.
14. No Show Policy: Any Participant who has not taken a hand by the start of the third level will be considered a "no show." These Participants will have their chips removed from play and will not be eligible to participate in that event. The buy-ins for "no shows" will be removed from the prize pool and placed on safekeeping in that Participant's name after the second level of play. This rule does not apply to Shootout or Heads-Up events. Participants who "no-show" in Shootout or Heads-Up events will be blinded off.
15. Participation of employees and immediate family members in WSOPP Events. Unless explicitly restricted by a respective employee gambling policy, employees and family members are permitted to participate in WSOPP Events.
16. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible to participate in any WSOPP Event.
17. Each Participant must certify his/her own eligibility.

18. No teams, substitutes, transfers or assisted play will be permitted, except as allowed in the Event rules for designated team events. The Host Property reserves the right to accommodate Participants based on special needs.
19. Cancellations or voids must be completed prior to the start of the applicable Event and may be subject to additional terms and conditions of Host Property. Only the Event registration amount will be refunded. Any service charges incurred during the registration process will not be refunded for cancellations. For cancellations of registrations made by third parties, the Host Property may either refund the third party or the Participant in Host Property's sole discretion.
20. Any Participant who registers in person, submits an online registration (if available), authorizes an approved third-party to submit a registration on Participant's behalf, or otherwise participates in any Event accepts all terms and conditions of these Official Rules.
21. The ability to register as described in these Official Rules is void where prohibited or in any way restricted by applicable law.
22. Entries will be retained for record-keeping purposes in accordance with local legal requirements.
23. Participant acknowledges that WSOPP Events may be recorded and published in and through various mediums and media and that such publication shall include, but shall not be limited to, publication of a Participant's "hole cards" and other elements of strategic information. When and immediately upon request of the Host Property personnel, WSOPP Participants shall be required to display hole cards to hole card cameras and/or WSOPP personnel. Any Participant who delays or refuses to display said hole cards or otherwise interferes with said request shall be subject to penalties in accordance with Rules 41, 114, and 115.

## **SECTION II – EVENT SCHEDULING**

24. WSOPP Event times are approximate. The Host Property reserves the right to change WSOPP Event times in its sole and absolute discretion.
25. The Host Property may cancel, modify, relocate or reschedule the WSOPP or any individual Event for any reason with prior notification to the appropriate gaming regulators (if required).
26. The Host Property is not responsible for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by the Host Property, users, or by any of the equipment or programming associated with or utilized in the promotion or by any technical or human error that may occur in the processing of submissions, any of which may limit, restrict, or prevent a Participant's ability to participate in the Event.
27. The Host Property is not responsible for injuries or losses arising or resulting from participation in the WSOPP and is not liable for any acts or omissions by employees, whether negligent or willful, in the conduct of the WSOPP, and is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any Event chips that Participants leave at playing tables during Event play.
28. If for any reason an Event is not capable of running as planned, including infection by computer virus,

bugs, tampering, unauthorized intervention, fraud, technical failures, weather, or any other causes within or beyond the control of the Host Property that corrupt or affect the administration, security, fairness, integrity or proper conduct of the WSOPP Tournament or any Event, the Host Property reserves the right at its sole discretion to cancel, terminate, modify or suspend the WSOPP Tournament or Event.

### **SECTION III – PRIZES AND SEATING**

29. Prizes and entries are non-transferable. Prize structures depend on the number of entrants and type of event. Prizes are paid out as posted. If a prize pool is posted and contains erroneous information, management reserves the right to correct the prize pool at any time during an event.
30. All prizes will be paid out in accordance to the payout tables established by the Bracelet IP/WSOP LLC as dictated by the standardized WSOPP payout table. Tables will be based on approximately 15% of total number of entries for the event being paid in additional accordance with **Exhibit A**, which is attached hereto. (Bracelet IP/WSOP LLC reserves the right to deviate from the standardized payout due to participant volume or previously guaranteed prize pools).
31. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Event prizes.
32. Winners must show their current valid and unexpired photo identification (passport, driver's license, state identification card, or military identification card) acceptable to the Host Property in order to collect prizes.
33. Entrants will be assigned to a table and seat through a random computer selection or random manual system in event of computer failure or for late registrants. Host Property reserves the right to add an additional chair to any tournament table to accommodate the demand for a particular event. For example, a nine-handed event may be played 10 handed.
34. A random seating draw for an Event will be determined based on expected participation. WSOPP Tournament management reserves the right to allow additional table seating beyond expected capacity. In the event tables are added to an Event to accommodate unexpected registrations, those tables will be the first ones to break when consolidating tables.
35. If a registered Participant is not present at the start of a WSOPP Event, all forced antes and blind bets will be removed from an absent Participant's stack accordingly. After five minutes has elapsed, if there is only one Participant present at the table, the button will advance one position every two minutes and the Participant will be awarded the small blind and the big blind. In heads-up only Events, the button will advance one position every minute, and the Participant will be awarded his or her opponent's blind (big or small). In Events that begin with antes, such as Seven Card Stud, the Participant will receive one round of antes after one minute has elapsed for each sold seat at the table. In Events with both blinds and antes such as Deuce-to-Seven No-Limit Draw, the Participant will receive one round of blinds and antes after one minute has elapsed for each sold seat at the table. For example, if there are six seats sold at the table, the Participant will be awarded a total of six antes and the big and small blind every six minutes. This process will continue until a second Participant begins playing at the table. If a Participant shows up and still has chips remaining, he or she may play his or her chips. The WSOPP Event director reserves the right to keep chip stacks out of play until players arrive at the table if deemed appropriate for any WSOPP Event in the director's sole discretion.
36. The Host Property reserves the right to cancel, change or modify the WSOPP at any time, for any reason, subject to all applicable regulatory approval (if required), provided that such modification shall

not, as of the date of such modification, materially alter or change any Participant's prize already awarded.

37. Non-value WSOPP chips are used for the WSOPP Tournament and are the exclusive property of the Host Property and may not be removed from the Tournament area. Participants found to be transferring chips from one event to another or from one Participant to another, or removing chips from play for any other reason, including but not limited to, taking Tournament chips as souvenirs, will be subject to penalty in strict accordance with Rules 41, 114, and 115.
38. Buy-In Chips / Bounty Marker
- a. WSOPP Buy-In Chips are no cash value chips won by a Participant in a satellite tournament conducted at the Host Property which may only be applied toward Event buy-ins equal to or greater than the minimum amount of the chip. All WSOPP Buy-In Chips will expire on the day of the last Event and will not be accepted at any future WSOPP Event or any other event at Host Property or any of its affiliates.
  - b. WSOPP Bounty Markers. For special "bounty" Events (each, a "Bounty Event"), Participants can collect "Bounty Markers" from other Participants and redeem them for the value of the "bounty," which will vary by Bounty Event. Bounty Markers will be issued to every Participant at registration along with the starting chip amount. During Bounty Events, when a Participant goes "all-in," that Participant's Bounty Marker will be added to pot. If more than two players go "all-in" during the same hand, the Bounty Marker for the "all-in" player with the smallest chip stack will be placed in the main pot, and the Bounty Marker for the remaining "all-in" players will be placed into the respective side pots that the "all-in" players are eligible to win at showdown. The Participant who wins a pot (main or side) will receive all the Bounty Markers in that pot. Participants may redeem their accumulated Bounty Markers at the designated Tournament payout area of the Host Property to receive the "bounty" value for each redeemed Bounty Marker. If a Participant is still active in a Bounty Event, Participant must leave at least one Bounty Marker in play. If a Participant is found to be active in Bounty Event without a Bounty Marker, Participant will be required to pay the bounty value to receive another Bounty Marker. This fee will be added to the total prize fund for the Event with no administration or house fees.

#### **SECTION IV – PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY**

39. The competitive integrity of all Tournament play at the WSOPP is paramount. All Participants must adhere to the spirit and letter of the Official Rules of the WSOPP that forbid play or any action that is uncivil, illegal, unethical or constitutes cheating or collusion in any form.
- a. Cheating is defined as any such act engaged in by a Participant to break the established rules of play to gain an advantage. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value Tournament chips from one event to another; introducing chips not intended for an Event, into that Event; card marking; card substitution; or the use of any kind of cheating device.
  - b. 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 the Host Property 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 Tournament table and throughout the Tournament area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way -- is encouraged to immediately contact a Tournament official. Participants who violate this rule are subject to penalty in accordance with Rules 41, 42, 43, 114, and/or 115.
    - 1. 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 Tournament staff which may, in its discretion, implement sanctions upon any such Participant who refuses to remedy the situation in a manner satisfactory to the Host Property.
  - d. The Host Property will penalize any act that, in the sole and absolute discretion of the Host Property, is inconsistent with these Official Rules or when such penalty is in the best interests of the Tournament.
  - e. Anyone found to have engaged in or attempted to engage in any act that Tournament officials believe in their sole and absolute discretion compromises or could compromise the competitive integrity of the WSOPP will be subject to sanctions imposed by Host Property. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of the Host Property and may include, but shall not be limited to, the following:
    - 1. FORFEITURE OF CHIPS
    - 2. FORFEITURE OF PRIZE MONEY
    - 3. EJECTION FROM AN EVENT OR THE ENTIRE WSOPP TOURNAMENT
    - 4. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE WSOP EVENTS
    - 5. EXCLUSION FROM ENTERING THE PREMISES OF HOST PROPERTY AND/OR ALL DESIGNATED AFFILIATES.
  - f. All violations of this Section or any other violation of these Official Rules, as determined by Host Property in its sole discretion, may be publicly disclosed in an effort to deter future violations and to assist other poker tournaments in identifying Participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
40. In addition to that authorized in Rule 41, the Host Property may impose penalties of any kind or nature upon any person who gives, makes, issues, authorizes or endorses any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the Tournament as determined by the Host Property, acting in its sole and absolute discretion. This may include, but shall not be limited to, expulsion from the event and property, forfeiture of a Participant's entry fee(s) and/or loss of the right to participate in this and/or any other tournament conducted by the Host Property or its affiliates. Additionally, the Host Property may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in the Host Property's view engages in inappropriate conduct during Event play.
41. The Host Property, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, violation of promotional rules or other misconduct while on the property, for acts otherwise occurring in relation to the World Series of Poker Circuit, or as otherwise reasonable or necessary for the Host Property to comply with applicable statutes and regulations. The Host Property also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner or counter to the best interests of the Tournament.
- a. Participant agrees that if Participant files a lawsuit against Casino or any other individual or entity, involving these Official Rules or related to Participant's removal from one or more Events, but

