



## 2011 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, Inc. and its parent, affiliates and subsidiaries including, but not limited to, Rio Properties, Inc, dba Rio All-Suite Hotel & Casino. Rio reserves the right to refuse anyone entry into the Tournament, in its sole and absolute discretion.
2. Entry into the World Series of Poker (herein "WSOP" refers to all events from May 30, 2011 through November 8, 2011) 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. Only one entry is allowed per person, per event as set forth in event descriptions. Entry into the WSOP Event #30, Seniors No-Limit Hold'em Championship is limited to persons 50 years of age and older.
3. Participants may register for any scheduled 2011 WSOP Tournament event in person at the WSOP Registration Area in the Rio All-Suite Hotel & Casino, 3700 W. Flamingo Road, Las Vegas, Nevada 89103, or may pre-register for any scheduled 2011 WSOP Tournament event up to two weeks prior to an event's start date via the online method at [www.wsop.com](http://www.wsop.com). Cash, cashier's checks drawn from accredited banks and made out to registrants or the Rio, and Rio gaming chips may be used to pay for entry into a WSOP event.
4. Subject to the restrictions described in these rules, pre-registrations can be initiated by downloading a pre-registration form online at [www.wsop.com/registration/](http://www.wsop.com/registration/). The completed form and deposit must be submitted to the Rio no later than two weeks prior to the start of the selected event(s). The deposit required is the full amount of the event's entry fee. It may be applied to the event registration at the Rio or used for whatever other purpose a participant may elect. Pre-registration will close two weeks prior to the start of any particular event. Thereafter, participants may register in person at the Rio. All pre-registrants must finalize their registration on site. Complete instructions can be found at [www.wsop.com](http://www.wsop.com). Pre-registered participants will need to present proof of identity (passport, driver's license, state or military identification card) in person at the Rio to complete the registration process and to obtain his or her table and seat assignment. Participants wishing to apply the deposit to an event other than what was selected during pre-registration must do so in person at the Rio.
5. Third-party registrations for players are not permitted unless submitted by official WSOP sponsors; official WSOP promotional partners, or official WSOP product licensees. No third-party registrations will be accepted from online gaming sites conducting business with U.S. residents. For more information regarding third-party entries please contact Daniel Vogel by email at [dvogel@caesars.com](mailto:dvogel@caesars.com)
6. 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 prize pool.
7. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament registration.
8. Participants must show their current valid picture identification (driver's license, state or military identification card) acceptable to Rio at Registration and Will Call. If a participant is not a U.S. citizen, a current passport, consular identification or alien registration card is required.
9. Players are required to obtain a Total Reward's Card prior to registering for any WSOP Tournament or Satellite event. Total Rewards Card are available without payment of any kind at the Total Rewards Center at Rio or any of Rio's affiliates.
10. Participants are responsible for checking their Tournament entry receipts before they leave the registration window. All changes must be made before the start of any event.
11. Registration is open until the end of the fourth level for all events except for event #58, the \$10,000 No-Limit Hold'em Championship, which will be open until the end of level two. If there is a player break at the end of the registration period, registration will remain open until the Tournament resumes play.
12. Re-Entry is allowed for any player who has been eliminated during the registration period in Turbo, Deepstack, and Mega Satellite Tournaments only. Players may re-enter these events by registering at either the Main or Satellite WSOP Cage. Players must have zero (0) chips remaining to re-enter, or be subject to disqualification. Players who re-enter these events will be seated at a different table than they were originally assigned, and be treated as a new player to the tournament. Players may re-enter multiple times during the registration period.
13. 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 player that registers for an event after the Tournament has officially started. Any player 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 players have already been eliminated. All late registrants will start the Tournament with a full chip stack. In games with blinds, a player who enters during the first round of play will receive no penalty so long as the blinds have not passed their starting position. Players who enter after the first round of blinds must wait until their first opportunity to post to begin play. In games with only antes, the player must ante at their first opportunity. In mixed events such as HORSE, late entries after the first round of play must wait to post in blind games, and ante in stud games at their first opportunity.
14. Any player 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.

