

Josh Farler 15th Annual

Poker Benefit Rules



1. TOURNAMENT SCHEDULING

- 1.1. Josh Farler Tournament (JFT) times are approximate. The Josh Farler Foundation (JFF) reserves the right to change tournament times in its sole and absolute discretion.
- 1.2. JFF is not responsible for injuries or losses arising or resulting from participation in the JFT and is not liable for any acts or omissions by employees, committee members, or volunteers, whether negligent or willful, in the conduct of the JFT, and is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any tournament chips players leave at playing tables during tournament play, including authorized breaks.
- 1.3. If for any reason the tournament is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes within or beyond the control of JFF that corrupt or affect the administration, security, fairness, integrity or proper conduct of this tournament, JFF reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament.

2. PRIZES AND SEATING

- 2.1. Prizes are transferable. Prize structures depend on the number of entrants and donations from its sponsors. Prizes will not be announced until the final table is determined.
 - 2.1.1. Prizes will be chosen by player rank at the conclusion of the tournament. IE: the first place finisher (Tournament Champion) will choose first and will then proceed in ranking order.
- 2.2. Tournament entries are transferable prior to the dinner break.
- 2.3. Winners are responsible for payment of all taxes, licenses, registrations and other fees associated with tournament prizes.
- 2.4. Tournament play "side events" (High Hand, Bounties, ~~Last One Standing~~, End of Reign)
note: the ~~Last One Standing~~ entrants will be designated via their name tags.
 - 2.4.1. High Hand:
 - 2.4.1.1. This side competition is free for all poker players as part of your tournament entry fee. Each round will use a full house of "Deuces Full of Treys" (22233) as the initial value.

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2.4.1.2. A Players whose hand is higher than, or equal to, the current high hand for each round will have their hand, & name placed as the current high hand. Players MUST announce (SHOUT OUT) when they beat or tie the current high hand and will be confirmed by the other players at the table. Polling the venue for “who had the high hand” will not be performed.

2.4.1.3. The player(s) with the high hand at the end of each round, prior to the dinner break, will receive 1000 times the round number, in tournament chips, in said round. Total estimated amount of chips added to the tournament = 45,000. (plus, any tie amounts)

2.4.2. Bounty Chips (not tracked by the tournament software)

2.4.2.1. Players may purchase as many bounty chips as they like, either individually, within a single purchase, or any combination thereof.

2.4.2.2. Bounty chips may be purchased until the tournament ends.

2.4.2.3. Bounty chips must remain on the table and clearly visible per Rule 4.38.

2.4.2.4. Players must possess at least one (1) bounty chip to earn a bounty chip from a player who they busted out. (regardless of busted player rebuying)

2.4.2.5. Players are required to give one (1) bounty chip when busted out, regardless of rebuying, by a player possessing at least one (1) bounty chip.

2.4.2.6. Bounty chips should be redeemed, upon exiting the tournament, for half (1/2) of their purchase price. (see rule 4.48.3)

2.4.2.7. Chopped Pots:

2.4.2.7.1. When two (2) or more players chop a pot, and bust a player who has a bounty chip, the player with the highest “hole cards” will receive the bounty chip.

2.4.2.7.2. When two (2) or more players chop a pot, and bust a player who has a bounty chip, and the player’s “hole cards” are tied, the dealer of that hand will reshuffle, and the players will draw for high card to determine the winner of the bounty chip.

2.4.3. Last One Standing

2.4.3.1. ~~Players may purchase entry into the Last One Standing side competition using the following schedule:~~

2.4.3.1.1. ~~Before tournament & during round 1: original price~~

2.4.3.1.2. ~~After round 1 & before Dinner Break original price + \$5 per round~~

