



2016 World Series of Poker® Official Tournament Rules Rio All-Suite Hotel & Casino, Las Vegas, Nevada

SECTION I – TOURNAMENT REGISTRATION AND ENTRY

1. As used herein, “Rio” means **RIO PROPERTIES, LLC D/B/A RIO ALL SUITE HOTEL & CASINO** and its parent, affiliates and subsidiary companies. Rio reserves the right to refuse anyone entry into the Tournament, in its sole and absolute discretion, at any time, including during the registration process or during the Tournament events.
2. Entry into the World Series of Poker® (herein “WSOP” or “Tournament” refers to designated poker events at the Rio All-Suite Hotel & Casino from May 31, 2016 through November 1, 2016) is limited to persons 21 years of age and older, with proof of age, that Rio, acting in its sole and absolute discretion, deems appropriate. For most events, only one entry is allowed per person per event as set forth in event descriptions. Exceptions for re-entry events are described below in Rule 13. Entry into the WSOP Event #27, Seniors No-Limit Hold'em Championship is limited to persons 50 years of age and older; WSOP Event #31 Super Seniors No-Limit Hold'em is limited to persons 65 years of age and older.
3. Participants may register for any scheduled WSOP event in person at the WSOP Registration Area in the Rio All-Suite Hotel & Casino, 3700 W. Flamingo Road, Las Vegas, Nevada 89103 (the “Casino”), or may online-register for any scheduled WSOP event. Only cash, cashier’s checks drawn from accredited banks and made out to registrants or Rio, Rio gaming chips, or Rio Tournament Buy-In Chips (see Rule 39) may be used to pay for entry into a WSOP event at the registration area.
4. Subject to the restrictions described in these rules, online-registrations can be initiated by completing the registration process at the secure and encrypted Bravo Poker Live website, at the following URL: <http://www.bravopokerlive.com/venues/wsop/>. To begin online registration, participant must have an active and valid Total Rewards card www.totalrewards.com and Bravo Poker Live account. Registration for both accounts is completely free and available from links on the tournament registration site.

Methods of payment for online registration:

- a. Wire Transfer. Online registration must be completed 14 days prior to tournament date if payment method is wire transfer.
- b. Cashier’s Check. Online registration must be completed 14 days prior to tournament date if payment method is cashier’s check.
- c. Credit Card Authorization. Online registration must be completed 72 hours prior to tournament start date if payment method is credit card. This 72 hour period is for a participant’s first credit card registration. Once a participant has (i) completed their initial online registration and have paid via credit card and (ii) have completed their initial in-person identification and credit card verification at the Rio, the participant may register for additional Tournament events on-line up until the close of registration for those Tournament events. Once registered, a participant may pick up their ticket at the Tournament registration area or may print a ticket at a WSOP kiosk. A map showing the locations of the Kiosks at the Rio, including any ADA accessible machines, can be found at www.wsop.com. Credit card registrations have a \$1,500 maximum per event, meaning that a participant may register for both the \$565 Colossus Event #2 and the \$1,500 Monster Stack Event #41; but a participant may not register for the \$2,000 No-Limit Event #23.

All online registrants must finalize their registration on site at the Tournament registration area. Complete instructions can be found at www.bravopokerlive.com/venues/wsop/. Online-registered participants must present current valid and unexpired photo identification (passport, driver’s license, state identification card, or military identification card) acceptable to Rio in person at the Tournament

registration area to complete the registration process and to obtain their table and seat assignments (see identification requirements in Section 9 below). For first time online registrations, participant must arrive at least one hour prior to Tournament start time to verify identity and complete the registration process. Participants wishing to apply the payment to a WSOP event other than what was selected during online-registration must do so in person at the Casino or must follow the tournament cancellation process described in #21 and then register for desired event.

5. Fees: The payment required for participation in any Tournament event is the full amount of the event's entry fee, which includes an administrative fee to cover necessary Tournament staffing, materials and related administrative costs. There are additional fees applicable to online registration and the chosen method of payment. There will be a \$3 processing fee added to each event transaction for using the online registration system. Credit card charges are subject to an additional 2.95% fee to use this method of payment. In addition, anyone who uses a wire-transfer or cashier's check are still subject to any fees their bank imposes. None of these above-mentioned fees are paid to the WSOP or Rio. These are typical fees used in the payment processing industry for online transactions of this nature, by the vendors and providers of these services. Participant is responsible for payment of full registration amount and all registrations fees.

6. Third-party registrations for participants are not permitted unless submitted by official WSOP sponsors, official WSOP promotional partners, or official WSOP product licensees. For more information regarding third-party entries please contact Simone Ricci by email at sricci@Caesars.com

7. Rio may limit the number of entries into any WSOP event and may award entries into any event through any means it deems appropriate. Rio intends to award a limited number of entries through Satellite Tournaments, third-party marketing arrangements and or other promotional activities in its sole and absolute discretion. Rio will add the required entry fee(s) to the applicable prize pools.

8. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament registration.

9. Participants must show their current, valid, and unexpired photo identification (passport, driver's license, state identification card, or military identification card) acceptable to Rio at the Tournament registration area and Will Call/WSOP FasTrac. If a participant is not a U.S. citizen, participant must have one of the following that is current, valid, and unexpired: passport, foreign government issued Driver's License (License must have a photograph, date of birth, and a valid expiration date), Consular ID or Matricula Consular Card (Mexico only), or alien registration card is required. If the current, valid, and unexpired photo identification does not include a physical address, a second form of ID that indicates physical address will be required. This second form of ID can be a driver's license, utility bill, credit card statement, etc. For persons registering via the online registration process using a credit card (as described in Rule 4), they must present the credit card they used for payment when they complete their in-person verification.

10. Participants are required to obtain a Total Rewards Card prior to registering for any WSOP, Satellite event, side event, or cash game. Total Rewards Cards are available without payment of any kind at the Total Rewards Desk located in Rotunda in the Convention Center or in the casino area of the Casino or the casino of any of Rio's affiliates. Participants can also register for and activate a Total Rewards Card online at www.totalrewards.com.

11. Participants are responsible for checking their Tournament entry receipts before they leave the registration window. All changes by participants must be made before the start of any event.

12. Registration is open until the end of the sixth level for events with buy-ins from \$565 to \$1,500, and the end of the eighth level for events with buy-ins from \$2,500 to \$10,000. Exceptions for these registration times are the following:

- a. Event #42, the \$3,000 No-Limit Hold'em Shootout and Event #50, the \$1,500 No-Limit Hold'em Shootout, which will be open until the end of level 3.
- b. Event #41, the \$1,500 Monster stack, will be open until the end of level eight.
- c. Event #9, the \$10,000 Heads-up No-Limit Hold'em Event, will be open until the start of the event.
- d. Event #55, the \$50,000 Poker Participants Championship, Event #67, the \$111,111 High Roller for One Drop, and Event #62, the \$25,000 High Roller Pot-Limit Omaha will be open until the start of day two.
- e. Event #68, the \$10,000 No-Limit Hold'em Main Event, which will be open until the end of level three.
- f. The Daily Mega Satellites and Deep Stacks will be open until the end of level four.

If there is a participant break at the end of the registration period for any event, registration will remain open until the Tournament resumes play.

13. Re-entry is allowed for participants who have been eliminated during:

- a. Flights A, B, C, D, or E of Event #2, the \$565 Colossus, Flight A of Event #14, the \$1,500 Millionaire Maker, and Flights A, B, or C of Event #54, the \$888 Crazy Eights. For these re-entry events, a participant is allowed to enter each flight one time only.