Participant does not prevail against each defendant, Participant shall pay each prevailing defendant the costs, expenses, and reasonable attorney's fees, it/he/she incurred in defending Participant's lawsuit. Any Participant who initiates a credit card dispute seeking reimbursement of any amount paid to register for any WSOP Event is subject to permanent exclusion from Host and all future WSOP Events.

42. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the WSOPP Tournament may be a violation of criminal and civil laws. Should such an attempt be made, the Host Property reserves the right to seek damages from any such person to the fullest extent of the law.
43. All decisions regarding the interpretation of these Official Rules, Participant eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with the Host Property, whose decisions are final.
44. The Host Property employees will use reasonable efforts to consider the best interests of the Tournament and fairness as the top priority in the decision-making process, with the understanding that "best interests of the Tournament and fairness" shall be determined by the Host Property, acting in its sole and absolute discretion. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. The Host Property's decisions are final and cannot be appealed and shall not give rise to any claim for monetary damages, as each Participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependent on many factors, including but not limited to the cards dealt, the cards retained and the actions of other Participants.
45. The Host Property prohibits the use of obscene or foul language in any public area of the casino 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, a dealer or a Tournament staff member, will be penalized. These penalties will be levied based on Rules 41, 114, and 115.
46. Any Participant who taunts another Participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other Participants in the tournament will be subject to penalty in accordance with Rules 41, 114, and 115.
47. Participant or staff abuse will not be tolerated. A Participant will incur a penalty up to and including disqualification for any abuse towards another Participant or staff member, and the Participant could be asked to leave the property. Repeated etiquette violations, including, but not limited to, touching another Participant's cards or chips, body, or clothing, delay of game and excessive chatter will result in penalties.
48. The WSOPP is subject to all applicable federal, state, and local laws and regulations, including gaming, and all aspects of the WSOPP are subject to the approval of appropriate regulatory authorities.
49. These Official Rules and all changes to the Official Rules or event descriptions for the WSOPP Events occurring at Host Property will be available at the Tournament facilities at the Host Property.
50. Where a situation arises that is not covered by these Official Rules, the Host Property shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the Tournament and the maintenance of its integrity and public confidence.

## **SECTION V – PARTICIPANT LIKENESS AND IMAGE**

51. Prior to entering and playing in the Tournament, each Participant must execute a Participant Release Form. Failure to do so may, at the option of the Host Property acting in its sole and absolute discretion, subject the Participant to immediate disqualification at any point in the Tournament. If the Participant is disqualified, he or she shall forfeit all entry fees paid and not be entitled to receive any Tournament prize monies or any other prize.
52. For all Tournaments taped for television, Participants may wear apparel with multiple logos, patches or promotional language. Host Property reserves the right at all times to impose a ban on any apparel deemed objectionable by Host Property, in its sole and absolute discretion, including, but not limited to, apparel with images or logos associated with crypto-currency and marijuana products, or entities in these lines of business.
53. The following are deemed acceptable sizes and placements for events taped for television.
  - a. Primary Garment. No single company name, brand, or affiliated and similar name or brand is to be represented more than twice on any individual article of clothing. Three total placements per Participant are deemed acceptable.
    - i. Front or Back. One placement per side is deemed acceptable. The logo, patch or block of promotional language may not be larger than twelve square inches.
    - ii. Sleeves and/or Shoulder. One placement on each side is acceptable. No individual logo, patch or block of promotional language in these areas is to be larger than six square inches.
  - b. Hats may be worn at tables intended for television taping but may not display any logo or promotional language, except for those logoed items (e.g., sports teams) sold to the general public through traditional commercial retail outlets and not deemed by the Host Property to be an advertising message; a decision that the Host Property will make in its sole and absolute discretion. Temporary tattoos, adhesive strips for the skin, and “band-aids” with logos or promotional language are not permitted at any time.
    - i. At the start of each television taping day, no more than three (3) Participants at the Final Table – and all other tables featured for television coverage (“Feature Tables”) – will be allowed to wear apparel with logos, patches or promotional language from the same entity.
    - ii. Tables designated as Feature Tables will be relocated to the production area until the filming segment is completed. Participants at such Feature Tables will be advised of the table’s designation during the relocation.
    - iii. Should there be more than three (3) Participants representing the same entity at the start of a televised Final or Feature Table – and those Participants cannot agree which Participant will remove or cover their logos for the common entity – a WSOPP official will draw high-card prior to the start of play to determine which Participants will be allowed to wear the logos of the common entity. After the draw of the high-card, the affected Participant(s) must either cover the relevant logo(s) or change their apparel.
    - iv. Under no circumstances may Participants seated at televised Final or Feature tables add logos, patches or promotional language to their apparel after the beginning of that day’s session of play.
  - c. Under no circumstances will the Host Property permit any Participant to wear any logo, slogan or promotional language of any organization (or any parent, affiliate or subsidiary of any organization) that the Host Property, acting in its sole discretion, determines:
    - i. Contains any false, unsubstantiated, or unwarranted claims for any product or service,



- or make any testimonials that the Host Property, in its sole and absolute discretion, considers unethical;
- ii. Advertises any non-prescription or non “over the counter” drug, tobacco product, handgun or firearm ammunition;
- iii. Contains any material constituting or relating to a lottery, a contest of any kind in which the public is unfairly treated or any enterprise, service or product that abets, assists or promotes illegal gambling;
- iv. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repellingly any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics;
- v. Advertises any pornographic products;
- vi. Includes any element of intellectual property without the owner’s consent to such use or that may give rise to any claim of infringement, misappropriation, or other form of unfair competition;
- vii. Disparages or libels any person or product;
- viii. Is engaged in (or is alleged to have been engaged in) conduct that the Host Property deems inappropriate, or which the Host Property determines could or does negatively impact the business or privileged license of the Host Property, its parent or any of its affiliates; or
- ix. Is or might be injurious or prejudicial to the interests of the WSOP (Bracelet IP/WSOP LLC) or the Host Property or is otherwise contrary to honest advertising and reputable business in general. This includes but is not limited to the name or logo of any person or entity that uses or has used the trademarks, trade names or logos of the Host Property or its affiliated companies without written authorization from an authorized officer of the Host Property.

d. The Host Property reserves the right at all times to impose a ban on any apparel deemed objectionable by the Host Property, in its sole and absolute discretion.

e. Host Property reserves the right to refuse entry or continued participation in an event to any Participant who does not comply with the aforementioned apparel rules.

54. Participants may not cover or conceal their facial identity. Tournament officials must be able to distinguish the identity of each Participant at all times and may instruct Participants to remove any material that inhibits their identification or is a distraction to other Participants or Tournament officials. Participants may wear sunglasses and sweatshirts with hoods but may be asked to remove them if Tournament officials cannot identify them.

#### VI – POKER RULES:

- 55. Floor People: The Event Tournament Director, Managers, and Supervisors are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The WSOPP Tournament Director reserves the right to overrule any floor decision.
- 56. The Host Property reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its Participants.
- 57. Official Language: The English-only rule will be enforced at all WSOPP tables during Tournament play. Participants who violate this rule are subject to penalty in accordance with Rules 41, 114, and 115.
- 58. Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored

declarations such as: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at Participant's risk because it may result in a ruling other than what the Participant intended. It is the responsibility of Participants to make their intentions clear. See Rules 61 and 94. See also Section X for a glossary of common poker terms.