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- ~~2.4.3.1.3. — There are no entries allowed after the dinner break.~~
- ~~2.4.3.2. The last person, in the Last One Standing side competition, remaining in the tournament will earn half (1/2) of the Last One Standing total purchase amount. Players may agree to chop the prize money.~~
- ~~2.4.3.2.1. — Players in this side competition are encouraged, upon exiting the tournament, to report to the tournament computer operator in order to have their name struck from the list of entrants (see rule 4.48)~~
- 2.4.4. End of Reign
- 2.4.4.1. This side competition is free for all poker players as part of your tournament entry fee.
- 2.4.4.2. Knocking out a previous champion will earn the player **50,000** in tournament chips.
- 2.4.4.3. It is the responsibility of the player to announce that a previous champion has been eliminated.
- 2.4.4.3.1. Previous champions can be identified by the perpetual plaque(s) on display, will have special name tags, and will be identified at the dinner break.
- 2.4.5. Second Chance Drawing:
- 2.4.5.1. At the dinner break a random player, who has exited the tournament and reported to the tournament computer operator (see rule 4.48.2), will be selected for a free reentry. The Second Chance winner will be awarded the equivalent of 3 time the big blind of the round following dinner and remains eligible for add-ons (see rule 5.4) The Second Chance winner may also be eligible for any chips forfeited by other players (see rules 4.38, 4.45.1 and 4.46.1) Forfeited chips will be rounded up to the closest usable denomination.
- 2.4.5.2. Player selection will use a deck of cards. Cards are ranked with ace being 1 and king being 13, suits are ranked as follows. (Spade, Heart, Club, Diamond) Example: Queen of spades is 12 while jack of hearts is 24. The number of cards matching the exited players will be shuffled and cut by the Tournament Director (TD), or designee. The drawn name will be announced by the Tournament Director (TD), or designee.
- 2.4.5.3. Players must be present to win. In the event the selected name is not present another card will be selected until a winner is determined.
- 2.4.5.4. If more than 52 players are eligible then the list will be split into roughly equal sizes to accommodate multiple winners at the TD's discretion. In the event of multiple winners each will receive the equivalent of 3 time the big blind of the round following dinner and any forfeited chips (see rule 4.46.1) will be divided evenly by rounding up if necessary.
- 2.4.5.5. The Second Chance Drawing is the only way to re-enter the tournament once a player exits

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the tournament with the exception of Rule 4.46.4.

- 2.5. ~~Winners of “general raffle ticket” drawings need not be present to win. Winners of targeted raffle tickets MUST be present to win.~~
- 2.6. Participants will choose their own seat during the registration process. Seat reassignments during play will be through computer selection (if player tracking is enabled) and Rule 4.6.
- 2.6.1. JFF reserves the right to allow player selection seating with table condensing prior to tournament start.
- 2.6.2. JFF reserves the right to place a tournament staff member/player at any given table.
- 2.7. Tournament management reserves the right to allow additional table seating beyond expected capacity. In the event tables are added to the tournament said tables will be assign the highest table numbers and will be subject to Rule 4.6.
- 2.8. If a participant is not present at the start of the tournament, all forced antes and blinds will be removed from an absent player’s chip stack accordingly. If player shows up and still has chips remaining, he or she may play their chips.
- 2.9. Non-value tournament chips are used for the JFT and are the exclusive property of JFF and may not be removed from the tournament area. Players found to be transferring chips from another event or from one player to another will be subject to penalty in accordance with Rule No. 3.1.

3. PLAYER CONDUCT AND TOURNAMENT INTEGRITY

3.1. Player Conduct

- 3.1.1. The competitive integrity of all tournament play at the JFT is paramount. All participants must adhere to the spirit and letter of the Official Rules of the JFT which forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
- 3.1.1.1. Cheating is defined as any act a person engages in to break the established rules of play to gain an advantage.
- 3.1.1.1.1. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value chips not issued for the current tournament card marking; card substitution; or the use of any kind of cheating device.
- 3.1.1.2. Collusion is defined as any agreement amongst two (2) or more players to engage in illegal or unethical acts against other players.
- 3.1.1.2.1. Collusion includes, but is not limited to, acts such as: chip dumping; soft play;

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sharing card information with another player; sending or receiving signals from or to another player; the use of electronic communication with the intent to facilitate collusion; and any other act that JFT officials deem inappropriate.

3.1.2. 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. This shall include, but is not limited to, any player whose personal hygiene has become disruptive to the other players seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other players shall be determined by the tournament Staff which may, in its discretion, implement sanctions upon any such player who refuses to remedy the situation in a manner satisfactory to JFF.

3.1.3. JFF will penalize any act that, in the sole and absolute discretion of JFF, is inconsistent with the official rules or bests interests of the tournament.

3.1.4. 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 JFT will be subject to sanctions imposed by JFF. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of JFT officials and may include, but shall not be limited to the following:

3.1.4.1. FORFEITURE OF CHIPS

3.1.4.2. FORFEITURE OF PRIZES

3.1.4.3. EJECTION FROM THE TOURNAMENT

3.1.4.4. LOSS OF PRIVILEGE TO PARTICIPATE IN CURRENT OR FUTURE JFF EVENTS

3.1.5. All violations of this Code of Player Conduct may be publicly disclosed in an effort to deter future violations and to assist other poker tournaments in identifying players who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.