15. Any player who has not taken a hand by the start of the third level will be considered a “no show.” These players 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 player’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 19th, 2011. Funds not claimed on or before that date shall be forfeited to Rio and shall not be refunded for any reason whatsoever. This rule does not apply to Shootout or Heads-Up events. Players who “no-show” in Shootout or Heads-Up events will be blinded off with the exception of those who have pre-registered and failed to complete the registration process. Pre-registered players in Shootout or Heads-Up events will be picked up after level two
16. Employees of Rio and its parent, subsidiaries, affiliates, owned, operated or managed properties, contractors hired for the operation of the WSOP or parent companies and immediate family members of such employees are not eligible to play in any WSOP events, unless approved in advance by Rio. Immediate Family is defined as: spouse, children and any relative or other person residing in the employee’s place of residence. Employees of Rio and its affiliates shall be permitted to participate in the Annual WSOP Casino Employee’s Event with prior approval from their respective department.
17. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.
18. Each participant must certify their own eligibility.
19. No teams, substitutes, transfers or assisted play will be permitted. Rio reserves the right to accommodate players based on special needs.
20. 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 Director of Poker Operations, Andrew Rich, for a Cancellation Form at the WSOP Tournament Offices at the Rio, by email to arich@caesars.com, or by telephoning 702-777-6777. 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.
21. By submitting a Pre-Registration Form to Rio for registration in and/or participation in the WSOP, such persons and/or entities agree to these rules.
22. The ability to pre-register as described in these rules is void where prohibited or in any way restricted by law.
23. Entries will be retained for record-keeping purposes in accordance with local legal requirements.
24. Player 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 a players “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 rule No’s 39, 96, and 100.

## **SECTION II – TOURNAMENT SCHEDULING**

25. WSOP Tournament times are approximate. Rio reserves the right to change WSOP Tournament times in its sole and absolute discretion.
26. 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.
27. 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.
28. 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 players leave at playing tables during Tournament play, except during authorized breaks.
29. 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 – PRIZING AND SEATING**

30. Prizes and entries are non-transferable. Prize structures depend on the number of entrants and type of event.
31. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with Tournament prizes.
32. Winners must show their current valid picture identification (driver’s license, state or military identification card) acceptable to Rio in order to collect prizes. If a participant is not a U.S. citizen, a current passport, consular identification or alien registration card is required.
33. Entrants will be assigned to a table and seat through a random computer selection.

34. 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 players assigned to the additional tables will be the first to break.
35. If the participant is not present at the start of the Tournament, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If player shows up and still has chips remaining, he or she may play his or her chips.
36. 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.
37. 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. Players found to be transferring chips from one event to another or from one player to another will be subject to penalty in accordance with Rule No. 39.
38. WSOP Buy-In Chips are no cash value chips won by a Player in a Satellite Tournament conducted at Rio which may only be applied toward tournament buy-ins equal to or greater than \$500 commencing on May 30th and concluding on July 19th, 2011. All WSOP Buy-In Chips will expire on July 19th, 2011 and will not be accepted at any future WSOP event or any other event at Rio or any of its affiliates.

#### **SECTION IV – PLAYER CONDUCT AND TOURNAMENT INTEGRITY**

- 39.
- A. The competitive integrity of all Tournament play at the World Series of Poker is paramount. All participants must adhere to the spirit and letter of the Official Rules of the WSOP which forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
- i. Cheating is defined as any act a person engages in to break the established rules of play to gain an advantage.
  - ii. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value Tournament chips from one event to another; card marking; card substitution; or the use of any kind of cheating device.
  - iii. Collusion is defined as any agreement amongst two (2) or more players to engage in illegal or unethical acts against other players.
  - iv. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another player; sending or receiving signals from or to another player; the use of electronic communication with the intent to facilitate collusion; and any other act that Rio and WSOP deem inappropriate.
- B. All participants are entitled to expect civility and courtesy from one another at every Tournament table and throughout the Tournament area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way -- is encouraged to immediately contact a Tournament official. This shall include, but is not limited to, any player whose personal hygiene has become disruptive to the other players seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other players shall be determined by the Tournament Staff which may, in its discretion, implement sanctions upon any such player who refuses to remedy the situation in a manner satisfactory to Rio.
- C. Rio will penalize any act that, in the sole and absolute discretion of Rio, is inconsistent with the official rules or bests interests of the Tournament.
- D. 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:
- FORFEITURE OF CHIPS
  - FORFEITURE OF PRIZE MONEY
  - EJECTION FROM THE TOURNAMENT
  - LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE WSOP EVENTS
  - EXCLUSION FROM ENTERING THE PREMISES OF ALL DESIGNATED AFFILIATES OF RIO.
- E. Any and all violations of this Code of Player Conduct may be publicly disclosed in an effort to deter future violations and to assist other poker Tournaments in identifying players who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
40. In addition to that authorized in Rule 39, 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 player'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 view engages in inappropriate conduct during Tournament play.
41. 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 World Series of Poker, 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.

