

All-In Series Poker-Book O' Rules

Effective 8/7/2009, the following are the Official Rules of All In Series Poker. Dealers will have a copy of these rules with them at all times and a copy is available for download at <http://www.allinseriespoker.com/rules.pdf>. ASP will use standard Texas Hold Em' rules for poker play. When there is a conflict between the "standard" rules and these rules, the Official All-In Series Poker rules will prevail.

GENERAL

Game Structure:

1. ASP currently hosts "No-Limit" Texas Hold-Em' poker games and tournaments using a standard poker deck and standard poker rules. ALL GAMES ARE FREE and DO NOT REQUIRE AN ENTRY FEE OF ANY KIND.
2. Cash or "in-kind" betting is NOT allowed in any form or manner. Players or Dealers found to be violating this rule will be banned from the tour.
3. All Players must sign their names on the venue's "Sign Up Sheet" when they arrive or, if allowed by the Venue, over the telephone, prior to the game's start time.
4. The 'Sign-Up Sheet' will become the official list of Players for that days game and will be used to track any "Wait Listed" Players.
5. Blinds will be raised after the first hour and then every half hour thereafter unless there is a Wait List (Players who have signed up for that Venue's game but were not able to be seated when the game starts due to lack of space at the tables).
 - a. If there is a Wait List, blinds will be raised ONE TIME after the first hour of play.
 - b. Blinds will remain at this level until ALL Players on the Wait List are seated or when two hours has past, which ever comes first. At this time, blinds will increase every 30 minutes.
6. Players may be added to the Sign-Up Sheet for 30-minutes after the start of the game. After 30 minutes NO additional sign-ups will be allowed.
7. Any Player who has signed up for that day's game who is NOT present WHEN THE LIST is called will go to the BOTTOM of the Wait List.
8. If a Player quits or is removed from the game, the Players chips are forfeited and returned to the dealer. Chips may NOT be "given" or transferred to another Player.

The Dealer Button Position:

The starting Button position is determined by the Dealer dealing one card to EACH Player (beginning at the Dealers left). The Player with the FIRST ACE or the Player with the HIGHEST card will be awarded the Button. In the case of a tie (E.G. 2 Players receive a "King" and no Ace is dealt) the FIRST Player receiving the high card will be awarded the Dealer Button. The Player to the LEFT of the dealer Button becomes the SMALL BLIND and the person to the left of them becomes the BIG BLIND.

Dead Small Blind or Dead Button:

A "Dead Button" or a "Dead Blind" results when a Player leaves the game (usually because they are "out" of chips) and they were scheduled to have the Button or the Big or Small blind moved to them. First and foremost, the rule is as follows: ***If you are able to play the blind, you must.***

A Dead Small blind can occur when the Player who was the Big Blind goes "all in" and loses. The Button would normally move forward but since each Player must play their Big Blind, the Button must move forward one position leaving a blank space in between the Dealer Button and the required Big blind, leaving a "Dead" Small Blind.

The next hand would result in the Button moving forward to the empty place having a Dead Button so each Player would then play their proper blinds.

A “Dead Button” can occur when the Player who is the Small Blind goes all in and loses. The Button would move forward to the empty place with the remaining Players posting their proper blinds

Raise Rule:

All raises must be double the original bet (E.G. if the pot is 50, the next minimum raise would be 100).

If a player wishes to raise after someone has raised “all-in” (an the all-in raise was LESS THAN double the original bet) the raising player must COMPLETE the bet (e.g. the bet is 100, an “all-in player raises to 150. If the next player wishes to raise the 150 bet, they must bet AT LEAST 200.This is **double the original 100 bet**).

If the Player raises all in for more than half of the original bet then the next raiser must raise a minimum of double the all in bet.

Adding Players from Wait List:

When a new Player sits down from a wait list, they must take the last vacated seat. If a Player happens to sit down in a “Blind” position they are required to post the amount of the Big Blind or wait until the button gets to them.

PLAYER ISSUES:

The following rules address possible Player mistakes.

1. While rare, certain rule infractions may result in the IMMEDIATE removal of a Player from the game. In most cases the Player will be given a blue “Warning Chip” indicating an infraction of the rules.
2. If a Player incurs a second offense, the Player will be warned and given a second Blue chip, and be notified that this is their final warning.
3. When a Player incurs a third offense of any rule the Player is given a 3rd Blue chip and assessed a 10-minute “time out” from play. During the “time out” period, Blinds will continue in normal order with the “time out” player forfeiting any blinds that are posted in the course of play if the Player is still “out of play”.
4. A fourth offense will cause the Player to FORFEIT ALL CHIPS and the Player will be removed from the game.

All Players should be advised that the hosting venue retains the right to eject any Player at any time for any reason or for no reason at all, regardless of their place in any game.

The following Player Violations and will result in the Player being issued a Blue Warning Chip:

Betting Out Of Turn: Betting out of turn is not acceptable. It can give unfair advantage to other Players still in the game. It can also indicate cheating or teaming. In addition to a Warning Chip being assessed, any out of turn bet will result in that Players chips staying in the pot. They may not be removed even if the bet is raised and the Player wishes to fold.