- b. Flights A, B, or C of Event #69, The Little One for One Drop. For this event, participants may re-enter multiple times during the registration period as this tournament has unlimited re-entry.
- c. Unlimited re-entry is allowed anytime during the registration period for any participant who has been eliminated in Turbo, Deep Stack, and Mega Satellite Tournaments. Participants may re-enter these events by registering at either the WSOP Main or WSOP Satellite Cages or using the online registration (Participant must follow above described online registration for first-time online registrations or can utilize WSOP Kiosk if a repeat online registrant). Participants who re-enter must pay the required buy-in and entry fee and will be responsible for any online-processing Fees mentioned above if participant chooses to register online. Participants may be seated at the same table or a different table than they were originally assigned depending on availability. Participants must have zero (0) chips remaining to re-enter, or be subject to disqualification.

At the end of the registration period for all re-entry events, participants will be given the option to forfeit their current stack and re-enter. All participants who re-enter will receive a full starting stack. Participants who re-enter will be considered a new participant to the event.

14. Late registrants for any event will be subject to the following rules in addition to all other rules. A late registrant is defined as a participant who registers for an event after the Tournament has officially started. Any participant registering after the Tournament has officially started will either begin play at the start of the subsequent level or be randomly seated at tables where participants have already been eliminated. All late registrants will start the Tournament with a full chip stack except for Event #42, the \$3,000 No-Limit Hold'em Shootout and Event #50, the \$1,500 No-Limit Hold'em Shootout where participants will assume chip stacks as is. Participants do not have to post to begin play, but must assume first available starting position at the table.

15. Any participant registering for multiple events and who make Day Two, subsequent days or the final table of a particular event, may transfer his or her buy-in for the subsequent event to another event, or may also receive a refund, upon request, provided that the transfer or refund is approved and initiated *prior to the beginning of the event* from which a transfer or refund is being requested.

16. No Show Policy: Any participant who has not taken a hand by the start of the third level will be considered a "no show." These participants will have their chips removed from play and will not be eligible to participate in that event. The buy-ins for "no shows" will be removed from the prize pool and placed on safekeeping in that participant's name at the Main WSOP Registration cage after the second level of play. All funds placed on safekeeping due to no shows must be claimed prior to July 18th, 2016. Funds not claimed on or before that date shall be forfeited to Rio and shall not be refunded for any reason whatsoever. Participants who abuse the no show policy may be subject to exclusion from future WSOP events and from the Casino and all casinos of Rio's affiliates.

17. Employees participating in WSOP events.

- a. Employees of Rio and its affiliates, Caesars Interactive Entertainment, contractors or vendors hired for the operation of the WSOP, WSOP Staff, or any person that is involved in the management of WSOP and immediate family members of such employees are not eligible to participate in WSOP Bracelet Events unless approved in advance by Rio, but shall be permitted to participate in Cash Games, Daily Deep Stack Tournaments, certain Satellite Events and the Annual WSOP Casino Employee's Event.
- b. Employees of ESPN, ABC Sports, or any company of The Walt Disney Company, and immediate family members of such employees, are not eligible to participate in any WSOP Events.
- c. "Immediate family" is defined as: spouse, children and any relative or other person residing in the employee's place of residence.
- d. Immediate family members of employees of Caesars Entertainment or its affiliates who are not involved with the operation or management of WSOP and meet the guidelines of Caesars Entertainment's Employee Gambling Policy shall be permitted to participate in all WSOP events including: Bracelet Events, Daily Deep Stack Tournaments, Satellite Events, and Cash Games.
- e. Employees should refer to their Employee Handbook and request permission from their respective department supervisor prior to participating in any WSOP event.

18. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.

19. Each participant must certify his or her own eligibility in-person as set forth in these rules (see Rule 4 and Rule 9 for additional details).

20. No teams, substitutes, transfers or assisted play will be permitted. Rio reserves the right to accommodate participants based on special needs. An exception to this rule is bracelet Event #61, Tag Team No-Limit Hold'em. Teams of 2 – 4 participants will play one chip stack and alternate play over the course of the event. Each teammate must check in at their table prior to the end of the registration period and play at least one round of blinds or team will be disqualified. Although this is a team event, the one participant to a hand rule will be enforced and team members cannot coach or advise each other during tournament play.

21. Cancellations or voids must be completed prior to the start of a particular event. Rio will issue refunds related to entry fees paid by authorized third-party registrants only to the third-party that paid Rio the registration fee. Please contact the WSOP Operations Manager, Tyler Pital, for a Cancellation Form at the WSOP Tournament Offices at the Casino, by email to tpital@caesars.com, or by telephoning 702-777-7885. The Cancellation Form must be signed and received prior to the start of a particular event. Email notification is also acceptable provided such notification is received and approved by Rio prior to the start of the event. Only the tournament registration amount will be refunded. Any service charges incurred during the registration process will not be refunded to the registrant that has cancelled.

22. Any participant that registers in person, submits an online registration, or has an approved 3rd Party submit an online registration on participant's behalf for participation in any WSOP event, accepts all terms and conditions of these Tournament rules.

23. The ability to utilize the online registration as described in these Rules is void where prohibited or in any way restricted by applicable law.

24. Entries will be retained for record-keeping purposes in accordance with local legal requirements.

25. Participant acknowledges that the WSOP will be recorded and published in and through various mediums and media and that such publication shall include, but shall not be limited to, publication of participants' "hole cards" and other elements of strategic information. When and immediately upon request of Rio personnel, WSOP participants shall be required to display hole cards. Any participant who delays or refuses to display said hole cards or otherwise interferes with said request shall be subject to penalties in accordance with Rules 40, 111, and 112.

SECTION II – TOURNAMENT SCHEDULING

26. WSOP Tournament times are approximate. Rio reserves the right to change WSOP Tournament times in its sole and absolute discretion.

27. Rio may cancel, modify, relocate or reschedule the WSOP or any individual event within the WSOP for any reason with prior notification to the appropriate gaming regulators, to the extent such is required.

28. Rio is not responsible for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Rio, users, or by any of the equipment or programming associated with or utilized in the promotion or by any technical or human error that may occur in the processing of submissions, any of which may limit, restrict, or prevent a participant's ability to participate in the Tournament.

29. Rio is not responsible for injuries or losses arising or resulting from participation in the WSOP and is not liable for any acts or omissions by employees, whether negligent or willful, in the conduct of the WSOP, 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.

30. 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 Rio that corrupt or affect the administration, security, fairness, integrity or proper conduct of this Tournament, Rio reserves the right at its sole discretion to cancel, terminate, modify or suspend the Tournament.

SECTION III – PRIZES AND SEATING

31. Prizes and entries are non-transferable. Prize structures depend on the number of entrants and type of event. Prizes are paid out as posted. If a prize pool is posted and contains erroneous information, management reserves the right to correct the prize pool at any time during an event.

32. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament prizes.

33. Winners must show their current valid and unexpired photo identification (passport, driver's license, state identification card, or military identification card) acceptable to Rio in order to collect prizes. If a participant is not a U.S. citizen, a current valid and unexpired photo identification passport, foreign government issued Driver's License – must have a photograph, the date of birth and a valid expiration date, consular identification or alien registration card is required. If the current valid and expired photo identification does not include their

physical address, a second form of ID that indicates physical address will be required, i.e. driver's license, utility bill, credit card statement, etc.

