



Nappanee Poker Classic

Tournament Rules

- Effective November 1, 2017 -

SECTION I - REGISTRATION AND ENTRY

1. As used herein, "NPC" means Nappanee Poker Classic on behalf of the Boys and Girls Clubs of Elkhart County. NPC reserves the right to refuse anyone entry into the Tournament, in its sole and absolute discretion.
2. Entry into the NPC is limited to persons 21 years of age and older, with proof of age. Only one initial entry is allowed per person.
3. The Entry Fee for the Tournament is \$150. However, Participants may Pre-Register for the Tournament Online at bgcg.ejoinme.org/poker and pay a DISCOUNTED RATE of only \$140 entry fee. Pre-Registering will guarantee your placement in the tournament. Entries will be sold for \$150 each the day of the tournament, but are not guaranteed. Once the Tournament is full registration will stop.
4. Registration must be finalized on-site the day of the Tournament. Participants must present current valid and unexpired photo identification to complete the registration process and to obtain their table and seat assignments.
5. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament registration.
6. If seats are available, registration will be open until the end of the fifth blind level, or approximately 2:45 p.m.
7. RE-BUYs and CHIP UPs:
 - Unlimited re-entry (Re-Buy) is allowed for participants who have been eliminated during the first 5 blind levels. After the completion of the 5th blind level, approximately 2:45 p.m., Re-Buys will not be allowed. Participants who Re-Buy must pay the \$150 Tournament Entry Fee. *Note: participants may be seated at the same table or different table than they were originally assigned depending on availability.* Players must have zero chips (\$0) remaining to Re-Buy. All participants who Re-Buy will receive a full starting stack and be considered a new participant in the event. At the end of the 5th blind level, players will be given the option to forfeit their current stack and Re-Buy.
 - Participants who are low in chips at the end of the 5th blind level, but who do not wish to forfeit their entire stack in order to Re-Buy, may choose instead to "Chip Up" for \$50. Participants who choose to purchase a Chip Up will receive an additional \$5,000 Chip to start the 6th blind level. Any participant with chips at the end of the 5th blind level may exercise this option, including players who have built up their chip stacks and wish to protect their lead against players that have been forced to Re-Buy.
8. By submitting a pre-registration form to NPC for registration and/or participation in the Nappanee Poker Classic, such persons agree to the Tournament Rules set forth herein.

SECTION II - TOURNAMENT SCHEDULING

9. Tournament start time is scheduled for 12:00 p.m. on Day 1. Due to time constraints this time is exact and we are going to do our best to start the tournament at this time. Dealing will begin at 12:00 p.m., so be sure to arrive prior to start time to verify your registration, and receive your chips and table assignment. Cash Games will begin at 3:00 p.m. on Day 1. Tournament Play will recommence and Cash Games will begin at 1:00 p.m. on day 2. *Complete 2-day schedule will be posted online and at the event.*
10. NPC is not responsible for injuries or losses arising or resulting from participation in the NPC and is not liable for any acts or omissions by volunteers that are running the tournament, whether negligent or willful, in the conduct of the NPC, 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 participants leave at playing tables during tournament play, except during authorized breaks.

SECTION III - PRIZES AND SEATING

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11. Prize structure depends on the number of entrants. Prizes are paid out in check/cash and will be announced as well as posted during the tournament.
12. Entrants will be assigned to a table and seat through a random selection.
13. A random seating draw for an event will be determined based on expected participation. Tournament management reserves the right to allow additional table seating beyond expected capacity. Tournament management reserves the right to change table/seat assignments before play begins and all during the tournament as they see fit.