3.2. In addition to that authorized in Rule 3.1, JFF 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 JFF, 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 player's entry fee(s) and/or loss of the right to participate in this and/or any other tournament conducted by JFF. Additionally, JFF may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in JFF's view engages in inappropriate conduct during tournament play.

3.3. JFF, in its sole and absolute discretion, may also disqualify any person from receiving any prize based

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upon fraud, dishonesty, or other misconduct while on the property, for acts otherwise occurring in relation to the JTF, or as otherwise reasonable or necessary for JFF to comply with applicable statutes and regulations. JTF officials 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.

- 3.4. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the JFT may be a violation of criminal and civil laws. Should such an attempt be made, JFF reserves the right to seek damages from any such person to the fullest extent of the law.
- 3.5. All decisions regarding the interpretation of JTF Rules, player eligibility, scheduling and staging of the tournament, and penalties for misconduct lie solely with JFF, whose decisions are final.
- 3.6. JTF staff 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 JFF, 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. JFF decisions are final and can not 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.
- 3.7. JFF prohibits the use of obscene or foul language in any public area of the tournament premises at any time. Any player who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another player, or a tournament staff member, will be penalized. These penalties will be levied based on Rules 3.1, 4.41 and 4.45.
- 3.8. Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct will be subject to penalty. Any player that engages a member of the tournament staff during the celebration or utilizes any property of JFF will be penalized in accordance with Rules No. 3.1, 4.41, and 4.45. JFF property includes but is not limited to chairs, tournament tables, computers, audio and video equipment.
- 3.9. Player or staff abuse will not be tolerated. A player will incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property.
- 3.10. Tournament Rules and any and all changes in the rules and event descriptions for the JTF will be available at the tournament facilities as well as on the Internet at www.joshfarler.org.
- 3.11. Where a situation arises that is not covered by these rules, JFF 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.
- 3.12. Under no circumstances will JFF permit any Participant to wear any clothing that JFF, acting in its

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sole discretion, determines:

3.12.1. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repellantly any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics;

3.12.1.1. Advertises any pornographic products;

3.12.1.2. Disparages or libels any person or product;

3.12.1.3. Is engaged in (or is alleged to have been engaged in) conduct that JTF deems inappropriate.

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

3.12.2. All card protectors must comply with the aforementioned rules.

3.12.2.1. The JFF reserves the right to refuse entry or continued participation in an event to any player who does not comply with the aforementioned apparel and card protector rules.

3.13. Players may not cover or conceal their facial identity. Tournament officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits their identification or is a distraction to other players or tournament officials. Players may wear sunglasses and sweatshirts with hoods (hoodies), but may be asked to remove them if they cannot be identified by tournament officials.

3.14. Each table shall use a dedicated dealer and a Dealer Button. Dealers should be JFT staff members (Board, Committee, or staff) but guest players may volunteer to act as a dealer. Dealers should sit near the center of the table in seat position 1. If a new dealer is selected the new dealer shall move their seating position when the new position becomes the last to act (AKA the "Cut Off position).

4. POKER RULES

4.1. The Tournament Director (TD), 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 TD reserves the right to overrule any floor decision.

4.2. The English-only rule will be enforced at all JTF tables during tournament play. Players who violate this rule are subject to penalty in accordance with Rule 4.41 and 4.45.

4.3. Cell Phone Rule: (AKA the Pancetta Rule! - *We love you Justin*) All cell phones and other voice-enabled and "ringing" electronic devices must be turned off, or set to silent mode, during tournament play. Players not involved in a hand (cards in muck) shall be permitted to text/email at the table but shall not be

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permitted to text/email any other player at the table. If the JFF, acting in its sole and absolute discretion, believes a player is communicating with another player at the table, both parties may be immediately disqualified from the tournament and face imposition of additional penalties as described in Rule 3.1. Playing games and use of the Internet are also not allowed as these activities slow the overall play at the table.

4.3.1. All players 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 tournament Staff. No cell phones or other electronic communication device can be placed on a poker table.

4.3.2. Players should consider the privacy of other players when talking on a cell phone. When possible, players should leave the tournament area when excessive talking is expected.

4.4. Approved Electronic Device Rule: Players are allowed to use an approved electronic devices (iPods, MP3 and other music players or noise-reduction headsets) during tournament play until they have reached the final table, so long as the approved electronic devices are not used to collude or cheat in any way. Audio players require the use of headphones. Once players make the final table, all approved electronic devices must be removed. Failure to remove said devices will result in a penalty up to and including disqualification, in accordance with Rule 4.41 and 4.45.