34. Entrants will be assigned to a table and seat through a random computer selection.

35. 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. In the event tables are added to a Tournament beyond the anticipated random draw, those participants assigned to the additional tables will be the first to break.

36. If an event participant is not present at the start of a Tournament event, all forced antes and blind bets will be removed from an absent participant's stack accordingly. After five minutes has elapsed, if there is only one participant present at the table, the button will advance one position every two minutes and the participant will be awarded the small blind and the big blind. In heads-up only events, the button will advance one position every minute, and the participant will be awarded his or her opponent's blind (big or small). In events that begin with antes such as Seven Card Stud, the participant will receive one round of antes after one minute has elapsed for each sold seat at the table. In events with both blinds and antes such as Deuce-to-Seven No-Limit Draw, the participant will receive one round of blinds and antes after one minute has elapsed for each sold seat at the table. For example, if there are six seats sold at the table, the participant will be awarded a total of six antes and the big and small blind every six minutes. This process will continue until a second participant begins playing at the table. If a participant shows up and still has chips remaining, he or she may play his or her chips.

37. Rio reserves the right to cancel, change or modify the WSOP at any time, for any reason, subject to all applicable regulatory approval, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.

38. Non-value Tournament chips are used for the Tournament and are the exclusive property of Rio and may not be removed from the Tournament area or the assigned event. Participants found to be transferring chips from one event to another or from one participant to another, or removing chips from play for any other reason, including but not limited to, taking tournament chips as souvenirs, will be subject to penalty in strict accordance with Rules 40, 111, and 112.

39. Buy-In chips / Bounty chips.

- a. WSOP Buy-In Chips are no cash value chips won by a participant in a Satellite conducted at the Casino, which may only be applied toward Tournament buy-ins equal to or greater than \$500 (may be a combination of Tournaments with a combined buy-in total equal to or greater than \$500) commencing on May 31, 2016 and concluding on July 18, 2016. All WSOP Buy-In Chips will expire on July 18, 2016 and will not be accepted at any future WSOP event or any other event at the Casino or any of its affiliates.
- b. WSOP Bounty Markers will be issued to bounty winners in event #46, the \$1,500 Bounty No-Limit Hold'em Tournament. WSOP Bounty Markers have no-cash-value. Each participant will receive a "Bounty Marker" along with his/her tournament starting chip amount. If a participant goes "all-in" for his/her tournament life, that participant's Bounty Marker will be included in the wager. The participant that wins that pot will retain his/her Bounty Marker and accumulate any other Bounty Markers that were in the pot due to a participant(s) busting out of the tournament in that hand. Participants may redeem their accumulated Bounty Markers at Participants Services (located in the Tropical Ballroom). If a participant is still active in the tournament, this participant must leave at least one Bounty Marker in play. If a participant is found to be active in the tournament but without a Bounty Marker, this participant will be responsible for paying \$500.00 (five hundred dollars) to receive another Bounty Marker. This fee will be added to the total prize fund for event #46 with no administration or house fees.

SECTION IV – PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

40. The competitive integrity of all Tournament play at the WSOP is paramount. All participants must adhere to the spirit and letter of the Official Rules of the WSOP that forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.

- a. Cheating is defined as any such act engaged in by a participant to break the established rules of play to gain an advantage.
 1. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value Tournament chips from one event to another; introducing chips not intended for an event, into an event; card marking; card substitution; or the use of any kind of cheating device.
 - i. Collusion is defined as any agreement between or among two (2) or more participants to engage in illegal or unethical acts against other participants.
- b. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another participant; sending or receiving signals from or to another participant; the use of electronic communication with the intent to facilitate collusion; and any other act that Rio deems inappropriate.

1. Chip dumping is defined as any agreement between or among two (2) or more participants for one or more of the participants to bet chips with the intent of increasing another participant's stack.
 2. Soft play is defined as any agreement between or among two (2) or more participants to not bet or raise each other in order to minimize the number of chips lost by those participants participating in the agreement.
- c. 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. Participants who violate this rule are subject to penalty in accordance with Rules 40, 41, 42, 111, and/or 112.
 - d. This rule shall include, but is not limited to, any participant whose personal hygiene has become disruptive to the other participants seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other participants shall be determined by the Tournament Staff which may, in its discretion, implement sanctions upon any such participant who refuses to remedy the situation in a manner satisfactory to Rio.
 - e. Rio will penalize any act that, in the sole and absolute discretion of Rio, is inconsistent with the official rules or best interests of the Tournament.
 - f. 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 WSOP will be subject to sanctions imposed by Rio. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of Rio and may include, but shall not be limited to, the following:
 1. FORFEITURE OF CHIPS
 2. FORFEITURE OF PRIZE MONEY
 3. EJECTION FROM THE TOURNAMENT
 4. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE WSOP EVENTS
 5. EXCLUSION FROM ENTERING THE PREMISES OF RIO AND/OR ALL DESIGNATED AFFILIATES OF RIO.
 - g. Any and all violations of this Code of Participant Conduct may be publicly disclosed in an effort to deter future violations and to assist other poker Tournaments in identifying participants who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.

41. In addition to the penalties authorized in Rule 40, Rio 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 Rio, 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 participant's entry fee(s) and/or loss of the right to participate in this and/or any other Tournament conducted by Rio. Additionally, Rio may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in Rio's view engages in inappropriate conduct during Tournament play.

42. Rio, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, violation of promotional rules or other misconduct while on the property, for acts otherwise occurring in relation to the WSOP, or as otherwise reasonable or necessary for Rio to comply with applicable statutes and regulations. Rio 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.

43. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the WSOP Tournament may be a violation of criminal and civil laws. Should such an attempt be made, Rio reserves the right to seek damages from any such person to the fullest extent of the law.

44. All decisions regarding the interpretation of WSOP Rules, participant eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with Rio, whose decisions are final.

45. Rio employees 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 Rio, 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. Rio's decisions are final and cannot 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.

46. Rio prohibits the use of obscene or foul language in any public area of the casino at any time. Any participant who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another participant, a dealer or a Tournament staff member, will be penalized. These penalties will be levied based on Rules 40, 111, and 112.

47. Any participant who taunts another participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other participants in the tournament will be subject to penalty in accordance with Rules 40, 111, and 112.

48. 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, and the participant could be asked to leave the property. 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.

49. The WSOP is subject to all applicable federal, state, and local laws and regulations, including gaming, and all aspects of the WSOP are subject to the approval of appropriate regulatory authorities.

50. Tournament Rules and any and all changes in the rules and event descriptions for the WSOP will be available at the Tournament facilities in the Casino as well as on the internet on the right hand side of this page of www.wsop.com/2016.

51. Where a situation arises that is not covered by these rules, Rio 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.

SECTION V – PARTICIPANT LIKENESS AND IMAGE

52. Prior to entering and playing in the Tournament, each participant must execute a Participant Release Form. Failure to do so may, at the option of Rio acting in its sole and absolute discretion, subject the participant to immediate disqualification at any point in the Tournament. If the participant is disqualified he or she shall forfeit all entry fees paid and not be entitled to receive any Tournament prize monies or any other prize.

53. For all Tournaments taped for television, participants may wear apparel with multiple logos, patches or promotional language. Rio reserves the right at all times to impose a ban on any apparel deemed objectionable by Rio, in its sole and absolute discretion.

