

## **Hava Free Poker Tournament Rules (Version: Oct 2024)**

1. **Rules** - All of the following rules are for ALL Hava Free Poker tournament games unless otherwise indicated. Any rule changes or deviations will be announced to the players before the tournament begins.
2. **Player must register and sign the waiver** – In order to participate in Hava Free Poker in any way, individuals must sign the waiver and register for an account on [havafreepoker.com](http://havafreepoker.com).
3. **No Entrance Fees** - Hava Free Poker is Free to play to all patrons with no financial entry requirements. Players are encouraged to nominally tip the dealer for their time as dealer is not the employee of the bar or league.
4. **Tournament Director** - Each tournament will have a tournament director. The tournament director, may be someone from Hava Free Poker, someone from the venue, or one of the table dealers. The tournament director is responsible for the smooth running of the game. Any disputed will be decided by the tournament director. All rulings of the tournament director are final and can not be disputed.
5. **Starting Stacks** - When you arrive at the table either you will be given your starting stack or it will be at your seat.
  - Tournament chips have no cash value and you cannot cash out at any point during the tournament.
  - It is the players responsibility to double check their chips against the posted starting stack to make sure they have the correct amount of chips.
  - The total amount of your starting stack will be 1500 chips.
6. **Blind Levels** - The blind levels will increase every 10 minutes.
  - This is to force play and get the action going. The tournament director will inform you of the blind schedule.
  - It's a good idea to get familiar with the blind structure before playing. If the blinds increase and the dealer has already cut the cards, the blinds will increase on the next hand.
7. **Initial Dealer** - At the beginning of the tournament, the table dealer at each table will shuffle the cards and deal one card to each player. The player with the highest card will receive the dealer button and will be the player dealer for that hand.

8. **The Deal** - The deal proceeds clockwise around the table starting with the small blind (the player to the immediate left of the dealer button). The two players to the left of the button are the small blind and the big blind. After each hand the dealer button (and all positions) rotates one seat to the left.
9. **Absent Players** - All players must be dealt into the hand and their blinds/antes forced into the pot whether they are at the table or not. If the player is not present by the time his second card is dealt, his hand will be ruled dead. The cards will be collected and placed into the muck and cannot be retrieved.
10. **Breaking Tables** - As players are eliminated the tournament director will start breaking tables in a pre-determined order. If your table breaks, you will be assigned randomly to an empty seat at one of the remaining tables.
11. **All-in Bets** - A player who declares himself all in plays for all of the chips in front of him.
  - If one or more players call with less chips than the bettor, they calling players are only entitled to the money in the pot plus the portion of the raise that equal (but no more) than they play has remaining in the stack. If there are multiple callers, the dealer may have to make one or several side pots to ensure that each player is only entitled to the amount of chips that they have remaining.
  - If a calling player has more chips than the all in bettor, then they can either call and match the bet of the previous bettor or raise and put in a full raise (or more) or the rest of their chips, whichever is less. The remaining players now must call the highest of the bets, unless they have less chips, in which case they must go all in.
  - If any player has less than the required blinds, when they are in the blinds, must go all in and they too are only entitled to the matching amount that they put in from each player that has put money into the hand.
12. **All-in confrontations** - When two players are all in and the action is completed, both hands must be exposed face up before the rest of the board is run.
13. **Calling the Clock** - After an unreasonable amount of time, a player can call the clock on another player. When the clock is called, the tournament director will give the player 60 seconds to make a decision. If the player fails to act in that time, his or her hand is folded. Only a player seated at the table at the time the current hand was dealt can call the clock.
14. **Multiple Busts** - If two players go broke on the same hand the player with the greater amount of chips at the start of the hand finishes in the higher position.

15. **Showing Cards** - Intentionally exposing a card is illegal in tournament play and a hand can be ruled dead as well as a time penalty issued.
16. **Inappropriate play**- Inappropriate play such as swearing, making threats, throwing cards, side gambling or any inappropriate behavior as determined by the dealer or tournament director is punishable by a penalty, ejection from the tournament or banning from the league.
17. **Coloring up** - The lowest chip denomination in play will be removed from the table (usually during the break) when they are no longer needed in the blind or ante structure.
  - All lower denomination chips will be exchanged in the following manner:
    - Any chips that can be exchanged for equal yet a higher denomination will be exchanged at that rate. Ex: One will receive a 100 chip in exchange for 4 25 chips.
    - Once all chips are chipped up for equal value (as described above) all remaining left over chips will be exchanged for 1 higher value chips. Ex: If one has 5 25 chips they will receive 2 100 chips (1 for the 4 25 and 1 for the remaining 25 chip); if one has 7 25 chips they will also receive 2 100 chips (1 for the 4 25 and 1 for the 3 remaining 25 chips).
18. **Heads up** - When two players are left you have reached heads up play, the small blind is the button and acts first before the flop and acts last on all following streets.
19. **Deal-making** - Players are allowed (and encouraged) to make a deal to distribute the remaining prizes (if any exist) at any point. All players must unanimously agree to make a deal and agree to the altered prizes.
20. **Breaks** - There will be designated breaks throughout the tournaments. There will be 5 minute breaks when the blinds reach 100/200, which is when the dealer will chip up the players.

### **Blind Structure and Late Registrations**

**25/25 players can still be added to list during this blind level**

**25/50 players can still be added to list during this blind level**

**50/100 game is locked / no new players once this blind level is reached**

**100/200 blinds held at this level until all listed players enter tournament**

200/400

300/600

500/1000

1000/2000

2000/4000 (double every 6 min)