

# Poker Tournament Directors Association

## TDA Rules

### 1. **Floor People**

Floor people 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 the technical interpretation of the rules be ignored in the interest of fairness. The floorperson's decision is final.

### 2. **Chip-Race**

When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament. In the event that a player has only one chip left, the regular race procedure will take place. If that player loses the race, he will be given one chip of the smallest denomination still in play.

### 3. **Odd chips**

The odd chip(s) will go to the high hand. In flop games, when there are two or more high hands or two or more low hands, the odd chip(s) will go to the left of the button. In stud-type games, the odd chip will go to the high card by suit. There will be an exception to this rule: An attempt will be made in identical hand situations to split the pot as evenly as possible: Example – a wheel in Omaha/8.

### 4. **Side pots**

Each side pot will be split as a separate pot. They will not be mixed together before they are split.

### 5. **Calling for clock procedures**

Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time the minute is over, there will be a 10-second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead.

### 6. **Dead Button**

Tournament play will use a dead button.

### 7. **Penalties**

A penalty MAY be invoked if a player exposes any card with action pending, if a card(s) goes off the table, if soft-play occurs, or similar incidents take place. Penalties WILL be invoked in cases of abuse, disruptive behavior, or similar incidents.

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8. **At table**  
A player must be at the table by the time all players have complete hands in order to have his hand live. Players must be at the table to call time.
9. **Face up**  
All cards will be turned face up once a player is all in and all action is complete.
10. **50%**  
If a player puts in a raise of 50 percent or more of the previous bet, he will be required to make a full raise. The raise will be exactly the minimum raise allowed.
11. **Call**  
In limit games, an oversized chip will be constituted to be a call if the player does not announce a raise. In no-limit, an oversized chip before the flop is a call; after the flop, an oversized chip by the initial bettor put in the pot will constitute the size of the bet. In pot-limit and no-limit, if a player states raise and throws in an oversized chip, the raise will be the maximum amount allowable up to the size of that chip.
12. **One player**  
The one-player-to-a-hand rule will be enforced.
13. **Random Seats**  
Tournament and satellite seats will be randomly assigned.
14. **English-only**  
The English-only rule will be enforced in the United States during the play of hands.
15. **Cell Phone**  
A player who wants to use a cellular phone must step away from the table.
16. **Foreign chips**  
There will be no foreign chips on the table except for a maximum of one card cap.
17. **Deck changes**  
Deck changes will be on the dealer push or limit changes or as prescribed by the house. Players may not ask for deck changes.
18. **New limits**  
When time has elapsed in a round and a new round is announced, the new limits apply to the next hand. A hand has begun with the first riffle.
19. **Behind**  
A player may not miss a hand. If a player announces the intent to rebuy before the first card is dealt, that player is playing behind and is obligated to make the rebuy.
20. **Highest Chips Visible**  
Players must keep their highest denomination chips visible at all times.

21. **Declarations**  
Verbal declarations as to the content of a player's hand are not binding; however at management's discretion, any player deliberately miscalling his hand may be penalized.
22. **Rabbit hunting**  
No rabbit hunting is allowed.
23. **Dodging Blind**  
A player who intentionally dodges his blind(s) when moving from a broken table will forfeit the blind(s) and/or incur a penalty. The money will be put into the next pot and will be considered dead money.
24. **Chips Visible**  
All chips must be visibly displayed at all times. Players may not have tournament chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips. The forfeited chips will be taken out of play from the tournament.
25. **Moving Players**  
Moving players: In flop games, players will be moved from the big blind to the worst position.
26. **Raises**  
In limit events, there will be a limit to raises, even when heads-up. (The limit will be the house limit.) Once the tournament becomes head-up the rule does not apply.
27. **Misdeal**  
In stud-type games, if any of the players' two down cards are exposed due to dealer error, it is a misdeal.
28. **Unprotected Hand**  
If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.
29. **Killing Winning Hand**  
Dealers cannot kill a winning hand that was turned face up and was obviously the winning hand.
30. **Verbal declarations**  
Verbal declarations in turn are binding. Action out of turn may be binding.
31. **Management**  
Management reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
32. **Broken Table**  
Players 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. A player moved to balance tables will take the worst position. A dead button situation may occur.

**33. Penalties**

Penalties available for use by the TD are verbal warnings, 10, 20, 30, and 40 minutes away from the table and may be used with discretion. These may be utilized up to and including disqualification. A player who is disqualified shall have his chips removed from play.

**34. No discussion**

Players, whether in the hand or not, may not discuss the hands until the action is complete. Players are obligated to protect the other players in the tournament at all times. Discussing cards discarded or hand possibilities is not allowed. A penalty may be given for discussion of hands during the play.

**35. Expose**

A player who exposes his cards during the play may incur a penalty, but will not have his hand killed.

**36. One motion**

In NL or PL, when raising, a player must either put the amount of the raise out in one motion or state the raise amount. By stating the word raise, a player protects his right to raise, but the raise must be made in one additional motion unless he states the amount.

**37. Verbal disclosing contents**

Verbally disclosing the contents of your hand or advising a player how to play a hand may result in a penalty.

**38. Less than full raise**

In no-limit and pot limit, less than a full raise does not reopen the betting to a player who already has acted.

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**TDA MISSION STATEMENT**

To adopt basic standards, rules and procedures that will positively impact the Poker Industry by inviting tournament directors, players and media representatives to discuss, evaluate and review proposed rules.

The TDA is comprised up of a group of poker room personnel from around the world whose objective is to draft a standardized set of rules for poker tournaments. The TDA meets annually to discuss the addition of new rules and to amend or eliminate current rules. The TDA was founded by Matt Savage, David Lamb, Linda Johnson and Jan Fisher in 2001.



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