4.5. Tournament seats will be assigned per Rule 2.6. Tournament staff reserves the right to relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of the tournament.

4.6. The breaking order for the JTF will be highest table number first unless player tracking is enabled. If player tracking is enabled the tournament software will determine the table breaking order. The table to which a player is moved will be specified by a predetermined procedure. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They may get the big blind, the small blind or the button so long as it preserves the natural order of blinds at the table. The only place they cannot get a hand is between the small blind and the button. JTF officials reserves the right to alter the breaking order due to unusual circumstances.

4.7. Play will halt at any table, excluding the final table, that has 4 players or less. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 4.6.

4.8. When the tournament reaches 9 players a re-draw for seat assignments, for the final table, will occur. Players will place their seat draw on their chips and will be on break while tournament staff colors up and moves chips to the final table.

4.9. Cards speak: Verbal declarations as to the content of a player's hand are not binding; however, at JFF discretion, any player deliberately miscalling his hand will be subject to penalty in accordance with Rule No. 4.41.

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- 4.10. All cards will be turned face up once a player is all in and all action is complete. If a player 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 and have not touched other discarded cards.
- 4.10.1. All - In with Chips Found Behind Later: If player A bets all - in and a hidden chip is found behind after a participant has called, the TD 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 TD may award the chip(s) to the winning caller.
- 4.11. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made. is
- 4.12. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. At showdown, only players who still possess un-tabled cards may request to see a folded hand from any player who has called all bets on the last round of betting. If a player with the last aggressive action on the last round of betting refuses to show their hand and intentionally mucks his or her hand, the player in violation will receive a penalty, in accordance with Rule No. 4.41.
- 4.13. Odd Chip(s): The pot will be split as evenly as possible when multiple players "chop the pot". The odd chip(s) will go into the pot of the next hand. note: While the WSOP and the TDA say the chip goes to the left of the button - as a charity event we follow the next pot rule!
- 4.14. Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.
- 4.15. A player must show both of his or her cards.
- 4.16. The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
- 4.17. Color-Up Rule: Coloring-up is defined as the removal of chips whose denominations are no longer in use. When it is time to color-up chips, they will be rounded up to the next denomination in play (EG: a single 50 chip remaining will be colored up to a 100 chip when all 50 chips are removed). Players found to have lower denomination chips remaining in their stack after the color-up will forfeit those chips unless they are equivalent in value to a chip still in play. Coloring up of chips will be performed by tournament staff at the appropriate breaks or during play. Players are encouraged to witness the color up but are not required to be present.
- 4.18. Deck changes may be requested by the dealer, prior to the first riffle, or as prescribed by JTF officials. Players, when not in the dealer position, may not ask for deck changes unless a card is damaged or marked.
- 4.19. When time has elapsed in a round and a new round is announced by a member of the tournament

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staff, the new limits apply to the next hand. As stated in Rule 4.16, a new hand begins with the first riffle.

- 4.20. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a player will be given one (1) minute to act. The 1 minute will be 50 seconds followed by a verbal 10 second countdown. If a player has not acted on his or her hand by the time the minute is over, the hand will be dead. Tournament Supervisors reserve the right to shorten the amount of time allotted for a clock if it appears that a player is deliberately stalling. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 4.41.
- 4.21. In cases where hands are concluded prior to the last card(s) being dealt, the remaining card(s) to be dealt will not be exposed under any circumstances. This prohibited practice is commonly referred to as "rabbit hunting."
- 4.22. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand, or restated - when the "last card hits the button". "At your seat" is defined as being within reach or touch of your chair. If a player is not at their seat upon completion of the initial cards being dealt - the player's cards are immediately mucked by the dealer.
- 4.23. Players must remain at the seat if they still have action pending on a live hand. If a player leaves their seat before they have acted on their hand, their hand is dead when action is upon them and a penalty, in accordance with Rule No. 4.41, will be enforced when the player in violation returns to their seat. "At their Seat" is defined as being within one arm's length from their chair.
- 4.24. Tournament play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button per Rule 4.6. This is also known as "the deal freezes".
- 4.25. A player 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 Rule No. 4.41.
- 4.26. When heads up, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice.
- 4.27. Verbal declarations, in turn, regarding wagers are binding. Players must act in turn at all times. Action out of turn will be binding if the action to that player has not changed. A check, call or fold is not considered action changing. If a player 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. Players may not intentionally act out of turn to influence play after them. Violators will receive a penalty in accordance with Rule No. 4.41.
- 4.27.1. Declaring, "I bet the pot" is not a valid bet but it does bind a player to make at least the minimum bet or call a previous bet.
- 4.28. All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the

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call. Any chips put into the pot out of turn fall under the action "may or may not be binding" Rule 4.27.