42. 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.
43. All decisions regarding the interpretation of World Series of Poker Rules, player eligibility, scheduling and staging of the Tournament, and penalties for misconduct lie solely with Rio, whose decisions are final.
44. 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 decisions are final and can not be appealed and shall not give rise to any claim for monetary damages, as each participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependent on many factors, including but not limited to the cards dealt, the cards retained and the actions of other participants.
45. Rio prohibits the use of obscene or foul language in any public area of the casino at any time. Any player who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another player, a dealer or a Tournament staff member, will be penalized. These penalties will be levied based on Rules 39, 96 and 100.
46. Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct will be subject to penalty. Any player that engages a member of the Tournament staff during the celebration or utilizes any property of Rio will be penalized in accordance with Rules No. 39, 96, and 100. Rio property includes but is not limited to chairs, Tournament tables, and stanchions.
47. Player or staff abuse will not be tolerated. A player will incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property. Repeated etiquette violations such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties.
48. 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.
49. Tournament Rules and any and all changes in the rules and event descriptions for the WSOP May 30, 2011, through November 8, 2011 in Las Vegas, Nevada, will be available at the Tournament facilities in the Rio All-Suite Hotel & Casino as well as on the internet on the bottom of the home page of [www.wsop.com](http://www.wsop.com).
50. 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 – PLAYER LIKENESS AND IMAGE**

51. Prior to entering and playing in the Tournament, each participant must execute a Player Release Form. Failure to do so may, at the option of Rio acting in its sole and absolute discretion, subject the player to immediate disqualification at any point in the Tournament. If the player 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.
52. 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.
53. The following are deemed acceptable sizes and placements for events taped for television.
  - A. Primary Garment (front and/or back) one each side acceptable. No individual logo, patch or block of promotional language is to be larger than 12 square inches.
  - B. Primary Garment (sleeves or shoulder) – one on each left/right side is acceptable. No individual logo, patch or block of promotional language is to be larger than 9 square inches.
    - i. No single company name, brand, or affiliated and similar name or brand is to be represented more than once on any individual article of clothing.
    - ii.
  - C. Hats may be worn at tables intended for television taping but may not display any logo or promotional language, except for those logoed items sold to the general public through traditional commercial retail outlets. Temporary tattoos, adhesive strips for the skin, and "band-aids" with logos or promotional language are not permitted at any time.
    - iii. At the start of each television taping day, no more than three (3) players 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.
    - iv. Should there be more than three (3) players representing the same entity at the start of a televised Final or feature table – and those players can not agree which player 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 players will be allowed to wear the logos of the common entity. After the draw of the high-card, the affected player(s) must either cover the relevant logo(s) or change their apparel.

- v. Under no circumstances may players seated at televised Final or Feature add logos, patches or promotional language to their apparel after the beginning of that day's session of play.
- D. 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:
- vi. 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;
  - vii. Advertises any non-prescription or non "over the counter" drug, tobacco product, handgun or handgun ammunition;
  - viii. 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;
  - ix. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repellantly any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics;
  - x. Advertises any pornographic products;
  - xi. 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;
  - xii. Disparages or libels any person or product;
  - xiii. 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.;
  - xiv. Are 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;
  - xv. Rio reserves the right at all times to impose a ban on any apparel deemed objectionable by Rio, in its sole and absolute discretion.
- E. The WSOP reserves the right to refuse entry or continued participation in an event to any player who does not comply with the aforementioned apparel rules

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

## **SECTION VI – POKER RULES**

- 55. 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 reserves the right to overrule any floor decision.
- 56. Rio reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its players.
- 57. The English-only rule will be enforced at all WSOP tables during Tournament play. Players who violate this rule are subject to penalty in accordance with Rule No. 96.
- 58. Cell Phone Rule: All cell phones and other voice-enabled and "ringing" electronic devices must be turned off during tournament play. Players not involved in a hand (cards in muck) shall be permitted to text/email at the table, but shall not be permitted to text/email any other player at the table. If Rio, acting in its sole and absolute discretion, believes a player is communicating with another player at the table, both parties will be immediately disqualified from the tournament and face imposition of additional penalties as described in Rule 38. All players desiring to talk on a cell phone must be at least one table length away from their assigned table during all said communication. Those individuals who talk on a cell phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by Tournament Staff. No cell phones or other electronic communication device can be placed on a poker table.
- 59. Approved Electronic Device Rule: Players are allowed to use as approved electronic devices iPods, MP3 and other music players or noise-reduction headsets during Tournament play until they have reached the money in any Tournament, so long as the approved electronic devices are not used to collude or cheat in any way. Once players are in the money in any Tournament, all approved electronic devices must be removed. An announcement will be made to players once they have reached the money to remove all such electronic devices. Failure to do so will result in a penalty up to and including disqualification, in accordance with Rule 96.
- 60. Tournament and satellite seats will be randomly assigned. Tournament staff reserves the right to relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of the Tournament.
- 61. The breaking order for an event will be posted at the close of registration for that event. The table to which a player is moved will be specified by a predetermined procedure. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They 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.