SECTION IV - PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

14. The competitive integrity of all tournament play at NPC is paramount. All participants must adhere to the spirit and letter of the Official Rules of the NPC that forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
15. All participants are entitled to expect civility and courtesy from one another at NPC 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. Participants who violate this rule are subject to penalty up to and including ejection from the tournament as determined by tournament officials.
18. NPC Tournament Officials will penalize any act that, in the sole and absolute discretion of NPC, is inconsistent with the official rules or best interests of the tournament.
19. 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 integrity of the NPC will be subject to sanctions imposed by NPC. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of NPC and may include, but shall not be limited to, the following:
 - PARTICIPANT BEING ISSUED A 1 ROUND PENALTY (must sit out for one circuit of the table)
 - FORFEITURE OF CHIPS
 - FORFEITURE OF PRIZE MONEY
 - EJECTION FROM THE TOURNAMENT
 - LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE NPC EVENTS
20. NPC, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, violation of rules or other misconduct during the tournament. NPC 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.
21. All decisions regarding the interpretation of the NPC rules, participant eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with NPC Tournament Officials, whose decisions are final.
22. NPC Tournament Officials 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 NPC acting in its sole and absolute discretions. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. NPC's decisions are final and cannot be appealed and shall not give rise to any claim for 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 players.
22. Any participant who taunts another participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other players in the tournament will be subject to penalty in accordance with the rules listed above.
23. Participant or staff abuse will not be tolerated. A participant will incur a penalty up to and including disqualification for any abuse towards another participant or staff member. Repeated etiquette violations, including, but not limited to, touching another participant's cards or chips, body, or clothing, delay of game and excessive chatter will result in penalties.

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24. Where a situation arises that is not covered by these rules, NPC Tournament Officials shall have the sole authority to render judgment, including the imposition of a penalty, in accordance with the best interests of the Tournament and maintenance of its integrity.

SECTION V - POKER RULES

25. The Tournament Director, Managers, and Supervisors (Tournament Officials) 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 Tournament Director (“TD”) reserves the right to overrule any floor decision.

26. Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in. The use of non-standard language is at participant’s risk because it may result in a ruling other than what the participant intended. It is the responsibility of participants to make their intentions clear.

27. Non-Standard and Unclear Betting: participants use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the participant intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, it will be ruled as the lesser value. For example, “I bet five.” If it is unclear whether “five” means 500 or 5,000, the bet stands as 500.

28. Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty at Tournament Director’s discretion in accordance with Rules. Example: “if – then” statements such as “If you bet, then I will raise.”

29. Count of Opponent’s Chip Stack: Players are entitled to a reasonable estimation of opponents’ chip stacks. Players may only request a more precise count if facing an all-in bet. The all-in player is not required to count; if he opts not to, the dealer, a player not involved in the hand, or floor will count it. Accepted action applies.

30. Communication: All cell phones and other voice-enabled and “ringing” electronic devices must be silenced during Tournament play. Participants not involved in a hand (cards in muck) shall be permitted to text/email at the table, but shall not be permitted to text/email any other participant at the table. If NPC, acting in its sole and absolute discretion, believes a participant is communicating with another participant at the table, both parties will be immediately disqualified from the Tournament and face imposition of additional penalties. All participants desiring to talk on a cell phone must leave the poker tournament area and be subject to having cards mucked until they return.

31. Balancing Tables: play will halt on a table at TD’s discretion. Not halting play is not a cause for a misdeal and TD’s may elect not to halt play at their discretion.

32. When balancing tables, the participant who will be the big blind next will be moved from the big blind to the worst position, including taking a single big blind. Worst position is never the small blind.

33. When deemed appropriate by the Tournament Staff, the remaining tables will be balanced within one participant until the final table is reached. There will be a re-draw for seat assignments when play reaches two tables, and again for the final table.

34. Declarations: Cards speak to determine the winner. Verbal declarations of hand value are not binding. However, deliberately miscalling a hand may be penalized. Any player, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands. However at NPC’s discretion, any participant deliberately miscalling his or her hand will be subject to penalty.

35. Face up for All-Ins: All cards will be turned face up once a participant is all in and all betting action for the hand is complete. If a participant 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.