Concealing Chips: Players are required to keep chips visible to the Dealer and all Players in the game. Hiding chips behind others chips or objects that block a Players or the Dealers view is not allowed.

Handling Cards:

1. Do not take the cards off the table.

2. Do not cover the cards with your hand. This causes problems with Players and Dealers who may not realize you are in the hand. This can be considered cheating and is the Players' responsibility.
 - a. If a Players' turn is skipped because of concealing cards, the Player is responsible and there is no remedy. The Player has no recourse to complain and the Dealer will NOT alter or change play in any way. The Player will also receive a Blue Warning Chip.
 - b. Protect your cards. It is the Players' responsibility to protect their cards. If the Players cards are in front of them and unprotected (with card markers) and a dealer "scoops" them or they are pushed into the "muck" the Player will forfeit the hand.

String Bets: A string bet occurs when a Player places chips in the pot then goes back for more chips in order to raise or, when a Player moves a stack of chips forward and drops them "one at a time" without a declared bet. If the Player has verbally declared RAISE they may reach to continue their actions. String betting will result in the Player being warned and assessed a Blue Warning Chip.

Single Chip Bets: A single chip is considered a call unless a verbal declaration is made and recognized by the Dealer.

Declared Action: All verbal bets are binding. If a Player declares a raise or an all in they must play accordingly.

Money On The Table: Money is NOT allowed on the table at ANY TIME. Money on the table could be an indication of a cash game.

Side Betting: Players are not allowed to discuss or make any side bets involving money.

Forward Motion Rule: If a Player reaches out with a stack of chips, the entire amount in their hand will be considered their bet **unless** there is a previous verbal announcement. If the Player did not declare their bet, the entire stack of chips in the Players' hand will become their bet. Players may NOT remove or "pull back" any chips from the pot.

Time Rule: Each Player receives approximately 30 seconds to bet. If they linger the Dealer should call "time" letting the Player know they have another 60 seconds to decide (if necessary).

Table Talk:

1. Any offensive, rude, obnoxious, or otherwise unacceptable behavior will result in the Player being removed from the game. This includes but is not limited to; racial, political, or religious talk that disturbs or may offend another Player. The Dealer will have the final decision on what is considered "unacceptable" behavior.
2. The "F" Bomb is NOT allowed at any time by any Player at or near the table. Blue Warning Chips will be assessed for EACH infraction.
3. Any unsolicited physical contact will be considered assault. Any Player who participates in these types of actions will be removed from the game immediately and may face permanent removal from the tour.
4. Do not discuss your hand or any hand "in progress" with anyone, this includes discussing the options on the board, cards you discarded, speculation of what someone might be playing, what someone may have in their hand or what your/their next move may be.
5. Do not show your cards to anyone including the Dealer, other Players or spectators.
6. Criticizing another Players' style, decisions or actions is not allowed.

Coaching: Coaching is deemed to have occurred when a Player receives advice about their cards, possible actions they can take or any type of strategizing from another person, in the game or not. Violators will be assessed a Blue Warning Chip. Spectators will be asked to leave the area.

Exposed Cards: If a Player accidentally exposes a card, it will remain a “live” card. Players accidentally exposing cards when mucking a hand are considered “dead” cards.

1. Players must show both cards **simultaneously** to win the hand. If a Player shows one card then other, this is considered a “Slow Roll” ASP considers “Slow Rolls” a major offense and will result in the offending Player forfeiting the hand.
2. Any “face up” cards that hit the board or the muck are considered dead cards.
3. Players who “toss” their cards on the table and hit community cards, another players cards or the “muck” will forfeit that hand.
4. Players throwing cards at other Players, the Dealer or off the table will forfeit the hand and will be removed from the game immediately.

Certificates: Players MUST produce ORIGINAL certificates for tournaments to be awarded chips. ASP retains the right to reject any certificate for any reason. Original, physical Certificates are the ONLY proof of a win. If the Player cannot produce an Original Certificate at the Tournament check-in they will NOT be awarded the corresponding chips.

It is the Players responsibility to keep track of and obtain a Certificate at any event they are awarded a Certificate If for some reason you do not get a certificate the night of the game you win it is your responsibility to call or email management as soon as possible in order to get your certificate. We will NOT award or “make right” Certificates on the day of the Tournament. To avoid disappointment please make sure to take care of these issues BEFORE Tournament day.

1. If we recorded 4 wins for you but you have only 3 certificates, we will allow 3. The same is true if you produce 4 **legitimate** certificates and we have recorded 3. Your 4 certificates will count.
2. Players may NOT give or sell Certificates to other Players. Players caught doing this may have their Certificate revoked and/or be disqualified from playing in the Tournament.

Smoking/Eating: *Please be considerate of other Players!* Players are not allowed to eat or smoke at the table. For Venues with smoking areas, Smokers should step **at least** 4 feet away from the table while smoking.

“Away” From The Table: Players who miss 2 blinds (2 rotations around the table) will be removed from the game. If a Player is away from the table, they will be dealt to as if they are participating. All Blinds will be posted.