4.28.1. Players should not "splash the pot". Players should place their bets in front of them but not directly into the community pot. This allows other players to clearly see the amount risked and makes dividing pots easier.

4.29. A raise must be made by one of the following methods:

4.29.1. Placing the full amount in the pot in one continuous motion (without going back toward the player's stack).

4.29.2. Verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional single motion back to the player's stack.

4.29.3. Verbally declaring the full amount prior to the initial placement of chips into the pot.

4.30. If a player puts in a raise of 50 percent 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.

4.31. 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 player who has already acted.

Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, player A - bets 500, player B - raises to 1,000, player C - calls 1,000, player D - moves all-in for 1,300, player E - moves all-in for 1,700. If player A calls or folds, then players 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, players B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. (The half-the-size rule for reopening the betting is for limit poker only.)

4.32. Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the player doesn't announce a raise. For example, a player who places two 500 chips into the pot on a 300-600 blind level when the bet is 600 without an announcement will be considered a call. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.

4.33. There is no limit on the number of raises.

4.34. Dealers will not count the pot. If requested, dealers may spread the pot so that it can be counted by a player. It is the players responsibility to be aware of the action at the table.

4.35. Dealers will be responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify the infraction. String bets/raises called by a player must be verified by a floor person. A string bet/raise is defined as attempting a bet or raise in

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multiple movements that include a return to a player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete. See Rule 4.29.

- 4.36. Accepted Action: Poker is a game of observation. It's the player's responsibility to ensure the accuracy of another player's bet and/or all-in wager regardless of what is stated by the dealer and/or other players at the table. If a player requests a count but receives incorrect information from the dealer or another player at the table, then places said amount into the pot, it is assumed he/she is accepting the action and will be subject to the correct wager and/or all-in amount.
- 4.37. Players must keep their highest denomination chips visible at all times.
- 4.38. All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view or out of the tournament area. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
- 4.39. If a dealer or other player kills an unprotected hand, the player will have no redress and will not be entitled to his or her chips back. Protecting your own hand is one of the most important things a player must do. Players may use their hands, chips, or card protector on top of their cards to protect them. Those who do not protect their hand have no recourse if there is an issue.
- 4.39.1. Exception 1: The TD may intervene ONLY if another player mucks into the unprotected hand, the player had not touched the cards after the muck, calls for the TD, and is able to disclose to the TD what their hole cards are (without looking). If the player looks at the cards prior to calling for the TD - this exemption is void.
- 4.39.2. Exception 2: If the offending player can disclose to the TD what their mucked cards were (without looking), the TD may intervene. Exception 2 may overrule exemption 1.
- 4.40. No foreign objects shall be on the table except for a maximum of one card protector. (Players may not place any food or beverages on the poker table.) Bounty chips are not considered 'foreign'. Card protectors can be no larger than two (2) inches in diameter and no more than two (2) inches tall. All card protectors must comply with rule 3.12.2.
- 4.40.1. Exceptions: Cell phones or other Approved Electronic Devices (see rule 4.4) may be permitted on the padded rail of the table.
- 4.40.2. JFF staff members may place items on the table (or padded rail) to promote JFF, as next hand prizes, for promotional recording, or for other purposes.
- 4.41. In its sole and absolute discretion, JFF may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the current or future, JFF events. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. A penalty will also be imposed if a player throws a card off the table, forcefully mucks their cards causing one or all cards to

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turn over, violates the one-player-to-a-hand rule or engages in similar behavior.

- 4.41.1. Tournament officials can assess a verbal warning, a missed hand, or one-round, two-round, three-round or four-round penalties and disqualification.
 - 4.41.2. 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.
 - 4.41.3. Players who receive a missed-hand penalty must remain outside the designated tournament area for the length of their penalty.
 - 4.41.4. The player must notify the tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
 - 4.41.5. JTF officials will maintain an ad hoc written log of all penalties issued throughout the duration of the JTF event.
 - 4.41.6. It should be noted that penalties may not always be imposed in a successive manner. The TD, in their sole discretion, can disqualify a person for a first offense if action of player is deemed worthy. Or a player, for example, may forego a warning and be assessed a three round penalty. Players should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
- 4.42. Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not a.) Disclose contents of live or folded hands, b.) Advise or criticize play before the action is completed, or c.) Read a hand that hasn't been tabled. While in a hand, players may not a) discuss hands or strategy with any spectator, or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rules 3.1, 4.41, and 4.45.
- 4.43. A player exposing his or her cards with or without action pending on that player will incur a penalty, and their hand remains live. The penalty will begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested.
- 4.44. Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
- 4.45. A player who is disqualified shall have his or her chips removed from play and evenly distributed to the players who reach the final table. (rounding up as needed). No refund will be provided to the disqualified player.
- 4.45.1. If the disqualification is prior to the dinner break the removed chips will be awarded to the "Second Chance Entrant" (see rule 2.4.5.1)