36. Killing Winning Hand: A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. A tabled hand is defined as a hand that a participant places on the table such that the dealer and all participants at the table can read. Participants are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

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37. Showdown: In a non all-in showdown, if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, then the player who would be first to act in a betting round must table first (i.e. first seat left of the button). Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty.
38. Calling-for-clock: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a participant will be given 60 seconds to make a decision. If action has not been taken by the time the 60 seconds has expired, there will be a 10-second countdown. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Tournament Supervisors reserve the right to speed up the amount of time allotted for a clock if it appears that a participant is deliberately stalling. Any participant intentionally stalling the progress of the game will incur a penalty.
39. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.
40. At Your Seat: A participant must be at his or her seat by the time all participants have been dealt complete initial hands to have a live hand. Participants must be at their seats to call the clock. “At your seat” is defined as being within reach or touch of your chair.
41. Action Pending: participants must remain at the table if they still have action pending on a live hand. If a participant leaves the table before they have acted on their hand, their cards will be mucked.
42. Non-Standard Folds: Any time before the end of the last betting round of a hand, folding in turn when there’s been no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are both binding folds. A hand may be considered abandoned and mucked if a player is not at his seat.
43. Misdeals: A: Misdeals include but are not necessarily limited to: 1) 2 or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; if either of the first 2 cards dealt off the deck or any other 2 downcards are exposed by dealer error. If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a player on penalty, not two. C: If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial Action is either: A) any two actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR B) any combination of three actions in turn (check, bet, raise, call, or fold).
44. Four-Card Flop: If the flop contains four (rather than three) cards, whether exposed or not, the dealer and a majority of players may determine which card was on the “top” - which would then be the burn card. If there is not a majority who agree on which card that is, the dealer shall scramble the four cards face down. A Tournament official will be called to randomly select one card to be used as the next burn card and the remaining three cards will become the flop.
45. Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant 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. Participants may not intentionally act out of turn to influence play before them. A player skipped by out of turn action must defend his right to act. If the skipped player has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Floor Person will be called to render a decision on how to treat the skipped hand.
46. All chips put into the pot in turn stay in the pot. If a participant has raised and his or her hand is killed before the raise is called, the participant may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding"
47. Methods of Calling: Standard and acceptable forms of calling include: A) verbally declaring “call”; B) pushing out chips equal to a call; C) silently pushing out an oversized chip; or D) silently pushing out multiple chips equal to a call under the multiple-chip betting rule. Silently betting chip(s) relatively tiny to the bet (ex: NLHE blinds 2k-4k. A bets 50k,

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B then silently puts out a single 1k chip) is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TD's discretion, including being ruled a full call.

48. Methods of Raising: A raise must be made by a.) Placing the full amount in the pot in one or more continuous motion(s) without going back toward the participant's stack or b.) Verbally declaring the full amount prior to the initial placement of chips into the pot or c.) Verbally declaring, "raise" prior to the placement of the exact amount to call into the pot and then completing the action with one additional motion back to the participant's stack. If other than the exact amount to call, but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the participant's responsibility to make their intentions clear.

49. Raises: If a participant puts in a raise of 50% 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. 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 participant who has already acted.

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

50. Oversized Chip Betting: Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the participant doesn't announce a raise. For example, pre-flop, blinds are 200-400: A raises to 1,200 total (an 800 raise), B puts out two 1,000 chips without declaring raise. This is just a call because removing one 1,000 chip leaves less than the amount needed to call the 1,200 bet. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. If a participant says "Raise" as an oversized chip is placed into the pot (with the word Raise being announced prior to the chip landing on the table surface), but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.

51. Previous Bet Chips Not Pulled In: If a player faces a raise and has chips in front of him not yet pulled in from a prior bet, those chips (and any change due) may affect whether his betting response to the raise is a call or re-raise. Because several possibilities exist, players are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in.

52. Over-Betting Expecting Change. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under the multiple chip rule. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.

53. Number of Raises: There is no cap on the number of raises in no-limit games.

54. All participants at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. A floor person must verify string bets/raises called by a participant. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a participant's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a participant's action is complete.