54. The following are deemed acceptable sizes and placements for events taped for television.

- a. Primary Garment. No single company name, brand, or affiliated and similar name or brand is to be represented more than twice on any individual article of clothing. Three total placements per participant are deemed acceptable.
 1. Front or Back. One placement per side is deemed acceptable. The logo, patch or block of promotional language may not be larger than 12 square inches.
 2. Sleeves and/or Shoulder. One placement on each side is acceptable. No individual logo, patch or block of promotional language in these areas is to be larger than six square inches
- b. Hats may be worn at tables intended for television taping but may not display any logo or promotional language except for those logoed items (e.g., sports teams) sold to the general public through traditional commercial retail outlets and not deemed by Rio to be an advertising message; a decision that Rio will make in its sole and absolute discretion. Temporary tattoos, adhesive strips for the skin, and "band-aids" with logos or promotional language are not permitted at any time.
 1. At the start of each television taping day, no more than three (3) participants at the Final Table – and all other tables Featured for television coverage – will be allowed to wear apparel with logos, patches or promotional language from the same entity.
 2. Should there be more than three (3) participants representing the same entity at the start of a televised Final or Feature table – and those participants cannot agree which participant will remove or cover their logos for the common entity – a WSOP official will draw high-card prior to the start of play to determine which participants will be allowed to wear the logos of the common entity. After the draw of the high card, the affected participant(s) must either cover the relevant logo(s) or change their apparel.
 3. Under no circumstances may participants seated at televised Final or Feature tables add logos, patches or promotional language to their apparel after the beginning of that day's session of play.
- c. Under no circumstances will Rio permit any participant to wear any logo, slogan or promotional language of any organization (or any parent, affiliate or subsidiary of any organization) that Rio, acting in its sole discretion, determines:
 1. Contains any false, unsubstantiated, or unwarranted claims for any product or service, or make any testimonials that Rio, in its sole and absolute discretion, considers unethical.
 2. Advertises any non-prescription or non "over the counter" drug, tobacco product, firearm or firearm ammunition.

3. Contains any material constituting or relating to a lottery, a contest of any kind in which the public is unfairly treated or any enterprise, service or product that abets, assists or promotes illegal gambling.
 4. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repellingly any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics.
 5. Advertises any pornographic products.
 6. Includes any element of intellectual property without the owner's consent to such use or that may give rise to any claim of infringement, misappropriation, or other form of unfair competition.
 7. Disparages or libels any person or product.
 8. Is engaged in (or is alleged to have been engaged in) conduct that Rio deems inappropriate, or which Rio determines could or does negatively impact the business or privileged license of Rio, its parent or any of its affiliates.
 9. Is or might be injurious or prejudicial to the interests of the WSOP or Rio or is otherwise contrary to honest advertising and reputable business in general. This includes, but is not limited to, the name or logo of any person or entity that uses or has used the trademarks, trade names or logos of Rio or its affiliated companies without written authorization from an authorized officer of Rio.
- d. Rio reserves the right at all times to impose a ban on any apparel deemed objectionable by Rio, in its sole and absolute discretion. Rio reserves the right to refuse entry or continued participation in an event to any participant who does not comply with the aforementioned apparel rules

55. Participants may not cover or conceal their facial identity. Tournament officials must be able to distinguish the identity of each participant at all times and may instruct participants to remove any material that inhibits their identification or is a distraction to other participants or Tournament officials. Participants may wear sunglasses and sweat shirts with hoods, but may be asked to remove them if Tournament officials cannot identify them.

SECTION VI – POKER RULES

56. Floor People: The Tournament Director, 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 Tournament Director ("TD") reserves the right to overrule any floor decision.

57. Rio reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its participants.

58. Official Language: The English-only rule will be enforced at all WSOP tables during Tournament play. Participants who violate this rule are subject to penalty in accordance with Rules 40, 111, and 112.

59. Official Terminology of Tournament Poker: Official terms are simple, unmistakable, time-honored declarations like: bet, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. 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. See Rules 60 and 90.

60. 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.

61. 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 40, 111, and 112. Example: "if – then" statements such as "If you bet, then I will raise."

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

63. 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 Rio, 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 as described in Rule 40. All participants 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. Participants at Televised Final and Feature tables must leave the tournament area to text, email or talk on a cell phone. No cell phones or other electronic communication device can be placed on a poker table.

64. Approved Electronic Devices; Prohibited Filming and Streaming:

- a. Participants are allowed to use approved electronic devices, iPods, MP3 players and other music playing or noise-reduction headsets during Tournament play until the participants have reached the final table in any Tournament; so long as the approved electronic devices are not used to collude or cheat in any way. Once participants have reached the final table in any Tournament, all approved electronic devices must be removed. An announcement will be made to participants once they have reached the final table to remove all such electronic devices. Failure to do so will result in penalties up to and including disqualification, in accordance with Rules 40, 111, and 112.
- b. Participants are prohibited from using any electronic or other devices to record or capture video or audio footage at any time during Tournament play, whether or not the Participant is involved in a hand or not. Recording, capturing and/or live streaming video or audio footage of the Tournament, and any attempt to use such recorded, captured or streamed video or audio by a Participant, whether involved in a hand or not, will subject the Participant to penalties and potential disqualification, in the sole and absolute discretion of Rio, as described in Rule 40, 111, and 112.

65. Random Correct Seating: Tournament and Satellite seats will be randomly assigned. A participant who started the Tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them. Participants who start the Tournament in the wrong seat in a shootout or heads-up event will be handled on a case-by-case basis. Tournament staff reserves the right to relocate participants from their assigned seat to accommodate participants based on special needs, and to balance tables at the start of the Tournament.

66. Breaking Order: The breaking order for an event will be posted at the close of registration for that event. The table to which a participant is moved will be specified by a predetermined procedure. Participants going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. Rio reserves the right to alter the breaking order due to unusual circumstances.

67. Balancing Tables: In 8, 9, and 10-handed events, play will halt on a table that has 3 or more participants less than the table in that event with the most participants. Play will halt on other game formats (ex: 6-handed and turbos) 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. In fields greater than 20 tables, participants will be moved from the next numerical table at full capacity to the short table. Once a Tournament is below 20 tables, participants will be moved from the next table in the breaking order that is at full capacity to the short table. Participants moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 66.

- a. In flop and mixed events 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. In stud only events, participants will be moved by position (the last seat to open up at the short table is the seat to be filled).
- b. In mixed game events, Example: HORSE: when the game shifts from the Flop Game, Omaha, to the Seven Card Game, Razz) after the last Omaha hand, the button is moved to the position that it would be in if the next hand was to be Hold-Em; then frozen during the Seven Card games of Razz, Seven Card Stud and Seven Card Stud 8 or Better. The participant to be moved during the Seven Card games would be the participant who would be the Big Blind when the Flop Games resume. When Hold-Em resumes, the button for the first hand will be at the position where it was frozen. In Dealer's Choice events, a separate Dealer's Choice button will be used to determine and track the starting position of the participant making the game selection.
- c. When the Tournament reaches 12 tables or when manageable as 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 three tables, again at two tables, and for the final table seat assignments for events that have 100 or more participants. For events with less than 100 participants but more than 50, there will be a re-draw at two tables and again for final table seat assignments.

68. Number of Participants at Final Table: Final tables will have the number of participants at a full table for the event, plus one more participant. (i.e. 9-handed events seat 10 at the final table, 8-handed stud seats 9, 6-handed seats 7, etc.). No final table should seat more than 10. This rule does not apply to heads-up events.

