

UPL House Rules

By participating in any tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play.

Rules of No-Limit Hold'em

- ♣ The seat to the left of the dealer posts the small blind and the next seat posts the big blind. The big blind and small blind are forced bets that rotate around the table.
- ♣ Each player is dealt two hole cards. The first round of betting begins with each player starting to the left of the big blind deciding to fold, call, or raise the big blind.
- ♣ Three community cards are dealt face up and the second round of betting occurs starting with the first player closest to the left of the dealer who remains in the hand.
- ♣ The fourth community card is dealt face up and the third round of betting occurs.
- ♣ The fifth community card is dealt face up and the fourth round of betting occurs.
- ♣ At the end of the last round of betting the showdown of the cards determines who wins the pot.
- ♣ Each player uses their two hole cards and the community cards to make the best five card poker hand. They may use zero, one, or both of their hole cards to make their best hand.

General Tournament Rules

1. Absolutely NO GAMBLING at any UPL tournament. (No side bets, No cash bets...) Any member found violating this rule will be banned from the UPL.
2. All participants of any UPL sanctioned event are prohibited from placing any form of currency (other than UPL poker chips) on a session table, as state law prohibits this. There will be no exceptions to this rule and violators will be asked to leave immediately.
3. Support your local host establishment
4. All players must be registered members of the United Poker League.
5. Players must be at least 21 years of age due to age restrictions of our host establishment and the Alcohol Beverage Control division.
6. The Tournament Director is responsible for all table, seating and dealer decisions. The Tournament Director is responsible for the handling of the timer although may delegate this task to any dealer/player at his discretion.
7. Players will rotate dealer responsibilities in a clockwise rotation.
8. Dealer must shuffle cards at least three times, and must cut cards every hand. This is to expedite play.
9. The cards speak for themselves.
10. Keep your cards and chips on the table and in plain view.
11. Inappropriate behavior like throwing cards that go off the table may be punished with a penalty such as being dealt out for a length of time. A severe infraction such as abusive or disruptive behavior may be punished by eviction from the tournament.
12. One player per hand. You may not ask advice as to how to act during your action period. If you show your cards to a player at the table who is still in the hand, you must show all players at the table.
13. No splashing the pot. You are to place your chips calmly in front of you, and then push the chips to the center after the dealer has stated that the "Pot is right"
14. No string bets. A player must state their intentions (Call, Check, Raise) before placing chips in front of them. You must place all chips required to satisfy your intentions in one motion. You may not go back into your bank multiple times.

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15. No short bets. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all in.
16. Session play never stops, except during break time. If you are seated at a table that has empty seats, you must notify the session host and continue playing until other players are seated or you are moved.
17. All hands will be turned face up whenever a player is all-in and betting action is complete.
18. All players must leave their seat immediately after being eliminated from an event.
19. Inform the Tournament Director when a player is eliminated.
20. Management retains the right to cancel any event, or alter it in a manner fair to the players.
21. In the case of disputes and rules interpretations, the Tournament Director will have final authority.
22. If two (or more) players go broke during the same hand, the player starting the hand with the larger amount of chips finishes in the higher tournament place for points.
23. The current dealer is the only player allowed to touch the muck pile. No player is allowed to turn over any cards in the muck pile. After completion of the hand, the current dealer will collect all cards and pass the deal and button.
24. Only the dealer is allowed to touch the chips in the pot. You must make change from your neighbor first. If you can't do that between hands, then you should state your action (Check, Call, Raise) then put down a chip. The dealer will pull your change from the pot and give it to you after the action is completed by all players. The dealer must state that the "Pot is right", all players should then push their chips into the center of the table (pot).
25. If a player is accidentally dealt a card face up (or a card is seen by someone else at the table), the dealer continues to deal the hole cards to all players. The dealer then replaces the seen card with a new card and the seen card becomes the first burn card. The seen card must be shown to all players at the table.
26. If at any time players cards touch the muck pile (discard pile) the cards are dead and must remain in the muck and the player loses all action on that hand.

Seating and Moving Players

27. Initial seating is determined by random draw or assignment. Table assignments are determined by order of registration. Once seated each player is dealt a card from the deck. The person who draws the highest card will start with the button. In case two or more players get the same high card, those players will redraw until a dealer is determined.
28. Each table will seat a maximum of 8 players. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed. When a move needs to be made, a player from the largest table playing in the same seat as the eliminated player will transfer to the smaller table.
29. In all events, there is a redraw for button position when two or more tables are consolidated to form a single table or when more than 50% of the players are new to a table.
30. When a player is eliminated and a move must be made, the player 'playing a hand' in the same position (seat), relative to the button, at the highest populated table must move to the eliminated player's seat. The move must occur before the next hand is dealt at any table. For the purposes of this rule, a player is 'playing a hand' once all the blinds/antes have been posted and the dealer has begun shuffling (riffles the deck).
31. A moved player will be dealt a hand at the start of the next deal and assume any obligation of the new seat including the posting of a blind or dealing.

Chips & Blinds

32. The appropriate starting amount of chips will be placed on the table for each registered member at the beginning of the event, whether the person is present or not. Absent players will be dealt in, and all chips necessary for antes and blinds will be put into the pot.
33. A timer will be used to time the blind progression. When the timer expires, it should be immediately restarted. The next hand will be dealt at the new blind level. For the purposes of this rule, a hand is considered currently in play once all blinds/antes are posted AND the dealer has begun shuffling (riffles the deck).

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34. If an absent player has not arrived before the first hand of the second blind is dealt, a player from the waitlist will take over the absent player's position. If there are no players on the waitlist, the absent player's chips are removed from play and he/she has forfeited any chance to play.
35. If you are not present when it becomes your turn to act, your hand is dead. This includes situations in which a live blind is not present to act, since an absent player cannot exercise the option to raise.
36. If a player leaves the table for any reason and will be away for longer than 30 minutes, his/her chips will be removed from play he/she has forfeited any chance to continue play.
37. If there is a signal designating the end of a betting level, the new limits apply on the next deal. (A deal begins with the first riffle of the shuffle.)
38. When it is time to color-up chips, the extra chips will be raced off. Each player will receive 1 card for each odd chip. The player with the highest card (to the left of the dealer) will be dealt a higher-denomination chip. There will be a maximum of one chip going to any player. 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/she will be given one higher-denomination chip and will still play.
39. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones. If another deal has not yet started, the director may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
40. Dead Button Rule. If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being the dealer two hands in a row.
41. When the small blind busts out and is not replaced by a player from another table, the button does not move. The player who was the big blind will now post the small blind and the player to his left will post the big blind. This will result in the same player being the dealer two hands in a row.
42. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips remains. In this situation a side pot could occur for players with remaining chips.
43. When two Players remain, the Player due to assume the Big Blind will do so, and the Small Blind will inherit the button. The Small Blind or button will act first prior to the flop and second after the flop.