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- 4.46. Any player who forfeits play for health or other personal reasons after the start of a tournament will:
- 4.46.1. If play has not exceeded the dinner break - his or her chips will be collected and gifted to the "Second Chance Entrant" at the dinner break. (see rule 2.4.5.1)
 - 4.46.2. If play has exceeded the dinner break and the players chip stack is less than 5 big blinds - his or her chips will be blinded off accordingly. In the event the table is broken the chip stack will move as if the player remained and will be moved to the highest table number needing a player.
 - 4.46.3. If play has exceeded the dinner break and the players chip stack is greater than, or equal to, 5 big blinds - his or her chips will be removed from play and evenly distributed to the players who reach the final table. (rounding up as needed)
 - 4.46.4. Players may, at the discretion of the TD, have a player substitute prior to the dinner break.
- 4.47. 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 players' cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.
- 4.48. Player Exit
- 4.48.1. Players who lose all of his or her chips and choose to not rebuy should leave the table as a sign of exiting the tournament. Players may remain in the tournament area but not at a table where tournament play continues.
 - 4.48.2. Players who exit the tournament are encouraged to report to the tournament computer operator. This allows for accurate reporting of player and chip counts. If prior to the dinner break - The tournament computer operator will also record the player's name for the Second Chance drawing! (See rule 2.4.5)
 - 4.48.3. Players who exit the tournament should resolve any side competitions where they are active participants.
- 4.49. Hand to Hand Play
- Upon nearing 10 players remaining, the "Hand-for-Hand" method of play will be utilized. This will begin by completing the current hand in progress at the two remaining tables. Once both hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until enough players have been eliminated to reach the final table. The final table will seat 9 players. During the Hand-for-Hand process, more than one player may be eliminated during the same hand.
- 4.49.1. If two, or more, players are eliminated during the same hand the player who began that hand with the highest chip count will receive the higher place finish.

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4.49.2. If two, or more, players are eliminated during the same hand leaving less than 9 players remaining, the final table with the remaining players.

4.50. Dead Hands

4.50.1. Once a player declares a fold, the hand is automatically dead.

4.50.2. When a player bets on a hand that includes a Joker as a hole card in a game where Jokers are not live cards the TD shall be notified, will remove the joker, and inspect the deck, and the players hand is dead.

4.50.2.1. If a player chooses to play without looking at their hand, they are subject to having their hand declared dead if a joker is within their cards in a game not being played with jokers. If they discover the erroneous card before action, it can be replaced.

4.50.3. If a player throws down their hand in a manner that leads others to believe they have folded, and another player moves along with the action, the hand is dead.

4.50.4. If cards are thrown into another player's hand, they are ruled dead, in any case.

4.50.5. If a player's hand contains an incorrect number of cards, it will be considered dead. If identified prior to action this constitutes a misdeal, see Rule 4.51.5.

4.50.6. If a card with a back of a varying color from the rest of the deck appears during a deal, a misdeal has occurred. The TD shall be notified, will remove the card, and inspect the deck.

4.50.6.1. If the card is found in the deck stub, play will continue and that card will be removed. The TD shall be notified, will remove the card, and inspect the deck.

4.50.7. When it is discovered that there are two cards in the deck of the same rank and suit, everything is declared dead and players' funds for the current hand are returned to them.

4.51. Misdeals occur when:

4.51.1. Exposing a card while dealing. (this is a variant to the two exposed card rule)

4.51.2. When more than two cards are incorrectly faced (boxed) in the deck.

4.51.3. When an active player is dealt out or an empty seat at the table is dealt in.

4.51.4. Cards are dealt out of sequence or the first deal begins with the wrong player, including in the case of the button being out of position.

4.51.5. If a player is dealt the incorrect number of cards, unless it can be corrected without a change in card sequence.