59. **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 Participant to act on the flop throws out a 5,000 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 5,000 or more, the bet will be 5,000.
60. **Conditional statements regarding future action** are non-standard and strongly discouraged; they may be binding and/or subject to penalty at Tournament Director's discretion in accordance with Rules 41, 114, and 115. Example: "if – then" statements such as "If you bet, then I will raise."
61. **Count of Opponent's Chip Stack:** Participants are entitled to a reasonable estimation of their opponents' chip stacks. Participants may only request a more precise count if facing an all-in bet. The all-in Participant is not required to count; if opting not to, the dealer or floor will count it. Accepted action applies.
62. **Communication:** All cell phones and other voice-enabled and "ringing" electronic devices 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 table. If Host Properties, acting in its sole and absolute discretion, believes a Participant is communicating with another Participant at the table, both parties will be immediately disqualified from the Tournament and face imposition of additional penalties as described in Rule 41. 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. Those individuals who talk on a cell phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by the WSOP Personnel. Participants at Televised Final and Feature tables must leave the tournament area to text, email or talk on a cell phone. No cell phones or other electronic device (E.g... Phone, tablet, computer, headphone cases) can be placed on a poker table or the rail of the table.
63. **Approved Electronic Devices-Prohibited Filming and Streaming:**
  - a. Participants are allowed to use approved electronic devices, iPods, MP3 players and other music playing or noise-reduction headsets during Tournament play until the Participants have reached the final three tables in any Tournament; so long as the approved electronic devices are not used to collude or cheat in any way. Once Participants have reached the final table in any Tournament, all approved electronic devices must be removed. An announcement will be made to Participants once they have reached the final three tables to remove all such electronic devices. Failure to do so will result in penalties up to and including disqualification, in accordance with Rules 40, 114, and 115. Participants are also not allowed to use approved electronic devices if their table has been deemed a Feature Table for production purposes.
  - b. **Electronic Assistance and Coaching:** Players and spectators are not allowed to use charts, apps, or any other form of electronic assistance in the tournament room. Failure to adhere to this policy will result in a penalty up to disqualification for the player and removal from the tournament room for the spectator. Spectators are also prohibited from providing live assistance or coaching. Failure to adhere to this rule will result in a penalty for the player and removal from the rail for the spectator. Non-players on the rail must

adhere to the \*\*WSOP Terms & Conditions, including no viewing of live streams on an electronic device.

- c. Device Removal During Streaming Events: When a tournament reaches three (3) tables, all players' electronic devices will be removed. Players will only be allowed to have their devices back during player breaks or after elimination. No devices will be allowed to be used on the tournament rail during these late stages of streamed events and no coaching from the rail will be allowed this includes viewing of the tournament stream and usage of any electronic assistance. Failure to adhere to this rule will result in a penalty for the player and removal from the rail for the spectator.
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- 64. Random Correct Seating: Event and satellite tournament seats will be randomly assigned. A Participant who started the Event in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them. Participants who start the Event in the wrong seat in a shootout or heads-up event will be handled on a case-by-case basis. Tournament staff reserves the right to relocate Participants from their assigned seat to accommodate Participants based on special needs, and to balance tables at the start of the Tournament.
  - 65. Breaking Order: The breaking order for an Event will be posted at the close of registration for that Event. The table to which a Participant is moved will be specified by a predetermined procedure. Participants going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. Host Property reserves the right to alter the breaking order due to unusual circumstances.
  - 66. Balancing Tables: In 8, 9, and 10-handed events, play will halt on a table that has 3 or more Participants less than the table in that event with the most Participants. Play will halt on other game formats (ex: 6-handed and turbos) at the Event Tournament Director's discretion. Not halting play is not a cause for a misdeal, and Event Tournament Director may elect not to halt play at their discretion. In fields greater than 20 tables, Participants will be moved from the next numerical table at full capacity to the short table. Once a Tournament is below 20 tables, Participants will be moved from the next table in the breaking order that is at full capacity to the short table. Participants moving from a full table to a short table assume the same rights and responsibilities of the position as described below.
    - a. In flop and mixed events when balancing tables, the Participant who will be the big blind next will be moved from the big blind to the worst position, including taking a single big blind. The worst position is never the small blind.
    - b. In mixed game Events with any stud variant, Example: HORSE: when the game shifts from the Flop Game, Omaha, to the Seven Card Game, Razz) after the last Omaha hand, the button is moved to the position that it would be in if the next hand was to be Hold-Em; then frozen during the Seven Card games of Razz, Seven Card Stud and Seven Card Stud 8 or Better. When Hold-Em resumes, the button for the first hand will be at the position where it was frozen. In Dealer's Choice Events, a separate Dealer's Choice button will be used to determine and track the starting position of the Participant making the game selection.
      - a. When balancing tables in stud Events or mixed Events with any stud variant, a high card will be drawn at the table to determine the participant who will move. This process is followed regardless of whether the current game being played is a stud variant or not.
      - c. When the Tournament reaches 12 tables or when manageable as deemed appropriate by the tournament staff, the remaining tables will be balanced within one Participant until the final table is reached. 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 for events that have 100 or more Participants. For events with less than 100 Participants but more than 50, there will be a re-draw at two tables and again for final table seat assignments.

67. Number of Participants at the Final Table (This rule does not apply to heads-up Events):
- a. 9 – Handed event – combine to Final Table with 10 participants remaining.
  - b. 8 - Handed event – combine to Final Table with 9 participants remaining.
  - c. 7 - Handed event – combine to Final Table with 8 participants remaining.
  - d. 6 - Handed event – combine to Final Table with 7 participants remaining.
69. Declarations: Tabled hands, as defined in Rule 72 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. However, at Host Property’s discretion, any Participant deliberately miscalling his or her hand will be subject to penalty in accordance with Rules 41, 114, and 115.
70. 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 Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
71. Killing Winning Hand: A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. A tabled hand is defined as a hand that a Participant places on the table such that the dealer and all Participants at the table can read the contents of the hand. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
72. 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 (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.) 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. If a Participant refuses to show their hand and intentionally mucks his or her hand, the Participant in violation will receive a penalty, in accordance with Rules 41, 114, and 115.
73. Awarding Odd Chips: Odd chips will be broken into the smallest denominations in play. In button games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In stud high, razz, and if there are 2 or more high or low hands in stud/8; the odd chip goes to the high card by suit in the best 5-card hand displayed for showdown. In H/L split games, the odd chip in the total pot goes to the high side. If identical hands win both high and low (ex: 2 wheels in Omaha/8) the pot will be split as evenly as possible.
74. Side Pots: Each side pot will be split separately.
75. Playing the Board at Showdown: When playing the board, a Participant must table all hole cards in order to get part of the pot.
76. Disputed Pots: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle of the deck. When an automatic shuffler is being used, a hand begins with the push of the green button to access the deck.

77. Chip Race and Scheduled Color Ups:
- At scheduled color-ups, odd chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a Participant. Participants cannot be raced out of an event: a Participant losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play.
  - Participants must have their chips fully visible and are encouraged to witness the chip race.
  - If after the race, a Participant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.
78. Deck changes will be on the dealer push or limit changes or as prescribed by the Host Property. Participants may not ask for deck changes unless a card is damaged.
79. New Hand and New Limits: When time has elapsed in a round and a new level is announced by the floor or audio signal by the clocking system, the new level applies to the next hand. A new hand begins with the first riffle of the deck. If an automatic shuffler is used, the hand begins when the green button is pushed.
80. 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 or stopwatch alarm. If a Participant has not acted before the declaration or alarm sounds, the hand will be dead. Host Property, in its sole and absolute discretion, reserves the right, at any time, to invoke a clock or speed up the amount of time allotted for a clock. Host Property, in its sole and absolute discretion, reserves the right at any time to implement an Event-wide "player shot-clock" into any tournament at any point in that tournament's structure. The player shot-clock is a device used to assign each Participant a pre-determined amount of time to make each decision during a hand. As a Participant makes a decision, the dealer will advance the device to the next Participant who will be given the same pre-determined amount of time for a decision. This process repeats until the conclusion of the hand. Any Participant intentionally stalling the progress of the game or unnecessarily calling the clock will incur a penalty in accordance with Rules 41, 114, and 115.
81. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.
82. 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 as described in Rule 80. "At your seat" is defined as being within reach or touch of your chair.
83. Action Pending: Participants must remain at the table if they still have action pending on a live hand. If a Participant leaves the table before they have acted on their hand, a penalty, in accordance with Rules 41, 114, and 115, will be enforced when the Participant in violation returns to the table.
84. Non-Standard Folds: Any time before the end of the last betting round of a hand, folding in turn when there's been no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are both binding folds and may be subject to penalty in accordance with Rules 41 & 114. Once action has begun, a hand may be considered abandoned and mucked if a Participant is not at his seat.
85. Button: At the start of an event or redraw, the button will begin in the seat with the first chip stack to the dealer's right. Tournament play will use a dead button. Dead Button is defined as a button that cannot be advanced due to elimination of a Participant or the seating of a new Participant into a position between the small blind and the button. At final tables, there will be a redraw for the button.