69. Declarations: Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalcating a hand may be penalized. Any participant, 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 Rio's discretion, any participant deliberately miscalcating his or her hand will be subject to penalty in accordance with Rules 40, 111, and 112.

70. 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.

71. 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.
72. Showdown: During a showdown where no participants are all-in and if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive participant on the final betting round (final street) must table first. If there was no bet on the final street, then the participant who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.) Participants 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 unless there are no other live hands at which point the pot can be awarded to the only live hand remaining. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty, in accordance with Rules 40, 111, and 112.
73. Awarding Odd Chips: Odd chips will be broken into the smallest denominations in play. In button games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In stud high, razz, and if there are 2 or more high or low hands in stud/8; the odd chip goes to the high card by suit in the best 5-card hand displayed for showdown. In H/L split games, the odd chip in the total pot goes to the high side. If identical hands win both high and low (ex: 2 wheels in Omaha/8) the pot will be split as evenly as possible.
74. Side Pots: Each side pot will be split separately.
75. Playing the Board at Showdown: When playing the board, a participant must table all hole cards in order to get part of the pot.
76. Disputed Pots: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle of the deck. When an automatic shuffler is being used, a hand begins with the push of the green button to access the deck.
77. Chip Race and Scheduled Color Ups:
- At scheduled color-ups, odd chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a participant. Participants cannot be raced out of an event: a participant losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play.
 - Participants must have their chips fully visible and are encouraged to witness the chip race.
 - If after the race, a participant still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.
78. Deck changes will be on the dealer push or limit changes or as prescribed by Rio. Participants may not ask for deck changes unless a card is damaged.
79. New Hand and New Limits: When time has elapsed in a round and a new level is announced, the new level applies to the next hand. A new hand begins with the first riffle of the deck. If an automatic shuffler is used, the hand begins when the green button is pushed.
80. 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 50 seconds to make a decision. If action has not been taken by the time the 50 seconds has expired, there will be a 10-second countdown followed by a declaration or stopwatch alarm. 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 in accordance with Rules 40, 111, and 112.
81. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.
82. 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 as described in Rule 80. “At your seat” is defined as being within reach or touch of your chair.
83. 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, a penalty, in accordance with Rules 40, 111, and 112, will be enforced when the participant in violation returns to the table.
84. 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 and may be subject to penalty in accordance with Rules 40 & 111. Once action has begun, a hand may be considered abandoned and mucked if a participant is not at his seat.

85. Button: At the start of an event or redraw, the button will begin in the seat with the first chip stack to the dealer's right. Tournament play will use a dead button. Dead Button is defined as a button that cannot be advanced due to elimination of a participant or the seating of a new participant into a position between the small blind and the button. At final tables, there will be a redraw for the button.
86. Dodging Blinds: A participant 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 Rules 40, 111, and 112.
87. Button in Heads-Up Play: In heads-up play, the small blind is on the button and acts first pre-flop and last on all other betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure neither participant has the big blind twice in a row.
88. 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.
 5. In stud, if any of the participants' 2 down cards are exposed by dealer error.
 6. In flop games, if either of the first 2 cards dealt off the deck or any other 2 downcards are exposed by dealer error.
 - i. Participants may be dealt 2 consecutive cards on the button.
 1. House standards apply for draw games (ex: lowball).
 - b. If a misdeal is declared, the re-deal is an exact re-play: the button does not move, no new participants are seated, and limits stay the same. Cards are dealt to participants 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 participant on penalty, not two.
 - c. If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial Action is either:
 1. Any two actions in turn, where at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds).
 2. Any combination of three actions in turn (check, bet, raise, call, or fold).
89. Four-Card Flop: If the flop contains four (rather than three) cards, whether exposed or not, 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.
90. 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 participant skipped by out of turn action must defend his right to act. If the skipped participant 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.
91. 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 are governed by Rule 90.
92. When facing a bet, unless raise is declared first, a multiple-chip bet is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200). If the single removal of just one of the smallest chips leaves the call amount or more, the bet is governed by the 50% standard in Rule 95.
93. It is the participant's responsibility to make his/her intentions clear. 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.
 - d. Silently pushing out multiple chips equal to a call under Rule 92.
- Silently betting a chip amount that is tiny relative to the bet faced is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TD's discretion. This may include being ruled a full call. (i.e. NLHE blinds 2k-4k. Participant A bets 50k, Participant B then silently puts out a single 1k chip)
94. As in Rule 93, it is the participant's responsibility to make his/her intentions clear. Standard and acceptable forms of raising include:

- a. Placing the full amount in the pot in one continuous motion without going back toward the participant's stack.
- b. Verbally declaring the full amount prior to the initial placement of chips into the pot.
- c. Verbally declaring "raise" prior to the initial placement of chips in the pot. Participant can place the exact amount of the call and then can complete the raise with one additional motion back to the participant's stack. If an amount other than the exact amount to call but less than a minimum raise is first put out or announced after the initial verbal declaration of "raise"; it will be ruled a minimum raise.

95. 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.

96. In no-limit and pot-limit, 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.

- a. 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.)

97. 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.

98. Previous Bet Chips Not Pulled In: If a participant 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, participants are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in. If the participant facing the raise is either the small blind or big blind and this participant picks up his/her blind and combines it with other chips from his/her stack, the chips from the blind will be considered part of the participant's current wager. i.e. The blinds are 50 -100. Participant A is the small blind and has 50 tournament chips in front. Participant A is facing a raise to 500. Participant A picks up the small blind, combines it with a 1,000 chip and throws out 1,050. Participant A has just re-raised the action to 1,050 since the participant has thrown out multiple chips. If Participant A had thrown out the 1,000 chip on top of the small blind without picking the blind up first, the participant has only called the bet according to rule 97.

99. 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 rule 92. 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.

100. Number of Raises:

- a. There is no cap on the number of raises in no-limit games.
- b. In limit events there will be a maximum of one bet and four raises, even if there are only two participants remaining in the hand. Once the Tournament becomes heads-up (that is, only two participants remain in the entire Tournament), this rule does not apply. There may be unlimited raises at the heads-up level.

101. Pot Size and Pot Limit Bets: participants are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. If requested, dealers may spread the pot so that a participant can count it.

102. Declaring, "I bet the pot" is not a valid bet in limit or no-limit poker but it does bind a participant to make at least the minimum bet. If the participant is facing a bet and makes this declaration, the participant will be required to make at least a minimum raise.

103. Strings Bets and Raises: Dealers will be responsible for calling string bets/raises. 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.

104. 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 participants. If a caller requests a count but receives incorrect

information from the dealer or participants, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount.

105. All-In with Chips Found Behind Later: If 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.

106. 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. Participants with live hands must keep their cards in plain view at all times.

107. 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.

108. 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 110) 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 chips back that were wagered in the hand. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.

109. Dead Hands and Mucking in Stud: In stud poker, if a participant picks up the up-cards while facing action, the hand is dead. Proper mucking in stud is turning down all up cards and pushing them all forward face down. Up-cards must remain in the order received; reorganization may result in a penalty or a dead hand.

110. 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. Participants may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.

111. Penalties: In its sole and absolute discretion, Rio may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the Casino. 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. Rio will log all penalties issued throughout the duration of the WSOP under participants Bravo account.
- 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.

112. 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.