62. Play will halt at any table that is at least three players short. In fields greater than 20 tables, players will be moved from the next numerical table at full capacity to the short table. Once a Tournament is below 20 tables, players will be moved from the next table in the breaking order that is at full capacity to the short table. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule No. 61.
- A. In flop and mixed games, players 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 games, players will be moved by position (the last seat to open up at the short table is the seat to be filled).
- B. When the Tournament reaches 12 tables, the remaining tables will be balanced within 1 player until the final table is reached. There will be a re-draw for seat assignments when play reaches 3 tables, again at 2 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 2 tables and again for final table seat assignments.
63. Cards speak. Verbal declarations as to the content of a player's hand are not binding; however at Rio discretion, any player deliberately miscalling his hand will be subject to penalty in accordance with Rule No. 96.
64. All cards will be turned face up once a player is all in and all action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
65. A dealer cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
66. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. In stud games, the player with the high board must show first. In razz, the lowest board shows first. At showdown, any player at the table may request to see a folded hand from any player who has called all bets on the last round of betting. If a player with the last aggressive action on the last round of betting refuses to show their hand and intentionally mucks his or her hand, the player in violation will receive a penalty, in accordance with Rule No. 96.
67. Odd Chips: The odd chip(s) will go to the high hand. In flop games, when there are two (2) or more high hands or two (2) or more low hands, the odd chip(s) will go to the left of the button. In stud-type games, the odd chip will go to the high card by suit. However, when hands have identical value, e.g., a wheel in Omaha 8 or Better, the pot will be split as evenly as possible. In Omaha/Stud 8 or Better, the pot will be split down to the lowest denomination chip in play. If an odd chip exists as a result from the first split of a pot, it will be awarded to the high hand. If an additional odd chip results from the split of the low hands, it will be awarded to the player in the worse position.
68. Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.
69. A player must show both of his or her cards when playing the board to get part of the pot.
70. The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
71. Chip race rule: Race-off is defined as removal of a denomination chip no longer in use. When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start at the first player left of the dealer. A player cannot be raced out of a Tournament. In the event that a player has only one chip remaining, the regular race procedure will take place. If that player loses the race, he or she will be given one chip of the smallest denomination still in play. Players found to have lower denomination chips remaining in their stack after the race-off will forfeit those chips unless they are equivalent in value to a chip still in play. Players are encouraged to witness the chip race.
72. Deck changes will be on the dealer push or limit changes or as prescribed by Rio. Players may not ask for deck changes unless a card is damaged.
73. When time has elapsed in a round and a new round is announced by a member of the Tournament staff, the new limits apply to the next hand. As stated in Rule No. 70, a new hand begins with the first riffle.
74. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, 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 player is deliberately stalling. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 96.
75. In cases where hands are concluded prior to the last card being dealt, the next card to be dealt will not be exposed under any circumstances. This prohibited practice is commonly referred to as "rabbit hunting."
76. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand. Players must be at their seats to call time. "At your seat" is defined as being within reach or touch of your chair.
77. Players must remain at the table if they still have action pending on a live hand. If a player leaves the table before they have acted on their hand, a penalty, in accordance with Rule No. 96, will be enforced when the player in violation returns to the table.
78. Tournament play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button.
79. A player who intentionally dodges his or her blind(s) when moving from a broken table must forfeit both blinds and incur a penalty, in accordance with Rule No. 96.