86. Dodging Blinds: A Participant who intentionally dodges his or her blind(s) when moving from a broken table must forfeit both blinds and incur a penalty, in accordance with Rules 41, 114, and 115.
87. 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.
88. Misdeals, Fouled Decks, and Substantial Action:
- a. Misdeals include but are not necessarily limited to:
    1. 2 or more boxed cards or 2 or more extra cards dealt on the initial deal.
    2. First card dealt to the wrong seat.
    3. Cards dealt to a seat not entitled to a hand.
    4. A seat entitled to a hand is dealt out.
    5. In stud, if either or both of the Participants' 2 down cards are exposed by dealer error.
    6. In flop games, if either of the first 2 cards dealt off the deck or any other 2 down cards are exposed by dealer error.
      - i. Participants may be dealt 2 consecutive cards on the button.
        1. House standards apply for draw games (ex: lowball).
  - b. If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new Participants are seated, and limits stay the same. Cards are dealt to Participants on penalty or who were not at their seats for the original deal, and they can play the re-deal. Players on penalty who were originally dealt-in will receive cards then their hands are killed. The original deal and re-deal count as one hand for a Participant on penalty, not two.
  - c. If substantial action occurs, a misdeal cannot be declared, and the hand must proceed. Substantial Action is either:
    1. Any two actions in turn, where at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds).
    2. Any combination of three actions in turn (check, bet, raise, call, or fold).
  - d. Fouled decks:
    1. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub but will not appear in any hand or on the board and substantial action has taken place, all action stands.
    2. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the participants who wagered them.
    3. A participant who knows the deck is defective has an obligation to point this out. If such a participant instead tries to win a pot by taking aggressive action, the participant may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
89. Four-Card Flop: If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the four cards face down. A Tournament official will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.
90. **Methods of Betting: Verbal and Chips**
- a. Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, the TD will determine the bet based on the circumstances and Rule 56.
  - b. Verbal declarations may be general ("call", "raise"), a specific amount only ("one thousand") or both ("raise, one thousand").
    1. Invalid Bet Declarations

- If a player faces no bet and: A) declares “call”, it is a check; B) declares “raise”, the player must make at least a minimum bet. A player declaring “check” when facing a bet may call or fold but cannot raise.
- c. For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring “two hundred” is the same as silently pushing out 200 in chips.
  - d. 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 in accordance with Rules 40, 113, and 114. A Participant skipped by out of turn action must defend his right to act. If the skipped Participant has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Floor Person will be called to render a decision on how to treat the skipped hand.
  - e. Incorrect Bets, Underbets & Underraises
    1. In limit and no-limit, opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Ex: NLHE 100-200, post-flop A opens for 600 and B raises to 1000 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the bet to 1200 total for all bettors any time before the turn is dealt. After the turn the error stands. For undercalls, see Rule 93.f.2.
    2. In pot limit, if a player underbets the pot based on an inaccurate count, if the pot count is too high (an illegal bet), it will be corrected for all players anywhere on the current street; if too low, corrected until substantial action occurs after the bet.
91. 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. Any chips put into the pot out of turn are governed by Rule 90.
  92. 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 the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 96.
  93. Binding Declarations / Undercalls in Turn
    - a. General verbal declarations in turn (such as “call” or “raise”) commit a player to the full current action.
    - b. A player undercalls by declaring or pushing out less than the call amount without first declaring “call”. An undercall is a mandatory full call if made in turn facing 1) any bet heads-up or 2) the opening bet on any round multi-way. In other situations, TD’s discretion applies. The opening bet is the first chip bet of each betting round (not a check). In blind games the posted BB is the pre-flop opener. All-in buttons reduce undercall frequency. This rule governs when players must make a full call and when, at TD’s discretion they may forfeit the amount of the intended undercall and fold. For underbets and underraises, see Rule 52.
    - c. If two or more undercalls occur in sequence, play backs up to the first undercaller who must correct their bet per Rule 51-B. The TF will determine how to treat hands of the remaining bettors based on the circumstances.
  94. It is the Participant’s responsibility to make his/her intentions clear. Standard and acceptable forms of calling include:
    - a. Verbally declaring “call”.
    - b. Pushing out chips equal to a call.

- c. Silently pushing out an oversized chip.
- d. Silently pushing out multiple chips equal to a call under Rule 93.

Silently betting a chip amount that is tiny relative to the bet faced is non-standard, strongly discouraged, subject to penalty, and will be interpreted at Event Tournament Director's discretion. This may include being ruled a full call. (i.e. NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)

- 95. As in Rule 94, it is the Participant's responsibility to make his/her intentions clear. Standard and acceptable forms of raising include:
  - a. Placing the full amount in the pot in one continuous motion without going back toward the Participant's stack.
  - b. Verbally declaring the full amount prior to the initial placement of chips into the pot.
- 96. 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. If a Participant puts in a raise of less than 50% of the previous bet, he or she will be forced to call instead.
- 97. In no-limit and pot-limit, all raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all-in wager of less than a full raise does not reopen the betting to a Participant who has already acted.
  - a. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, Participant A - bets 500, Participant B - raises to 1,000, Participant C - calls 1,000, Participant D - moves all-in for 1,300, Participant E - moves all-in for 1,700. If Participant A calls or folds, then Participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, Participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, Participants B or C could raise more than 500. (The half-the-size rule for reopening the betting is for limit poker only.)
- 98. Oversized Chip Betting: Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the Participant doesn't announce a raise. For example, pre-flop, blinds are 200-400: A raises to 1,200 total (an 800 raise), B puts out two 1,000 chips without declaring raise. This is just a call because removing one 1,000 chip leaves less than the amount needed to call the 1,200 bet. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a Participant says "Raise" as an oversized chip is placed into the pot (with the word Raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
- 99. Prior Bet Chips Not Pulled In: If a player with prior-bet chips not yet pulled in faces a raise and bets silently, the bet is ruled as follows:
  - a. If prior-bet chips don't cover the call:
    - 1. if the prior chips are not disturbed:
      - i. merely dropping a new overchip onto the prior chip(s) is a call.
      - ii. dropping multiple new chips is a call only if all new chips are needed to call.
    - 2. If all prior chips are pulled back: an overchip is a call; multiple chips constitute a multi-chip bet.
    - 3. If some but not all prior chips are pulled back, adding any new chip(s) is a multi-chip bet (see Rule 93).
  - b. If all prior-bet chips cover the call:
    - 1. Adding any new chip(s) is a multi-chip bet (see Rule 93).
    - 2. If all prior chips are pulled back, an overchip is a bet of the full chip value
  - c. In any situation above, the gesture of combining new and prior-bet chips and pushing or tossing them



forward is a multi-chip bet.

- d. Example scenario: *The level is 25-50, the BB posts two 25's. The button raises to 600 total (550 more to the BB)*
1. Prior chips are not disturbed and do not cover the call.
    - i. Merely dropping an overchip is a call (drop a 1k chip onto the two 25's).
    - ii. Adding multiple new chips is a call under Rule 93 if all new chips are needed to call
      1. Drop two 500's onto the two 25's
      2. Drop a 100 and 500 chip onto the two 25's.
    - iii. Adding multiple new chips is a Rule 92 multi-chip bet if one of the new chips is not needed to call (drop a 1k and 500 chip onto the two 25's is a total bet of 1550). Per Rule 93, a silent multi-chip bet is a raise if it hits the 50% raise threshold.
  2. If prior chips do not cover the call and are disturbed:
    - i. Removing all prior chips & adding an overchip is a call (pull back the two 25's, add a 1k chip).
    - ii. Removing all prior chips and adding new multiple chips is governed by Rule 93 (pull back both 25's, add two or more new chips).
    - iii. Partial removal of prior chips (pull back one 25, leave the other 25 out): adding any new chip(s), is governed by Rule 92.
- e. Example scenario: *The level is 50-100, BB posts one 1k chip. Pre-flop raise to 700 (600 more to BB).*
1. If prior chip(s) cover the call amount, adding any new chip(s) is governed by Rule 93. The 1k prior chip covers the raise, thus adding any new chip(s) is a Rule 50 bet of all chips.
  2. The gesture of combining prior-bet and new chips and pushing them forward is a bet of all chips under Rule 93. i.e. participant mixes two new 500's with the two prior-bet 25's and pushes or tosses them all forward this is a total bet of 1050.

100. Over-Betting Expecting Change. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under Rule 92. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.
101. Number of Raises:
- a. There is no cap on the number of raises in no-limit games.
  - b. In limit events there will be a maximum of one bet and four raises, even if there are only two Participants remaining in the hand. Once the Tournament becomes heads-up (that is, only two Participants remain in the entire Tournament), this rule does not apply. There may be unlimited raises at the heads-up level.
102. Pot Size and Pot Limit Bets: Participants are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that a Participant can count it.
103. Declaring, "I bet the pot" is not a valid bet in limit or no-limit poker but it does bind a Participant to make at least the minimum bet. If the Participant is facing a bet and makes this declaration, the Participant will be required to make at least a minimum raise.
104. 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 floor person must verify string bets/raises called by a Participant. 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.
105. Accepted Action: Poker is a game of alert, continuous observation. It is the caller's responsibility to

determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or Participants. If a caller requests a count but receives incorrect information from the dealer or Participants, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount.