113. 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:

- a. Disclose contents of live or folded hands.
- b. Advise or criticize play at any time.
- c. Read a hand that hasn't been tabled.
- d. Discuss strategy with an outside source while involved in a hand.

- e. The one-participant-to-a-hand rule mentioned in Rule 111 will be enforced.

Special Exceptions:

1. 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.
2. In heads-up events or when down to the last two participants in a Tournament, participants may speak freely regarding the contents of their hands.
3. 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 in accordance with Rules 40, 111, and 112.

114. 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”).

115. 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.

116. 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 VII - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES

117. Dinner breaks for bracelet events are listed on their respective structure sheet.

118. The duration of Play for day one of all events is noted on each event’s structure sheet.

119. Play on Day 2 and beyond may be suspended at the end of ten hours of play, and will resume the following day unless otherwise noted in the structure sheet for the event.

120. If an event has not reached a winner and is heads up after the completion of ten hours of play on its final scheduled day, play may be extended in order to complete the event.

121. The Tournament Director may modify the schedule of play for any event for any reason.

122. End of Day: Ten minutes prior to the end of days play for any event, a random card will be drawn to determine how many additional hands will be played. Playing Cards will be used and a random participant will be asked to pick a card face down.

123. Hand for Hand:

- a. 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 will 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.
- b. 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.
- c. 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 subsequent level of play. Should the procedure extend beyond the duration of one additional level, play will continue per the structure sheet at the subsequent level of play.

124. Participant Disputes: All participant disputes with Rio shall be resolved in accordance with Nevada law NRS 463.362 Resolution of Disputes.

- a. Whenever a patron and a [gaming] licensee, or any person acting on behalf of or in conjunction with a [gaming] licensee, have any dispute which cannot be resolved to the satisfaction of the patron and which involves:
 1. Alleged winnings, alleged losses or the award or distribution of cash, prizes, benefits, tickets or any other item or items in a game, tournament, contest, drawing, promotion or similar activity or event.

2. The manner in which a game, tournament, contest, drawing, promotion or similar activity or event is conducted, the [gaming] licensee is responsible for notifying the [Nevada Gaming Control] Board or patron in accordance with the provisions of subsection 2, regardless of whether the [gaming] licensee is directly or indirectly involved in the dispute.
- b. Whenever a dispute described in subsection 1 involves:
 1. At least \$500, the [gaming] licensee shall immediately notify the [Nevada Gaming Control] Board.
 2. Less than \$500, the [gaming] licensee shall notify the patron of the patron's right to request that the [Nevada Gaming Control] Board conduct an investigation.
- c. Upon being notified of a dispute, the [Nevada Gaming Control] Board, through an agent, shall conduct whatever investigation it deems necessary and shall determine whether payment should be made. The agent of the [Nevada Gaming Control] Board shall mail written notice to the [Nevada Gaming Control] Board, the [gaming] licensee and the patron of the agent's decision resolving the dispute within 45 days after the date the [Nevada Gaming Control] Board first receives notification from the [gaming] licensee or a request to conduct an investigation from the patron. The failure of the agent to mail notice of the agent's decision within the time required by this subsection does not divest the [Nevada Gaming Control] Board of its exclusive jurisdiction over the dispute.
- d. Failure of the [gaming] licensee to notify the [Nevada Gaming Control] Board or patron as provided in subsection 2 is grounds for disciplinary action pursuant to NRS 463.310 to 463.3145, inclusive.
- e. The decision of the agent of the [Nevada Gaming Control] Board is effective on the date the aggrieved party receives notice of the decision. Notice of the decision shall be deemed sufficient if it is mailed to the last known address of the [gaming] licensee and patron. The date of mailing may be proven by a certificate signed by an officer or employee of the [Nevada Gaming Control] Board, which specifies the time the notice, was mailed. The notice shall be deemed to have been received by the [gaming] licensee or the patron 5 days after it is deposited with the United States Postal Service with the postage thereon prepaid.

SECTION VIII – TOURNAMENT BETTING FORMATS

LIMIT

- a. Restricts participants to betting and raising to a set amount on each betting round according to the structure for the event.
- b. All limit events are played with a bet and a maximum of four raises unless heads-up at the final table.

NO - LIMIT

- a. The maximum amount a participant can bet or raise is only limited by the amount of chips they have in their possession.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer WILL NOT tell a participant the total amount of the pot at any time. The dealer may spread the pot for viewing by the participant with action pending, upon request.

POT LIMIT

- a. The maximum amount a participant can bet or raise is limited to the amount of the pot.
- b. The minimum bet is equal to the amount of the Big Blind.
- c. The Dealer MUST tell a participant the total of the pot when asked by the participant facing action.
- d. If a participant "over-bets" the pot, the Dealer MUST announce the correct bet amount immediately.
An accurate pot total should be maintained at all times. Should the pot be over-bet with significant action following, the over-bet will not be corrected. In Tournaments, all bets are counted at their "true" value, including the Small Blind when determining the amount of the pot.

SECTION IX – TOURNAMENT GAME FORMATS

FLOP GAMES

- a. Played with 2-10 participants.
- b. The Dealer will always deal the first card to the participant directly following (clockwise) the Dealer button (Small Blind position).
- c. The Dealer should announce the number participants remaining active in the hand while dealing the flop, turn and river.

1. TEXAS HOLD'EM

In Texas Hold'Em, each participant receives two down cards as their personal hand, or hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the "flop", are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the "turn", is placed out on the board followed by a betting round. Another card is burnt and the final card, "the river", is placed out on the board followed by the final betting round. The board cards are community cards, and a participant may use any five-card combination from among the board and personal cards to make the best possible five-card poker hand. A participant may use all of the board cards and no personal cards to form a hand playing the board. A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

2. OMAHA

In Omaha, each participant receives four down cards as their personal hand, hole cards, after which there is a round of betting. After action is complete, the dealer burns a card and three board cards, the “flop”, are then placed simultaneously and another round of betting occurs. Another card is burnt and the next card, the “turn”, is placed out on the board followed by a betting round. Another card is burnt and the final card, “the river”, is placed out on the board followed by the final betting round. The five board cards are community cards. A participant may only use three board cards combined with any two of the participant’s four hole cards to make the best possible five-card poker hand. A dealer button is used along with a small blind and big blind.

3. OMAHA HI/LOW 8 or BETTER

Omaha can be played as a high-low split pot game. The participant must use any combination of two hole cards and three board cards for the high hand and either a different or the same combination of two hole cards and three board cards for the low hand. All the rules of Omaha apply to Omaha high-low split. This game is played with a split-pot format. Half of the pot is awarded to the participant or participants with the highest 5-card poker hand. The other half of the pot is awarded to the participant or participants holding the lowest 5-card poker hand. A qualifier of 8-or-better for the low hand is used. This means to win the low half of the pot, a participant’s hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace can be played as either high or low. Straights and flushes do not count against a low hand so the best possible low hand is 5-4-3-2-A, also known as a WHEEL. The best high poker hand wins the entire pot if there is no qualifying hand for low.

4. OMAHA “BIG O” HI/LOW 8 or BETTER (5 Card Omaha)

All the rules of Omaha High-Low apply to Omaha "The Big O" with the following change; all participants are dealt 5 cards in their initial starting hand. Game is played with 7 participants so Final Table can be seated with 8 participants

SEVEN CARD GAMES

Played with a maximum of 8 participants.