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4.52. Irregularities

In the game of poker, situations occasionally arise that require players to make exceptions to the normal rules. These irregularities are rarely seen, but players should make themselves aware of the actions and reactions necessary, as they clearly can affect the outcome of the game.

4.52.1. Playing with a deck that is missing one or more cards will make no difference in the results of the hand.

4.52.2. If a dealer inadvertently deals an additional card prior to any action taking place, that card will be placed at the top of the stack and will be used as the burn card for the next round of dealing.

4.52.3. Exposed cards are dealt with on a situational basis. When a card is exposed by the fault of the dealer, the rules of the game apply, and the player does not get a say in keeping or rejecting the card. Any card shown to one or more other players by the dealer is considered an exposed card, as is any card that is dealt off the table. However, if a card is unintentionally exposed by the player, they must still be played.

4.52.4. A card is to be "burned" prior to placing community cards. If a dealer fails to do so, or burns more than a single card, the cards should be restored to the proper position if the error is found before there is any betting for the round. If betting has begun, the cards stand as dealt.

4.52.5. When the dealer deals the cards before betting is complete on a round, those cards will be considered dead, no matter the actions of the players. In this situation, exposed cards shall be placed back into the stub, the stub shall be reshuffled, and play is then proceeded.

4.52.6. Should the dealer foul the deck by dropping it, thinking the deal is over, the hand must be completed and the deck restored as best as is possible.

5. TOURNAMENT OPERATIONS, POLICIES, AND PROCEDURES

5.1. Tournament pre-registration is available at www.joshfarler.org.

5.2. Registration may be purchased at the door beginning at 11:00 AM and until the end of the dinner break. (approximately 6:15 PM)

5.2.1. Players entering the tournament at the dinner break are eligible for add-on chips.

5.3. Rebuys are unlimited until the start of the dinner break.

5.3.1. Rebuys must be made at the table and prior to the next hand. (see rule 4.16 for next hand)

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definition)

- 5.3.1.1. An indication of a rebuy intent will allow player to play the next hand while awaiting rebuy chips to arrive.
- 5.3.2. Players may purchase rebuys regardless of their chip count. note: When rebuy chips are purchased, while the player has chips available, the newly purchased rebuy chips are eligible for play at the start of the next hand. (see rule 4.16 for next hand definition)
- 5.4. Add-on chips may be purchased, in unlimited increments, during the dinner break.
 - 5.4.1. If a player loses all of his or her chips – in the last hand of the round prior to the dinner break – AND that hand was completed after the round ended, that player remains eligible for add-ons and is not required to purchase a rebuy. Under this rule, players must announce (to their table) their intention of purchasing add-ons prior to leaving the table.
- 5.5. The dinner break is set to begin at approximately 5:00 pm. The dinner break is scheduled for 75 minutes. Non-players may be offered dinner prior to the end of round in order to expedite the dinner process.
- 5.6. Reentry to the JTF is not allowed. Exception: Second Chance Entrant. (see rule 2.4.5)
- 5.7. Play will continue until a winner is determined.
 - 5.7.1. While unlikely, players may agree to the winning order without completing tournament play. This determination must be unanimous amongst the remaining players .
- 5.8. Prizes will be awarded at the end of tournament play for the top 9 players. At the TD's discretion additional prizes may be awarded.
- 5.9. Chip values used:
The following values are assigned to the identified chip colors

Red	50
White	100
Green	500
Black	1,000
Purple	5,000
Yellow	10,000
Pink plaque	50,000 (100,000 at the discretion of the TD)
Blue plaque	250,000 (500,000 at the discretion of the TD)
- 5.10. Media Release
All players, guest, and staff shall allow the use of photography/video/audio for the promotion of JFF and

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future JFF events.

5.10.1. Players who make the final table agree to have their pictures taken prior to seating and during play. Players further agree to participate in the video recording of the final table via overhead, hole card, and hand held cameras.

5.10.1.1. Players shall show their hole cards to the hole card camera.

5.10.1.2. When the remaining number of players at the final table reaches 8, a dedicated dealer (JFF staff member) will be inserted into seat 1, and the dealer button utilized. The player currently seated in seat 1 will assume the seat of the exiting player if needed.

5.10.1.3. The dealer will show the community cards to the hole-card camera prior to placement on the table. (this facilitates the post tournament video editing)

5.11. White Chip bonus: For each item purchased from of Snack/Alcohol bar server, regardless of item price - and prior to the dinner break, the poker player will receive 1 white chip valued at 100. White Chip bonus chips are eligible for tournament play immediately.