106. All-In with Chips Found Behind Later: If A bets all-in and a hidden chip is found behind after a Participant has called, the Event Tournament Director will determine if the chip behind is part of accepted action or not. If not part of the action, A will not be paid off for the chip(s) if he wins. If A loses, he is not saved by the chip(s) and the Event Tournament Director may award the chip(s) to the winning caller.
107. Cards and Chip Stacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: 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. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Participants with live hands must keep their cards in plain view at all times.
108. Chips in Plain View while in Transit: All chips must be visible at all times. Participants may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A Participant who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. It is never acceptable to conceal chips in any manner, whether in pockets, under clothing or in closed hands, etc. Chips must remain visible to floor staff, dealers and other Participants at all times.
- a. Lost and Found Chips  
Lost and found chips **for which ownership cannot be determined** will be taken out of play and returned to tournament inventory.
109. Protect Your Hand: Participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 113) placed on top of the hand. If a dealer or Participant kills or fouls an unprotected hand, the Participant will have no redress and will not be entitled to his or her chips back that were wagered in the hand. If the Participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the Participant.
110. Your hand is declared dead if:
- You fold or announce that you are folding when facing a bet or a raise.
  - You throw your hand away in a forward motion causing another Participant to act behind you even if not facing a bet. 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.
  - In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards facedown, or mix your up-cards and down-cards together.
  - The hand does not contain the proper number of cards for that particular game, except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live.
  - You act on a hand with a joker as a hole-card in a game not using a joker. A Participant who acts on a hand without looking at a card assumes the liability of finding an improper card.
  - You have the clock on you when facing a bet or raise and exceed the specified time limit.
111. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. An extra effort will be made to rule a hand retrievable if it was folded as a result of dealer error or

incorrect information given to/by a Participant.

112. Cards thrown into another Participant's hand are dead, whether they are face-up or facedown. A Participant throwing hole cards into the hole-cards of a blind may cause a re-deal. The offending Participant will receive a hand, but it will be dealt dead.
113. Foreign Objects: There will be no foreign objects on the table except for a maximum of one card cap (also known as a card protector). Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.
114. Penalties: In its sole and absolute discretion, the WSOP LLC/Bracelet IP or Host Property may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Casino. 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, violates the one-Participant-to-a-hand rule or engages in similar behavior. One-Participant-to-a-hand means a Participant may not receive advice from anyone while in a hand and may not provide advice to any Participant while that Participant is in a hand.
  - a. Tournament officials can assess a verbal warning, a missed hand, or one-round, two-round, three-round or four-round penalties and disqualification.
  - b. A missed-hand penalty will be assessed as follows: The offender can miss one hand or one to four rounds of hands away from the table. The offender's missed hand is counted as part of the round when a penalty is given.
  - c. Participants who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
    - i. The Participant must notify the Tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
  - d. The WSOP LLC/Bracelet IP will log all penalties issued throughout the duration of the WSOPP.
  - e. 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.
115. Disqualification: A Participant who is disqualified for any reason, including for reasons set forth in Rule 116, 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.
116. All Players must comply with all rules and regulations, including, but not limited to, all applicable federal, state, and local laws, rules, regulations and Centers for Disease Control ("CDC") guidelines relating to COVID-19 in effect at the time of the WSOPP Events. Accordingly, Player acknowledges and agrees to leave a WSOPP Event at any time and exit the WSOPP Event facilities immediately if Player is required to quarantine or isolate pursuant to any applicable federal, state, and local law, rule, regulations or CDC guideline relating to COVID-19 in effect at the time of the WSOPP Events.

Additionally, Host Properties reserve the right to remove Player or any other player from any WSOP Event at any time prior to or during the WSOPP Event, in its sole and absolute discretion, for any health or safety related reasons, including but not limited to, if Player or any other player is determined by Host Properties, in their sole discretion, to have COVID-19, have received a positive test result for COVID-19, exhibit symptoms of COVID-19, have come into close proximity (within 6 feet for 15 cumulative minutes) of any person who has tested positive for COVID-19, fail to comply with any applicable CDC guidelines for isolation or quarantine, or if Player or any other player refuses to undergo any health and safety screening or procedure required by Host Properties to participate or continue participating in a WSOPP Event. If Player leaves or is removed from a WSOPP Event pursuant to this paragraph, Player acknowledges and agrees that he/she shall not be entitled to any compensation or remuneration of any type other than what is expressly provided for in the applicable Official Rules. Further, Player acknowledges and agrees that in the situation where Player or any other player is disqualified pursuant to this Paragraph, Bracelet IP/WSOP LLC and/or Host Properties reserves the right, in their sole and absolute discretion, to determine whether to proceed with any WSOPP Event as scheduled or to postpone or reschedule a WSOPP Event, or any portion of a WSOPP Event, to a later date.

117. Table Talk / Disclosure: Participants are obligated to protect the other Participants in the Tournament at all times. Therefore, whether in a hand or not, Participants may not:
- Disclose contents of live or folded hands.
  - Advise or criticize play at any time.
  - Read a hand that hasn't been tabled.
  - Discuss strategy with an outside source while involved in a hand.
  - The one-Participant-to-a-hand rule mentioned in Rule 114 will be enforced.

Special Exceptions:

- A Participant is allowed to mention the strength or content of his/her hand if no other Participant in the hand will have a decision to make.
  - In heads-up events or when down to the last two Participants in a Tournament, Participants may speak freely regarding the contents of their hands.
  - The Floor Person reserves the right use his/her judgment to determine if one Participant intentionally helped another Participant. Participants who violate this rule are subject to penalty in accordance with Rules 41, 114, and 115.
118. 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”).
119. Ethical Play: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.
120. Etiquette Violations: Repeated etiquette violations will result in the imposition of penalties assessed by the Tournament Staff. Examples include, but are not limited to, unnecessarily touching other Participants’ cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, but is not limited to, talking or conversation that causes a disruption of Participants who are in a hand.

**SECTION VII - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES**

121. Dinner breaks for Events are listed on their respective structure sheet.
122. The duration of Play for Day 1 of all Events is noted on each Event's structure sheet. However, this can be subject to change depending on number of entries and pace of play.
123. Play on Day 2 and beyond may be suspended prior to the end of scheduled play and will resume the following day even if noted otherwise in the structure sheet for the Event.
124. If an Event has not reached a winner and is heads up after the completion of play on its final scheduled day, play may be extended to complete the Event.
125. The Tournament Director may modify the schedule of play for any event for any reason.
126. End of Day: Ten (10) minutes prior to the end of the day's play for any Event, a random card will be drawn to determine how many additional hands will be played. Playing Cards with ranks 3 through 7 for 9-handed events (2 through 5 for all other events) will be used, scrambled face-down, and a random Participant will be asked to pick a card. The card drawn will determine the number of hands played at each table to conclude play for the day. If the tournament has already re-drawn to three or less tables as described in Rule 68.c, the clock will not be stopped and play will continue until the ten minutes has expired.
- a. Once the final number of hands to play has been drawn, any late-registrations will not be allowed to join the Event until play has concluded for the day.
  - b. Once the final number of hands to play has been drawn, this number of hands will be played at each table remaining.
    1. If at any time during these final hands, the number of Participants meets the re-draw requirements of Rule 68c, the re-draw will be postponed until all final hands have been completed at all tables.
    2. In the event that one or more tables becomes unbalanced due to Participants busting from the Event, the Tournament Director will not balance tables as described in Rule 68c and play will continue at the short-handed tables until all final hands have been completed at all tables.
127. Hand for Hand:
- a. Upon nearing the "Money" (the first level of the prize pool payout), a "Hand-for-Hand" method of determining Participant placement within the prize pool and the actual amount of prize pool disbursement within that event will be utilized. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play until all other tables have completed that same hand. This process will continue until enough Participants have been eliminated to reach the money.
  - b. During the Hand-for-Hand process, more than one Participant may be eliminated during the same hand. If two or more Participants are eliminated during the same hand at different tables, those Participants will "tie" for that place finish. If two or more Participants are eliminated during the same hand at the same table, the Participant(s) who began the hand with the highest chip count will receive the higher place finish.
  - c. After Hand-for-Hand begins each hand will run 2 minutes off the clock, regardless of how long the hand actually takes. The 2 minute run-off starts with the current hand at time of announcement. Example: 17:30:00 remains in the current level when "finish the current hand..." is announced. At the end of the current hand the clock is set to 17:28:00. At the end of the next hand it is set to 17:26:00 and so on Payoff eligibility starts at the announcement: "finish the current hand you're on then hold up, we are going hand for hand". If enough Participants bust on the current hand to break into the money, the busting Participants will be eligible for a share of the place(s) paid on the current hand.

- d. So that Participants can most clearly know the timing of level changes, whenever possible the clock should be reduced by 2-minutes after each hand not after “batches” of multiple hands.
  - e. Blinds will continue to increase as new levels are reached.
  - f. Participants are encouraged but not required to remain seated during Hand-for-Hand play. Participants that choose not to remain seated during Hand-for-Hand play must leave the Tournament area and are not allowed to observe action at other tables in the Tournament. Participants who violate this rule are subject to penalty in accordance with Rules 41, 114, and 115.
  - g. In the event of an all-in and call during Hand-for-Hand, the cards of all Participants in the hand should remain face down. Dealers should not deal additional cards until instructed.
128. Participant Disputes: All Participant disputes with Host Property shall be resolved in accordance with these Official Rules and applicable gaming regulations (if any).
129. Host Property and its affiliates respect the right of Participants to the full and equal enjoyment of the goods, services, facilities, privileges, advantages and accommodations of the WSOPP Tournament without discrimination or segregation on the grounds of gender identity or expression.
130. If a tournament situation arises that is not covered in the Official World Series of Poker Tournament Rules, staff will reference the Official World Series of Poker Live-Action and House rules. If the situation is not covered by either rule set, the staff will follow Rule 52.