In a seven-card game, each participant first receives two down cards followed by one up card to start the hand. After each participant receives their three initial cards, there is the first round of betting. There are then three more up-cards and a final down card, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, third and fourth street, and the larger bet is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. Deliberately changing the order of your up-cards in a stud game is improper because it unfairly misleads the other participants; a participant deliberately changing the order of the up-cards may have a dead hand.

When the wrong person is designated as the bring-in and bets, if the next participant has not yet acted; the action will be corrected to the correct bring-in position, who has the option to either post the bring-in or complete to the full bet according to the structure. The incorrect bring-in takes back the wager. If the next hand has acted after the incorrect low card action, the wager stands, action continues from there, and the real low card has no obligations.

Increasing the amount wagered by the forced bring-in, up to a full bet does not count as a raise but merely as a completion of the bet. For example: Bring-in 100, complete to 400; four raises are then allowed.

If you are not present at the table when third street has been delivered to the final participant position, you forfeit your ante and bring-in, if any.

The down cards will be killed; the up card, third street; will be killed when action reaches your position. Fourth street will not be delivered to an absent participant position.

In tournament play, there is no fourth street option with an open pair to initially double the bet.

In tournament play, all new pairs are announced; possible straights or flushes are not announced.

1. SEVEN CARD STUD

The first round of betting starts with a forced bet, the bring-in, indicated by the lowest card by rank and suit. The participant with the forced bet has the option of opening with the bring-in or the full bet as designated in the structure. On subsequent betting rounds, the high hand on board initiates the action, a tie is broken by position, with the participant who received cards first acting first. If the participant with the low card is all-in for the ante, the person to that participant’s left acts first. If the participant with the low card is all-in for a portion of the bring-in, the bet is made; all other participants must enter for at least the bring-in amount or the full bet as designated in the structure.

2. SEVEN CARD STUD HI/LOW 8 or BETTER

Seven-card stud/8 is a stud game which is played both high and low. A qualifier of 8-or-better for the low hand is required. This means to win the low half of the pot, a participant’s hand at showdown must have five cards of different ranks that are an eight or lower in rank. An ace is the highest card and also the lowest card. If there is no qualifying hand for low, the best high hand wins

the whole pot. A participant may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first participant in the tie clockwise from the dealer acts first. If the high hand is all-in, action proceeds clockwise as if that person had checked. Straights and flushes do not affect the value of a low hand.

When there is an odd chip in a pot, the chip goes to the high hand. If two participants split any portion of the pot by tying for either the high or the low, that portion of the pot shall be split as evenly as possible to the lowest denomination chip in play. The participant with the highest card by suit receives the odd chip. When making this determination, only the five cards used by the participant at showdown are considered. All other rules for seven-card stud apply to Seven-Card Stud/8 if not mentioned above.

3. SEVEN CARD STUD HI/LOW REGULAR

All rules of Seven Card Stud/8 apply except there is no qualifier for low and the high card by suit initiates the action on the first round with the king of spades being the highest card by rank and suit. Ex: The low hand may be: 10♦, 8♣, 6♥, 3♦, A♦.

4. SEVEN CARD RAZZ

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except that the high card, with the king of spades being the highest card by rank and suit, is required to make the forced bet on the first round. The low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A, known as a wheel. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A. The low hand acts first on all subsequent rounds. If the low hand is tied, the first participant clockwise from the dealer starts the action. All other rules for seven-card stud apply to Seven-Card Razz if not mentioned above.

DRAW GAMES

Draw games are played with six participants with the exception of Badugi, which is played with eight participants.

Lowball is draw poker with the lowest hand winning the pot. Each participant is dealt five cards facedown, after which there is a betting round. Exception: Badugi, each participant is dealt 4 cards facedown. The structure may call for an ante and/or to open with a raise. Tournament play begins with a small and big blind. The participants who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones; this is the draw. There are two basic formats, Limit and No-Limit.

Limit games are generally triple draw; the basic rules for limit poker apply.

In Triple draw, the participants will have a betting round with the initial hand, after the first draw, after the second draw, and again after the third draw, with four betting rounds total. The most popular forms of limit triple draw lowball are ace-to-five lowball(also known as California lowball) and deuce-to-seven lowball(also known as Kansas City lowball). Ace-to-five lowball gets its name because the best hand is 5-4-3-2-A; Aces are low and a straight or flush may qualify as a winning hand. Deuce-to-seven lowball gets its name because the best hand is 7-5-4-3-2, not suited; Aces are high only and straights or flushes are ranked as straights or flushes but are not fouled hands. Other forms of limit triple draw lowball are Badugi, Bادهucey and Badacey.

No-Limit draw games are generally played with a single draw and the basic rules for No-Limit apply.

In Single draw, the participants will have a betting round with the initial hand and a second betting round after the first draw; two betting rounds total. The most popular forms of No-Limit single draw lowball are Deuce to Seven No-Limit, 5 Card Draw High No-Limit.

In the event of a re-shuffle, meaning the dealer has gotten down to the last card of the deck while participants still need cards, the discards from the current draw will not be included. The last card will be reshuffled with the muck and the discards from all previous draws. This means that the dealer will not use the discards from the round in progress. If the dealer can complete the draws for that round by using the last card in the stub, the dealer will use this card but only if the last card will complete all draws for the round.

ALL exposed cards, while dealing the initial hand, will be replaced. The second exposed card on the initial deal will constitute a misdeal.

Participants cannot change the number of cards to be replaced once their discards have been placed, in turn, on the table, but they may exchange any of their discards for a different card in their hand at any time prior to cards being dealt for that round.

The dealer should not burn and begin to deal the next round of cards until all participants have, in turn, placed their discards forward or stood pat (participant does not draw any cards). After “**ALL**” participants have discarded, the dealer will announce the number of cards each participant is drawing prior to the delivery of the next round of cards. This announcement prevents future changes of the discards.

If all participants stand pat, one card is still burned to designate the round.

If a participant wishes to draw an entirely new hand, the participant will receive all five cards consecutively.

LIMIT TRIPLE DRAW GAMES

1. Ace to Five or Deuce to Seven

- Played with six participants maximum
- Lowball games will be played with a particular qualifier
- A – 5: Lowest possible hand is 5-4-3-2-A. Aces are Low.
- A straight or flush may qualify as a winning hand
- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

2. BADUGI

- Played with eight participants maximum
- 4-Card Triple Draw – Lowest 4-card unsuited hand wins.
- Best Hand: “A – 2 – 3 – 4” all four suits represented.
- Four cards dealt down to each participant on the initial round; starting with the participant in the Small Blind position.
- At Showdown, if no participant shows a perfect 4 card Badugi, the winner is determined by the lowest 3-Card Badugi hand.

3. LOWBALL HYBRIDS

- Played with six participants maximum

BADACEY

- The pot is split between the best Badugi hand and the best Ace-to-Five hand.
- Check-raising with a perfect hand is permitted.
- Best hand is A, 2, 3, 4 of different suits (A four card Badugi) with a 5 of any suit.
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

BADEUCEY

- The pot is split between the best Badugi hand (excluding the Ace) and the best Deuce-to-Seven hand.
- Check-raising with a perfect hand is permitted.
- Best hand is 2, 3, 4, 5 of different suits with a 7 of any suit. (The "Ace" is always a HIGH CARD)
- All draw Lowball rules mentioned in the previous sections apply to these games that are not mentioned above.