55. Accepted Action: Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect.

56. Cards and Chip Stacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Players with live hands must keep their cards in plain view at all times.

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57. Chips in Transit: All chips must be visible at all times. Participants may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A participant who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play. It is never acceptable to conceal chips in any manner, whether in pockets, under clothing or in closed hands, etc. Chips must remain visible to floor staff, dealers and other participants at all times.

58. Protect Your Hand: participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 106) placed on top of the hand. If a dealer or participant kills or fouls an unprotected hand, the participant will have no redress and will not be entitled to his or her money back. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.

59. Foreign Objects: There will be no foreign objects on the table except for a maximum of one card cap (also known as a card protector). Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth.

60. Penalties: In its sole and absolute discretion, NPC may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the tournament. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior, and cheating or collusion. A penalty will also be imposed if a participant throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-participant-to-a-hand rule or engages in similar behavior. One-participant-to-a-hand means a participant may not receive advice from anyone while in a hand and may not provide advice to any participant while that participant is in a hand.

- A. Tournament officials can assess a verbal warning, a missed hand, or one-round, two-round, three-round or four-round penalties and disqualification.
- B. 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.
- C. Participants who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
- D. The participant must notify the Tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
- E. NPC will log all penalties issued throughout the duration of the tournament.
- F. It should be noted that penalties may not always be imposed in successive manner. Tournament staff in their sole discretion, for example, can disqualify a person for a first offense if action of participant is deemed worthy. Or a participant, for example, may forego a warning and be assessed a three round penalty. Participants should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.

61. Disqualification: A participant who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified participant. Any participant who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.

62. Table Talk / Disclosure: participants are obligated to protect the other participants in the Tournament at all times. Therefore, whether in a hand or not, participants may not:

1. Disclose contents of live or folded hands,
2. Advise or criticize play at any time,
3. Read a hand that hasn't been tabled,
4. Discuss strategy with an outside source while involved in a hand.

The one-participant-to-a-hand rule will be enforced.

Special Exceptions:

- A participant is allowed to mention the strength or content of his/her hand if no other participant in the hand will have a decision to make.
- In heads-up situations, when play is down to two participants in a hand, participants may speak freely regarding the contents of their hands, but may not expose either of their cards.

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- The Floor Person reserves the right use his/her judgment to determine if one participant intentionally helped another participant. Participants who violate this rule are subject to penalty.

63. Exposing Cards and Proper Folding: A participant exposing his or her cards with action pending will incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. All participants at the table are entitled to see the exposed card(s). When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high (“helicoptered”).

64. Ethical Play: Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

65. Etiquette Violations: 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 participants’ cards or chips, body, or clothing, delay of the game, repeatedly acting out of turn, betting out of reach of the dealer, or excessive chatter. Excessive chatter includes, but is not limited to, talking or conversation that causes a disruption of participants who are in a hand.

SECTION VI - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES

66. Food breaks will be discussed on tournament day

67. The Tournament Directors may modify the schedule of play for any event for any reason.

68. Hand for Hand:

Upon nearing the “Money” (the first level of the prize pool payout), a “Hand-for-Hand” method of determining participant placement within the prize pool and the actual amount of prize pool disbursement within that event may be utilized. This will begin by completing the current hand in progress at all tables. Once all 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 participants have been eliminated to reach the money.

During the Hand-for-Hand process, more than one participant may be eliminated during the same hand. If two or more participants are eliminated during the same hand at different tables, those participants will “tie” for that place finish. If two or more participants are eliminated during the same hand at the same table, the participant(s) who began the hand with the highest chip count will receive the higher place finish.

69. After Hand-for-Hand begins, the current level will continue through the expiration of the clock. Should the clock / level expire before the procedure is complete, one additional time level will be added with the same limits as the expired level. If Hand-for-Hand concludes during this additional level, the clock will advance to the start of the next level of play. Should the procedure extend beyond the duration of one additional level, play will continue per the structure sheet.

-End-

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