## **SECTION VIII – TOURNAMENT BETTING FORMATS**

### **LIMIT**

- a. Restricts Participants to betting and raising to a set amount on each betting round according to the structure for the event.
- b. All limit events are played with a bet and a maximum of four raises unless heads-up at the final table.

### **NO - LIMIT**

- a. The maximum amount a Participant can bet or raise is only limited by the amount of chips they have in their possession.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer WILL NOT tell a Participant the total amount of the pot at any time. The dealer may spread the pot for viewing by the Participant with action pending, upon request.

### **POT LIMIT**

- a. The maximum amount a Participant can bet or raise is limited to the amount of the pot.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer MUST tell a Participant the total of the pot when asked by the Participant facing action.
- d. If a Participant “over-bets” the pot, the Dealer MUST announce the correct bet amount immediately. An accurate pot total should be maintained at all times. Should the pot be over-bet with significant action following, the over-bet will not be corrected. In Events, all bets are counted at their “true” value, including the Small Blind when determining the amount of the pot.

## **SECTION IX – TOURNAMENT GAME FORMATS**

## **FLOP GAMES**

- a. Played with 2-10 Participants.
- b. The Dealer will always deal the first card to the Participant directly following (clockwise) the Dealer button (Small Blind position).
- c. The Dealer should announce the number Participants remaining active in the hand while dealing the flop, turn and river.

### **1. TEXAS HOLD'EM**

In Texas Hold'em, each Participant receives two down cards as their personal hand, or hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the "flop", are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the "turn", is placed out on the board followed by a betting round. Another card is burnt and the final card, "the river", is placed out on the board followed by the final betting round. The board cards are community cards, and a Participant may use any five-card combination from among the board and personal cards to make the best possible five-card poker hand. A Participant may use all of the board cards and no personal cards to form a hand playing the board. A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

### **2. OMAHA**

In Omaha, each Participant receives four down cards as their personal hand, hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the "flop", are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the "turn", is placed out on the board followed by a betting round. Another card is burnt and the final card, "the river", is placed out on the board followed by the final betting round. The five board cards are community cards. A Participant may only use three board cards combined with any two of the Participant's four hole cards to make the best possible five-card poker hand. A dealer button is used along with a small blind and big blind.

### **3. OMAHA HI/LOW 8 or BETTER**

Omaha can be played as a high-low split pot game. The Participant must use any combination of two hole cards and three board cards for the high hand and either a different or the same combination of two hole cards and three board cards for the low hand. All the rules of Omaha apply to Omaha high-low split. This game is played with a split-pot format. Half of the pot is awarded to the Participant or Participants with the highest 5-card poker hand. The other half of the pot is awarded to the Participant or Participants holding the lowest 5-card poker hand. A qualifier of 8-or-better for the low hand is used. This means to win the low half of the pot, a Participant's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace can be played as either high or low. Straights and flushes do not count against a low hand so the best possible low hand is 5-4-3-2-A, also known as a WHEEL. The best high poker hand wins the entire pot if there is no qualifying hand for low.

### **4. OMAHA "BIG O" HI/LOW 8 or BETTER (5 Card Omaha)**

All the rules of Omaha High-Low apply to Omaha "The Big O" with the following change; all Participants are dealt 5 cards in their initial starting hand. Game is played with 7 Participants so Final Table can be seated with 8 Participants

## **SEVEN CARD GAMES**

Played with a maximum of 8 Participants.

In a seven-card game, each Participant first receives two down cards followed by one up card to start the hand. After each Participant receives their three initial cards, there is the first round of betting. There are then three more up-cards and a final down card, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, third and fourth

street, and the larger bet is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. Deliberately changing the order of your up-cards in a stud game is improper because it unfairly misleads the other Participants; a Participant deliberately changing the order of the up-cards may have a dead hand.

When the wrong person is designated as the bring-in and bets, if the next Participant has not yet acted; the action will be corrected to the correct bring-in position, who has the option to either post the bring-in or complete to the full bet according to the structure. The incorrect bring-in takes back the wager. If the next hand has acted after the incorrect low card action, the wager stands, action continues from there, and the real low card has no obligations.

Increasing the amount wagered by the forced bring-in, up to a full bet does not count as a raise but merely as a completion of the bet. For example: Bring-in 100, complete to 400; four raises are then allowed.

If you are not present at the table when third street has been delivered to the final Participant position, you forfeit your ante and bring-in, if any.

The down cards will be killed; the up card, third street; will be killed when action reaches your position. Fourth street will not be delivered to an absent Participant position.

All new pairs are announced; possible straights or flushes are not announced.

### **1. SEVEN CARD STUD**

The first round of betting starts with a forced bet, the bring-in, indicated by the lowest card by rank and suit. The Participant with the forced bet has the option of opening with the bring-in or the full bet as designated in the structure. On subsequent betting rounds, the high hand on board initiates the action, a tie is broken using high card by suit, with the Participant who received cards first acting first. If the Participant with the low card is all-in for the ante, the person to that Participant's left acts first. If the Participant with the low card is all-in for a portion of the bring-in, the bet is made; all other Participants must enter for at least the bring-in amount or the full bet as designated in the structure. On Fourth Street, a Participant showing an open pair does not have an option of opening with an upper limit bet.

### **2. SEVEN CARD STUD HI/LOW 8 or BETTER**

Seven-card stud/8 is a stud game which is played both high and low. A qualifier of 8-or-better for the low hand is required. This means to win the low half of the pot, a Participant's hand at showdown must have five cards of different ranks that are an eight or lower in rank. An ace is the highest card and also the lowest card. If there is no qualifying hand for low, the best high hand wins the whole pot. A Participant may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand. On Fourth Street, a Participant showing an open pair does not have an option of opening with an upper limit bet.

The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first Participant in the tie clockwise from the dealer acts first. If the high hand is all-in, action proceeds clockwise as if that person had checked. Straights and flushes do not affect the value of a low hand.

When there is an odd chip in a pot, the chip goes to the high hand. If two Participants split any portion of the pot by tying for either the high or the low, that portion of the pot shall be split as evenly as possible to the lowest denomination chip in play. The Participant with the highest card by suit receives the odd chip. When making this determination, only the five cards used by the Participant at showdown are considered. All other rules for seven-card stud apply to Seven-Card Stud/8 if not mentioned above.

### **3. SEVEN CARD STUD HI/LOW REGULAR**

All rules of Seven Card Stud/8 apply except there is no qualifier for low and the high card by suit initiates the



action on the first round with the king of spades being the highest card by rank and suit. Also on subsequent betting rounds, the low hand initiates the action. Ex: The low hand may be: 10♦, 8♣, 6♥, 3♦, A♦.

#### **4. SEVEN CARD RAZZ**

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except that the high card, with the king of spades being the highest card by rank and suit, is required to make the forced bet on the first round. The low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A, known as a wheel. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A. The low hand acts first on all subsequent rounds. If the low hand is tied, high card by suit starts the action. On Fourth Street, a Participant showing an open pair does not have an option of opening with an upper limit bet. All other rules for seven-card stud apply to Seven-Card Razz if not mentioned above.

### **DRAW GAMES**

Draw games are played with six Participants with the exception of Badugi, which is played with eight Participants.

Lowball is draw poker with the lowest hand winning the pot. Each Participant is dealt five cards facedown, after which there is a betting round. Exception: Badugi, each Participant is dealt 4 cards facedown. The structure may call for an ante and/or to open with a raise. Tournament play begins with a small and big blind. The Participants who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones; this is the draw. There are two basic formats, Limit and No-Limit.

Limit games are generally triple draw; the basic rules for limit poker apply.

In Triple draw, the Participants will have a betting round with the initial hand, after the first draw, after the second draw, and again after the third draw, with four betting rounds total. The most popular forms of limit triple draw lowball are ace-to-five lowball (also known as California lowball) and deuce-to-seven lowball (also known as Kansas City lowball). Ace-to-five lowball gets its name because the best hand is 5-4-3-2-A; Aces are low and a straight or flush may qualify as a winning hand. Deuce-to-seven lowball gets its name because the best hand is 7-5-4-3-2, not suited; Aces are high only and straights or flushes are ranked as straights or flushes but are not fouled hands. Other forms of limit triple draw lowball are Badugi, Bادهucey and Badacey.

No-Limit draw games are generally played with a single draw and the basic rules for No-Limit apply.

In Single draw, the Participants will have a betting round with the initial hand and a second betting round after the first draw; two betting rounds total. The most popular forms of No-Limit single draw lowball are Deuce to Seven No-Limit, 5 Card Draw High No-Limit.

In the event of a re-shuffle, meaning the dealer has gotten down to the last card of the deck while Participants still need cards, the discards from the current draw will not be included. The last card will be reshuffled with the muck and the discards from all previous draws. This means that the dealer will not use the discards from the round in progress. If the dealer can complete the draws for that round by using the last card in the stub, the dealer will use this card but only if the last card will complete all draws for the round.

ALL exposed cards, while dealing the initial hand, will be replaced. The second exposed card on the initial deal will constitute a misdeal.