NO-LIMIT SINGLE DRAW GAMES

- Played with seven participants max

1. DEUCE to SEVEN NO-LIMIT SINGLE DRAW

- 2 – 7: Lowest possible hand is 7-5-4-3-2. Aces are High only.
- Straights and flushes are ranked as straights or flushes but are not fouled hands.

2. 5 CARD NO-LIMIT SINGLE DRAW HIGH ONLY

- Highest five-card poker hand wins. This is not a lowball game but is governed by all other draw game rules.

SECTION X – 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

	<p>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.</p>
ALL - IN	<p>A participant position which has invested all of its remaining chips in the outcome of a hand. In a structured event, an All-In wager cannot be more than the call of a bet and a full raise, if a raise is an option. In a No-Limit event, an All-In wager may be for all of the remaining chips which a participant has on the table. In a Pot-Limit event, an All-In wager may not be for more than the current pot plus the previous wagers on the table in the round. A participant can only win that portion of the pot to which He/she has contributed plus other participants who have called.</p> <p>An All-In for some amount greater than 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.</p>
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.
BET - "FIXED LIMIT"	To bet a designated amount based on the structure of the game being played.
BET - "NO LIMIT"	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 - "POT LIMIT"	To bet an amount the minimum of which is the big blind up to the total amount currently in the pot. (POT)
BET - FORCED	A mandatory bet for the purpose of starting action such as Small or Big Blinds.
BET "Out of Turn"	<p>A participant's wager made prior to the active participants to his right completing action.</p> <p>BET "Out of Turn" may be binding pending the completion of action from those participants who have been skipped over.</p>
BETTING ROUND	<p>A complete cycle from the time the first participant facing action to the last participant to complete the call.</p> <p>A " BETTING ROUND " may complete one or more times around the table based on subsequent action, raises, all-ins, etc.</p>
BLIND(s)	<p>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.</p>
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.
BRING-IN	The forced bet in a seven card game such as Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz to initiate action based on either the high or low card by suit.
BURN or BURN CARDS	<p>A burn card is the card(s) removed from the top of the deck by the dealer.</p> <p>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.</p>
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, Missed Small or Big Blind Button
BUY-IN	<p>The purchase of chips or participant's checks for a tournament.</p> <p>At the time of the Buy-in, a table number and seat will be assigned.</p> <p>A buy-in may consist of cash, casino chips or tokens representing cash such as from a satellite.</p>

CAGE	A secure area with access to the gaming floor from which participants, chip runners etc, complete a purchase. The purchase may be participant's checks, tournament entries or a cash-out of participant's checks for money, etc.
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.
CAP	In a limit game, an initial bet and the maximum amount of raises in accordance to the rules of the tournament.
CARDS SPEAK	Any hand that has been placed "face-up" on the surface of the table by the participant 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. Cards which are held in the participants hand even though exposed to another participant should not be read by another participant; " ONE PARTICIPANT to a HAND "
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.
CHIP BAGGING	A procedure used during the closing of a tournament at the end of a day. A participant will be provided a Tournament Re-Draw Slip with a new table and seat number selected at random. A self-sealing plastic bag will be provided to the participants to contain and protect his/her chips until the re-start. The participant will write his/her name and chip count on the outside of the bag before placing chips inside. The dealer will assist the participants in the process of chip bagging assuring that a copy of the re-draw slip is placed in the bag before the bag is sealed.
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.
COMPLETION	Stud, Stud Hi/Low 8 or Better, Stud Hi/Low Regular or Razz: To complete to a full bet following the forced bring-in by either the high or low card by suit. The completion of the bring-in is not a raise; four raises remain.
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	A plastic card of solid color to be placed under the bottom of the deck before being picked up into the dealer's hand. Often called a "BOTTOM CARD"; used to protect and conceal the bottom of the deck.
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.
DEAD HAND	A hand that has no claim to the pot; a new participant to the game, a participant who has moved seats in excess of the number allowed by the poker room procedures, or a new participant to the table.
DEAL	The process of distribution of playing cards to each participant position.
DEALER	A poker room employee who distributes the cards to the participant positions, controls the action of the game and handles all pot duties; but, does not receive a hand or have a financial stake in the game.
DEALERS CHOICE	A game that consists of several games to be determined by the participants in rotation. The series of games will be determined by the structure of the event or live action game supervisors. A group of plaques will be placed on the table with a plaque for each game as per above. As the Dealer Button moves around the table, the participant position will make a game selection from the group of plaques. The chosen game will be played for a pre-determined number of hands from one hand up to a maximum of the number of participants in the game as determined by the structure.
DEALER BUTTON (A.K.A.)	A button placed to indicate the designated participant who will receive the last cards in each round of play. At the start of a new game each participant will receive a card; the highest card by rank and suit to determine

"The Button"	the initial position of the Dealer Button. In tournament play, the Dealer Button will begin in the first live seat to the right of the Dealer. The Dealer Button will move clockwise around the table by one participant position at the conclusion of each hand.
" DEALT - OUT " BUTTON	A button placed by the dealer in front of a participant's position denoting that the participant is to be "DEALT-OUT" of the current 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 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.
DRAW	The process of replacing cards in a game such as No-Limit Single Draw or Limit Triple Draw.
DOWN CARD	A card that is dealt face down without exposure to the participants. A down card may also be the card signed by each dealer as they rotate through the tournament table.
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 with a logo other than the logo for the RIO Hotel and Casino or World Series of Poker. 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. A tournament designed to be played as a series of two participant events; the winner of each moves to a higher bracket ultimately culminating into a final table of the two remaining participants.
HOLE CARDS	A participant's concealed or down cards.
HOUSE	The casino operator or poker room.
LAMMER	A button used to designate the number of hands dealt or hands remaining in a tournament such as HORSE. May be several buttons of varying amounts to indicate the total amount of exchange.
LIMITS	The range or structure of betting in a game.
FIXED LIMIT	A game played where the minimum bet is the big blind or subsequent raises of the big blind; four raises of the constitutes a cap for the round.
"NO -LIMIT"	A game played where the minimum bet is the big blind; the maximum bet is for all of the participant's chips.
"POT- LIMIT"	A game played where the minimum bet is the big blind; the maximum bet is the amount of the current pot.
MISDEAL	A hand dealt incorrectly or the action of dealing a hand incorrectly. Misdeals include but are not limited to: Two or more boxed cards found during the initial deal, The first card dealt is dealt to the wrong seat, Cards are dealt to a seat not entitled to a hand, and A seat entitled to a hand is skipped and dealt out. Please refer to the various forms of MISDEALS in the tournament or live action rules.
MUCK	The discard pile of cards surrendered or taken out of play.
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.
OVERSIZE CHIP	A wager made with a single chip that is in excess of the previous action.
PAT	In a game such as No-Limit Single Draw or Limit Triple Draw, the participant's decision to take "NO" cards in any specific drawing round. In Limit Triple Draw, this decision may be changed in any subsequent drawing round remaining.

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.
RACK	A tray in front of the dealer installed into the table to store chips, cards, dealer down card and/or other items which may be used in the operation of a poker tournament.
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.
RAKE	The commission due to the casino or poker room for hosting the game.
ROUND of PLAY	A completion of one time around the table, not necessarily being from seat 1 through seat 10 EX: HORSE. Any given game would begin in seat 1, ending in seat 8. A HORSE event is sat with eight participants. In a Participants Choice event, a round of play may begin in seat 3, ending in seat 2.
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.
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
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.
TOURNAMENT RULES	A predetermined set of terms and procedures approved for a tournament.

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