80. When heads up in blind games, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice.
81. In stud-type games, if any of the players' two down cards are exposed due to a dealer error, it is a misdeal. In flop games, exposure of one of the first two cards dealt is a misdeal. Players may be dealt two consecutive cards on the button. The following situations may also be cause for a misdeal, if during the initial deal: a) two or more extra cards have been dealt b) the first card was dealt to the wrong position c) cards have been dealt to an empty seat or a player not entitled to a hand or d) a player has been dealt out who is entitled to a hand provided substantial action has not occurred. Substantial action is considered: three folds, three checks, two or more calls, a fold and a call, or a bet and or a raise or a call and or a fold.
82. 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.
83. Verbal declarations in turn regarding wagers are binding. Players must act in turn at all times. Action out of turn will be binding if the action to that player has not changed. A check, call or fold is not considered action changing. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Violators will receive a penalty in accordance with Rule No. 96.
84. All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding" Rule No. 83.
85. In no-limit or pot-limit, a raise must be made by a.) Placing the full amount in the pot in one or more continuous motion(s) without going back toward the player's stack or b.) Verbally declaring the full amount prior to the initial placement of chips into the pot or c.) Verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion back to the player's stack.
86. If a player puts in a raise of 50 percent or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
- A. 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 player who has already acted. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, player A - bets 500, player B - raises to 1,000, player C - calls 1,000, player D - moves all-in for 1,300, player E - moves all-in for 1,700. If player A calls or folds, then players B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, players B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. (The half-the-size rule for reopening the betting is for limit poker only.)
87. Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the player doesn't announce a raise. For example, a player who places two 500 chips into the pot on a 300-600 blind level when the bet is 600 without an announcement will be considered a call. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
88. There is no cap on the number of raises in no-limit games. In limit events there will be a maximum of one bet and four raises, even if there are only two players remaining in the hand. Once the Tournament becomes heads-up, this rule does not apply. There may be unlimited raises at the heads-up level.
89. Players 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 it can be counted by a player.
90. Dealers will be responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. String bets/raises called by a player must be verified by a floor person. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete.
91. Accepted Action: Poker is a game of observation. It's the player's responsibility to ensure the accuracy of another player's bet and/or all-in wager regardless of what is stated by the dealer and/or other players at the table. If a player requests a count but receives incorrect information from the dealer or another player at the table, then places said amount into the pot, it is assumed he/she is accepting the action and will be subject to the correct wager and/or all-in amount.
92. Players must keep their highest denomination chips visible at all times.
93. All chips must be visible at all times. Players may not hold or transport Tournament chips in any manner that takes them out of view or out of the Tournament area. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
94. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her money back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back.
95. There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth. Players may not place any food or beverages on the poker table with the exception of one (1) capped bottle of water.
96. 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 all Rio casino properties. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. A

penalty will also be imposed if a player throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-player-to-a-hand rule or engages in similar behavior.

- 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. Players who receive a missed-hand penalty must remain outside the designated Tournament areas for the length of their penalty.
  - D. The player must notify the Tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
  - E. Rio will maintain a written log of all penalties issued throughout the duration of the WSOP.
  - 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 player is deemed worthy. Or a player, for example, may forego a warning and be assessed a three round penalty. Players should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
97. Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not a.) Disclose contents of live or folded hands, b.) Advise or criticize play before the action is completed, or c.) Read a hand that hasn't been tabled. While in a hand, players may not a) discuss hands or strategy with any spectator, or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rules 39, 96, and 100.
98. A player 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 players at the table are entitled to see the exposed card(s), if requested.
99. Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
100. A player who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified player. Any player who forfeits play for health or other personal reasons after the start of a Tournament will have his or her chips blinded off accordingly.
101. Repeated etiquette violations will result in the imposition of penalties assessed by the Tournament Staff. Examples include, but are not limited to, unnecessarily touching other players' cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.

## **SECTION VII - TOURNAMENT OPERATIONS POLICIES AND PROCEDURES**

102. There will be dinner Breaks for all events that begin at 12 noon. It will be anticipated to begin after the end of six levels of play. Dinner Breaks will last 90 minutes. There will be no staggered Dinner breaks.
103. There will be no Dinner Break for events that begin at 5 p.m. An extended break will be awarded after four levels of play and will last 30 minutes. There will be no staggered breaks.
104. There will be no Dinner Break for any re-started event other than the Main Event Championship, Event #58. Players in re-started events will take a 60 minute break at the conclusion of four (4) additional levels of play.
105. Play will end after 10 levels of play for all events that begin at 12 noon. Play will resume the following day at 2:30 p.m. The Tournament Director may modify this schedule for any reason.
106. Play will end after eight levels of play for all events that begin at 5 p.m. Play will resume the following day at 3 p.m. The Tournament Director may modify this schedule for any reason.
107. Play on Day 2 and beyond will be suspended at the completion of 10 levels until the completion of the event, and will resume the following day at 3 p.m.
108. 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 3-7 will be used and a random player will be asked to pick a card face down.
109. Upon nearing the "Money" (the first level of the prize pool payout), a "Hand-for-Hand" method of determining player 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 players have been eliminated to reach the money. During the Hand-for-Hand process, more than one player may be eliminated during the same hand. If two players are eliminated during the same hand at different tables, both players will "tie" for that place finish. If two players are eliminated during the same hand at the same table, the player who began that hand with the highest chip count will receive the higher place finish.

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