Participants cannot change the number of cards to be replaced once their discards have been placed, in turn, on the table, but they may exchange any of their discards for a different card in their hand at any time prior to cards being dealt for that round.

The dealer should not burn and begin to deal the next round of cards until all Participants have, in turn, placed their discards forward or stood pat (Participant does not draw any cards). After **“ALL”** Participants have discarded, the dealer will announce the number of cards each Participant is drawing prior to the delivery of the next round of cards.

This announcement prevents future changes of the discards.

If all Participants stand pat, one card is still burned to designate the round.

If a Participant wishes to draw an entirely new hand, the Participant will receive all five cards consecutively.

### **LIMIT TRIPLE DRAW GAMES**

#### **1. ACE TO FIVE OR DEUCE TO SEVEN**

- Played with six Participants maximum.
- Lowball games will be played with a particular qualifier.
- A – 5: Lowest possible hand is 5-4-3-2-A. Aces are Low.
- A straight or flush may qualify as a winning hand.
- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

#### **2. BADUGI**

- Played with eight Participants maximum.
- 4-Card Triple Draw – Lowest 4-card unsuited hand wins.
- Best Hand: "A – 2 – 3 – 4" all four suits represented.
- Four cards dealt down to each Participant on the initial round; starting with the Participant in the Small Blind position.
- At Showdown, if no Participant shows a perfect 4 card Badugi, the winner is determined by the lowest 3-Card Badugi hand.

#### **3. LOWBALL HYBRIDS**

- Played with six Participants maximum.

##### **BADACEY**

- The pot is split between the best Badugi hand and the best Ace-to-Five hand.
- Check-raising with a perfect hand is permitted.
- Best hand is A, 2, 3, 4 of different suits (A four card Badugi) with a 5 of any suit.
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

##### **BADEUCEY**

- The pot is split between the best Badugi hand (excluding the Ace) and the best Deuce-to-Seven hand.
- Check-raising with a perfect hand is permitted.
- Best hand is 2, 3, 4, 5 of different suits with a 7 of any suit. (The "Ace" is always a HIGH CARD)
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

### **NO-LIMIT SINGLE DRAW GAMES**

- Played with seven Participants maximum.

#### **1. DEUCE to SEVEN NO-LIMIT SINGLE DRAW**

- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

#### **2. 5 CARD NO-LIMIT SINGLE DRAW HIGH ONLY**

- Highest five-card poker hand wins. This is not a lowball game but is governed by all other draw game rules.

## SECTION X – GLOSSARY OF POKER TERMS

TERM	DEFINITION
<b>ACTION</b>	The Participant position which follows a check, bet, raise, or fold from the active Participant position to the right
<b>ACTION OUT OF TURN</b>	Subject to a penalty and is binding to the Out of Turn Participant if the action to that Participant has not changed. A check, call or fold does not change the action. If action changes, the Out of Turn bet is not binding and is returned to the Out of Turn Participant who then has all options available including making a call, raise or fold. An Out of Turn "FOLD" is binding; the dealer should immediately muck the hand.
<b>ALL-IN</b>	A Participant position which has invested all of its remaining chips in the outcome of a hand. In a structured Event, an All-In wager cannot be more than the call of a bet and a full raise, if a raise is an option. In a No-Limit Event, an All-In wager may be for all of the remaining chips which a Participant has on the table. In a Pot-Limit Event, an All-In wager may not be for more than the current pot plus the previous wagers on the table in the round. A Participant can only win that portion of the pot to which he/she has contributed plus other Participants who have called. An All-In for some amount greater than a previous bet but for less than a full raise is not to be interpreted as a raise. Should greater wagers be made by other Participants in the hand; side pots will be established.
<b>ANTE</b>	A forced bet to initiate tournament play; generally introduced after level 3 or 4 in the structure.
<b>BET</b>	A Participant's wager made in turn when facing action. In Tournaments, a Participant's wager will consist of the chip denominations in play according to the structure of the Event.
<b>BET (FIXED LIMIT)</b>	To bet a designated amount based on the structure of the game being played.
<b>BET (NO LIMIT)</b>	To bet an amount the minimum of which is the big blind up to the total amount of the chips in the Participant's possession
<b>BET (POT LIMIT)</b>	To bet an amount the minimum of which is the big blind up to the total amount currently in the pot.
<b>BET (FORCED)</b>	A mandatory bet for the purpose of starting action such as Small or Big Blinds.
<b>BET (OUT OF TURN)</b>	A Participant's wager made prior to the active Participants to his right completing action. A bet "out of turn" may be binding pending the completion of action from those Participants who have been skipped over.
<b>BETTING ROUND</b>	A complete cycle from the time the first Participant facing action to the last Participant to complete the call. A "BETTING ROUND" may complete one or more times around the table based on subsequent action, raises, all-ins, etc.
<b>BLIND(s)</b>	A designated bet by game structure placed before the first card is dealt. The blind(s) is a live bet which can win the pot if not called or raised. A game may be designated as either a single blind or double blind. With a double blind, the first will be designated as the "Small Blind" and the second as the "Big Blind". The Small Blind is generally one half of the value of the Big Blind. Refer to the Tournament Structure.
<b>BOXED CARD</b>	A card found "face up" in the deck after shuffle. A boxed card is to be treated as a blank piece of paper, shown to all Participants then placed into the muck.
<b>BRING-IN</b>	The forced bet in a seven card game such as Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz to initiate action based on either the high or low card by suit.

<b>TERM</b>	<b>DEFINITION</b>
<b>BURN or BURN CARD</b>	A burn card is the card(s) removed from the top of the deck by the dealer. The purpose of the burn card is to protect the top of the deck from exposure to the Participants. It is never to be exposed at any time including after completion of the hand. There will be a burn card prior to every betting round. The burn cards will be dropped discretely to the felt, then pushed under a chip in the pot for protection and separation from the other cards that form the muck.
<b>BUTTON</b>	An object or disc used to identify a particular action or function including, but not limited to, designating a seat or Participant status at the table. Each button will be distinct and marked to denote its purpose. Ex: Dealer Button, Absent Participant Button, Missed Small or Big Blind Button
<b>BUY-IN</b>	The purchase of chips or participant's checks for a tournament. At the time of the Buy-in, a table number and seat will be assigned. A buy-in may consist of cash, casino chips or tokens representing cash such as from a satellite.
<b>CAGE</b>	A secure area with access to the gaming floor from which participants, chip runners, etc., complete a purchase. The purchase may be Participant's checks, tournament entries or a cash-out of Participant's checks for money, etc.
<b>CALL</b>	A call is the placement of a bet equal to a previous Participant's action. In games where there are blinds, the first Participant to act after the initial deal will call by placing an amount equal to the big blind with forward motion towards the pot on the table surface. A Participant will be bound to a call if they verbally announce their intentions to do so.
<b>CAP</b>	In a limit game, an initial bet and the maximum amount of raises in accordance to the rules of the tournament.
<b>CARDS SPEAK</b>	Any hand that has been placed "face-up" on the surface of the table by the Participant will be read by the dealer or announced by any other Participant at the table. The Participant does not have to correctly identify the hand to win the pot if fully exposed, face-up on the surface of the table. Cards which are held in the Participants hand even though exposed to another Participant should not be read by another Participant.
<b>CHECK</b>	A Participant's option of not initiating a bet but retaining all rights to call or raise if faced with a future action. A check can only be an option without either the presence of a blind or another Participants' action.
<b>CHIP BAGGING</b>	A procedure used during the closing of a tournament at the end of a day. A Participant will be provided a Tournament Re-Draw Slip with a new table and seat number selected at random. A self-sealing plastic bag will be provided to the Participants to contain and protect his/her chips until the re-start. The Participant will write his/her name and chip count on the outside of the bag before placing chips inside. The dealer will assist the Participants in the process of chip bagging assuring that a copy of the re-draw slip is placed in the bag before the bag is sealed.
<b>COLLUSION</b>	The act(s) of a group of Participants attempting to influence the outcome of a live action game or tournament.
<b>COLOR-UP</b>	The process of removing smaller denomination chips for chips of larger denomination in a tournament
<b>COMMUNITY CARDS</b>	Cards dealt face-up in a flop type game which can be used by all Participants to complete their best hand.
<b>COMPLETION</b>	Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz: To complete to a full bet following the forced bring-in by either the high or low card by suit. The completion of the bring-in is not a raise; four raises remain.