6. GLOSSARY OF POKER TERMS

<u>TERM</u>	<u>DEFINITION</u>
ACTION	The participant position which follows a check, bet, raise, or fold from the active participant position to the right.
ACTION OUT of TURN	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.
ALL-IN	A participant position which has invested all of its remaining chips in the outcome of a hand. In a No-Limit event, an All-In wager may be for all of the remaining chips which a participant has on the table. 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 that 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.

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ANTE	A forced bet to initiate tournament play; generally introduced after level 3 or 4 in the structure.
BET	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. To bet an amount the minimum of which is the big blind up to the total amount of the chips in the participants possession (ALL-IN).
BET - FORCED	A mandatory bet for the purpose of starting action such as Small or Big Blinds.
BET "Out of Turn"	A participant's wager made prior to the active participants to his right completing action. BET "Out of Turn" may be binding pending the completion of action from those participants who have been skipped over.
BETTING ROUND	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.
BLIND(s)	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.
BOXED CARD	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 in to the muck.
BURN or BURN CARDS	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.
BUTTON	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.
BUY-IN	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.
CALL	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.
CARDS SPEAK	Any hand that has been placed "face-up" on the surface of the table by the participant

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	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.
CHECK	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.
COLLUSION	The act(s) of a group of participants attempting to influence the outcome of a live action game or tournament event.
COLOR-UP	The process of removing smaller denomination chips for chips of larger denomination in a tournament.
COMMUNITY CARDS	Cards dealt face-up in a flop type game which can be used by all participants to complete their best hand.
CUT	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.
CUT CARD	Often called a "BOTTOM CARD"; used to protect and conceal the bottom of the deck.
CUT OFF	The seat position to the right of the dealer.
DEAD BUTTON	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. Also known as the "deal freezes".
DEAD HAND	A hand that has no claim to the pot; a new participant to the game, or a new participant to the table.
DEAL	The process of distribution of playing cards to each participant position.
DEALER	A person who distributes the cards to the participant positions, controls the action of the game and handles all pot duties.
DEALER BUTTON (A.K.A.) "The Button"	A button placed to indicate the designated participant who will receive the last cards in each round of play. The Dealer Button will move clockwise around the table by one participant position at the conclusion of each hand.
DEFECTIVE DECK	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

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	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.
FLOP	The first three community cards dealt face down, then turned face up simultaneously with a single motion.
FOLD	To surrender a hand or refuse to call a bet when facing action.
FOREIGN CHIP(s)	Any chip other than those provided for play. Bounty Chips are not considered foreign.. TOURNAMENT: "All FOREIGN CHIPS" will be removed from play along with the participant who introduced the chips into play. The participant will be removed and banned from future events without a return of tournament entry fees.
HAND	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.
HEADS-UP	Only two participants remaining in action in a given betting round.
HOLE CARDS	A participant's concealed or down cards.
MISDEAL	A hand dealt incorrectly or the action of dealing a hand incorrectly.
MUCK	The discard pile of cards surrendered or taken out of play.
NO -LIMIT	A game played where the minimum bet is the big blind; the maximum bet is for all of the participant's chips.
OPEN	The first betting action as determined by the blinds or rank and suit of cards for the game.
OPENER	The participant to which the first action is directed.
POT	The sum of the ante, blinds, bets and subsequent action.
POT - "MAIN POT"	The first pot created in a hand of poker.
POT - "SIDE - POT"	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.
RAISE	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.
ROUND of	A completion of one time around the table, not necessarily being from seat 1 through

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PLAY	seat 10.
SCRAMBLE	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. Also known as “washing” the deck.
SHOWDOWN	Determining the winner of the pot after the completion of all betting action.
SUBSTANTIAL ACTION	Any two actions in turn, at least one of which involves putting chips into the pot. The accumulated actions may consist of betting, checking, folding, calling or raising except two checks or folds. The combination of any three actions in turn.
SUIT	A group of similarly colored and like-symbol cards. EX: Spades, Hearts, Clubs or Diamonds. Suits have no rank.
TABLED HAND	A participant’s hand is placed face-up on the table, visible to the dealer and other participants at the table.
TOURNAMENT	A competition conducted in accordance to a predetermined list of events, buy-ins and structures.
TOURNAMENT DIRECTOR	The person responsible for the overall management of a tournament.
TOURNAMENT PARTICIPANT	A person who chooses to enter a tournament and pay the buy-in for a given event and structure. Persons may also be gifted entry into a tournament.
TOURNAMENT RULES	A predetermined set of terms and procedures approved for a tournament.