<b>TERM</b>	<b>DEFINITION</b>
<b>CUT</b>	To divide the deck into two face-down stacks and then reunite them by placing the bottom stack on top of the former top stack without changing the order of the cards within each stack. The cut should be approximately one half (50%) of the deck.
<b>CUT CARD</b>	A plastic card of solid color to be placed under the bottom of the deck before being picked up into the dealer's hand. Often called a "BOTTOM CARD"; used to protect and conceal the bottom of the deck.
<b>DEAD BUTTON</b>	A Dealer Button placed in front of an empty seat to adjust the movement of the blinds, so that each Participant pays the small and big blinds correctly.
<b>DEAD HAND</b>	A hand that has no claim to the pot; a new Participant to the game, a Participant who has moved seats in excess of the number allowed by the poker room procedures, or a new Participant to the table.
<b>DEAL</b>	The process of distribution of playing cards to each Participant position.
<b>DEALER</b>	A poker room employee who distributes the cards to the Participant positions, controls the action of the game and handles all pot duties; but, does not receive a hand or have a financial stake in the game.
<b>DEALER'S CHOICE</b>	A game that consists of several games to be determined by the Participants in rotation. The series of games will be determined by the structure of the Event or live action game supervisors. A group of plaques will be placed on the table with a plaque for each game as per above. As the Dealer Button moves around the table, the Participant position will make a game selection from the group of plaques. The chosen game will be played for a predetermined number of hands from one hand up to a maximum of the number of Participants in the game as determined by the structure.
<b>DEALER BUTTON</b>	A button placed to indicate the designated Participant who will receive the last cards in each round of play. At the start of a new game each Participant will receive a card; the highest card by rank and suit to determine the initial position of the Dealer Button. In tournament play, the Dealer Button will begin in the first live seat to the right of the Dealer. The Dealer Button will move clockwise around the table by one Participant position after each hand.
<b>DEALT-OUT BUTTON</b>	A button placed by the dealer in front of a Participant's position denoting that the Participant is to be "DEALT-OUT" of the current hand.
<b>DEFECTIVE DECK</b>	A deck that is damaged in some fashion, contains too many cards for the game in progress, duplicate cards, a joker, more than two boxed cards, cards of different back designs or colors, cards in-play which have become marked or broken, or whose rank or suit can be determined due to a manufacturing imperfection. Defective Decks must be replaced to maintain the security and integrity of the game. Should the dealer determine a defective deck; the floor should be called to initiate replacement.
<b>DRAW</b>	The process of replacing cards in a game such as No-Limit Single Draw or Limit Triple Draw.
<b>DOWN CARD</b>	A card that is dealt face down without exposure to the Participants. A down card may also be the card signed by each dealer as they rotate through the tournament table.
<b>EVENT RULES</b>	A predetermined set of terms and procedures approved for an Event
<b>FLOP</b>	The first three community cards dealt face down, then turned face up simultaneously with a single motion.
<b>FOLD</b>	To surrender a hand or refuse to call a bet when facing action.

<b>TERM</b>	<b>DEFINITION</b>
<b>FOREIGN CHIP</b>	Any chip with a logo other than the logo for the Host Property Hotel and Casino or World Series of Poker. Any Foreign Chips will be removed from Event play along with the Participant who introduced the Foreign Chips into play. The Participant will be removed and banned from future Events without a return of tournament entry fees.
<b>HAND</b>	The time between the first card being dealt to the determination of a winner and the pushing of the pot; one game in a series of games; one deal; the cards held by a Participant; cards retained by a Participant entitling participation in the action; or the combination of cards necessary to win a pot.
<b>HEADS-UP</b>	Only two Participants remaining in action in a given betting round. A tournament designed to be played as a series of two Participant Events; the winner of each moves to a higher bracket ultimately culminating into a final table of the two remaining Participants.
<b>HOLE CARDS</b>	A Participant's concealed or down cards.
<b>HOUSE</b>	The casino operator or poker room.
<b>LAMMER</b>	A button used to designate the number of hands dealt or hands remaining in a tournament such as HORSE. May be several buttons of varying amounts to indicate the total amount of exchange.
<b>LIMITS</b>	The range or structure of betting in a game.
<b>LIMIT (FIXED LIMIT)</b>	A game played where the minimum bet is the big blind or subsequent raises of the big blind; four raises of the constitutes a cap for the round.
<b>LIMIT (NO-LIMIT)</b>	A game played where the minimum bet is the big blind; the maximum bet is for all of the Participant's chips.
<b>LIMIT (POT-LIMIT)</b>	A game played where the minimum bet is the big blind; the maximum bet is the amount of the current pot.
<b>MISDEAL</b>	A hand dealt incorrectly or the action of dealing a hand incorrectly. Misdeals include but are not limited to: (1) two or more boxed cards found during the initial deal; (2) first card dealt is dealt to the wrong seat; (3) cards are dealt to a seat not entitled to a hand; and (4) a seat entitled to a hand is skipped and dealt out. Please refer to the various forms of MISDEALS in the tournament or live action rules.
<b>MUCK</b>	The discard pile of cards surrendered or taken out of play.
<b>OPEN</b>	The first betting action as determined by the blinds or rank and suit of cards for the game.
<b>OPENER</b>	The Participant to which the first action is directed.
<b>OVERSIZE CHIP</b>	A wager made with a single chip that is in excess of the previous action.
<b>PAT</b>	In a game such as No-Limit Single Draw or Limit Triple Draw, the Participant's decision to take "NO" cards in any specific drawing round. In Limit Triple Draw, this decision may be changed in any subsequent drawing round remaining.
<b>POT</b>	The sum of the ante, blinds, bets and subsequent action.
<b>POT (MAIN POT)</b>	The first pot created in a hand of poker.
<b>POT (SIDE POT)</b>	The pot(s) created after one or more Participants have declared to be "All-In." Side pots are awarded separately or split as the winning hands are determined; never combined with the main pot.
<b>RACK</b>	A tray in front of the dealer installed into the table to store chips, cards, dealer down card and/or other items which may be used in the operation of a poker tournament.

<b>TERM</b>	<b>DEFINITION</b>
<b>RAISE</b>	A bet within the table limits that is an implicit call plus an amount in excess of the previous action by at least as large an amount; except in the case of an ALL-IN. A Participant will be held to raise if, in turn, they announce their intention to do so.
<b>RAKE</b>	The commission due to the casino or poker room for hosting the game.
<b>ROUND OF PLAY</b>	A completion of one time around the table, not necessarily being from seat 1 through seat 10. EX: HORSE. Any given game would begin in seat 1, ending in seat 8. A HORSE Event is sat with eight Participants. In a Dealer's Choice Event, a round of play may begin in seat 3, ending in seat 2.
<b>SCRAMBLE</b>	A procedure requested by a Participant to mix the cards; a dealer will spread the deck, face down, and mix the cards in a random procedure. The cards will then be collected and shuffled according to standard procedures.
<b>SHOWDOWN</b>	Determining the winner of the pot after the completion of all betting action.
<b>SUBSTANTIAL ACTION</b>	Either (a) the combination of any three actions in turn or (b) any two actions in turn, at least one of which involves putting chips into the pot.
<b>SUIT</b>	A group of similarly colored and like-symbol cards. EX: Spades, Hearts, Clubs or Diamonds
<b>TABLED HAND</b>	A Participant's hand is placed face-up on the table, visible to the dealer and other Participants at the table.
<b>TOURNAMENT DIRECTOR or EVENT TOURNAMENT DIRECTOR</b>	The person responsible for the overall management of an Event.
<b>WSOP/WSOPP TOURNAMENT DIRECTOR</b>	The person responsible for the overall management of the WSOP or WSOPP Tournament

## EXHIBIT A

### Special Rules for Events with Day 1 Flight Payouts

1. Depending on field size for the initial flight, each flight will play a total of 20 levels or down to 5% of the field on Day 1. In the event that one or more than one of the flights does not play to the completion of Level 20, the Day 2 tournament clock will begin at the time remaining in the level of play for the shortest flight played. If a flight has not reached the money with 10 Participants remaining, due to the field size for that flight, play will continue until the event reaches the Money (only players that will receive a payout remain in the event) or until the first Participant receives a payout, whichever occurs first, and then that flight will end.
2. At the conclusion of play, a Participant will have an option to surrender his/her chip stack. A Participant that chooses to surrender will receive the payout amount equal to the highest payout already paid for that field. If the Participant's payout, according to the 2024-25 WSOP Circuit Payout tables, should be more than the highest payout already paid for that field, the remaining monies will be combined into the Day 2 prize pool.
3. Approximately 15% of the field will be paid.
4. A standard WSOP payout will be calculated for each flight according to the 2024-25 WSOP Circuit Payout tables and based on total number of Participants for that flight.
5. For example, if flight A has 500 Participants, a payout table for 75 places will be generated.
6. Using the example of 75 places paid, Participants who finish in 75<sup>th</sup> or higher will receive the respective payout for that place in that flight.
7. The same process will occur for subsequent flights.
8. The total number of Participants and remaining prize pool from each flight will be combined together for day two.
9. The remaining prize pool for Participants surviving day 1 will be calculated using the percentage ratios derived from the appropriate WSOPP payout table that represents the TOTAL number of Participants for the event.
10. For example, if there are 138 Participants remaining out of a total of 3,000 for all four flights, the ratios for places 1-138 from the payout table of 450 total payouts will be used to distribute the remaining prize pool.
11. The minimum payout for day 2 will be no less than the highest amount paid out to a single place on any day 1 flight.
12. Payouts on day 2 may require slight modification to ensure min cash is greater than or equal to the highest amount paid out to a single place from any day 1 flight.
13. Participants can cash in more than one flight if they are eliminated "in the money" during day 1 but do not make day 2.

On the official list of results, all Participants advancing to Day 2 will be listed in the order in which they are eliminated on Day 2 and beyond. Participants who make the money but who do not advance to Day 2 will be listed in the order of total payout received. (Using the above example, places 1 through 138 will be based on order of elimination on Days 2, 3, and 4. Places 139 and above will be based on payouts for Day 1 eliminations.)