



2014 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 dba Rio All-Suite Hotel & Casino and its parents, affiliates and subsidiaries. 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" or "Tournament" refers to designated poker events at the Rio All-Suite Hotel & Casino from May 27, 2014 through November 11, 2014) 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 #17, Seniors No-Limit Hold'em Championship is limited to persons 50 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 pre-register for any scheduled WSOP event up to two weeks prior to an event's start date via the online method at www.wsop.com. Only cash, cashier's checks drawn from accredited banks and made out to registrants or Rio, or 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 completing a pre-registration form online at www.wsop.com/registration/. The completed form and deposit must be submitted to 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 and it may be applied to the event registration at the Casino 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 must register in person at the Casino. All pre-registrants must finalize their registration on site. Complete instructions can be found at www.wsop.com. Pre-registered participants must present proof of identity (valid and unexpired passport, driver's license, or state or military identification card) in person at the Casino to complete the registration process and to obtain their table and seat assignments. Participants wishing to apply the deposit to a WSOP event other than what was selected during pre-registration must do so in person at the Casino.
5. 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 Jess Welman by email at jjelman@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 applicable prize pools.
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 and unexpired picture identification (current passport, driver's license or state or military identification card) acceptable to Rio at Registration and Will Call. If a participant is not a U.S. citizen, a valid and unexpired current passport, foreign government issued Driver's License –must have a photograph, the date of birth and a valid expiration date, Consular ID or Matricula Consular Card (Mexico only) or alien registration card is required.
9. Participants are required to obtain a Total Rewards Card prior to registering for any WSOP or Satellite event. Total Rewards Cards are available without payment of any kind at the Total Rewards Desk next to registration in the Convention Center or in the casino area of the Casino or the casino of any of Rio's affiliates.
10. 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.
11. Registration is open until the end of the sixth level for all events except for official gold bracelet Events #6, the \$1,500 No-Limit Hold'em Shootout, #20, the \$3,000 No-Limit Hold'em Shootout, which will be open until the end of level 2, Event #40, the \$10,000 Heads-up No-Limit Hold'em Event, will be open until the start of the event. Event #65, the \$10,000 No-Limit Hold'em Championship, which will be open until the end of level three. The Daily Mega Satellites and Deepstacks will be open until the end of level four. If there is a participant break at the end of the registration period, registration will remain open until the Tournament resumes play.
12. Re-entry is allowed for participants who have been eliminated during Flight A of Event #8. These players may re-enter into Flight B one time during the registration period. Participants who have been eliminated during Flight A or B in Event #62 may re-enter multiple times during the registration period. 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 Main or Satellite WSOP Cages. Participants who re-enter must pay the required buy-in and entry fee. Participants may be seated at the same table or a different table than they were originally assigned depending on availability. At the end of the registration period for all Turbo, Deep Stack, and Mega Satellite, players 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 must have zero (0) chips remaining to re-enter, or be subject to disqualification. Participants who re-enter will be considered a new participant to the event.

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 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. In games with blinds, a participant who enters during the first round of play will receive no penalty so long as the blinds have not passed their starting position. Participants who enter after the first round of blinds must wait until their first opportunity to post to begin play. Participants may choose to post the big blind behind the button, or wait to post the big blind in position to begin play. In games with only antes, the participant must ante at their first opportunity. In mixed events such as HORSE, late entries after the first round of play must post or wait for big blind in blind games, and ante in stud games at their first opportunity.
14. 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.
15. 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 12th, 2014. 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.
16. 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.
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 participants 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 the Poker Operations Manager, Kris Hartwiger, for a Cancellation Form at the WSOP Tournament Offices at the Casino, by email to khartwiger@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.
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. 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 a 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 39, 107 and 108.

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 participants 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 valid and unexpired picture identification (current passport, driver's license or state or military identification card) acceptable to Rio in order to collect prizes. If a participant is not a U.S. citizen, a valid and unexpired current 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.
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 participants assigned to the additional tables will be the first to break.
35. 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.
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. 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 39, 107 and 108.
38. WSOP Buy-In Chips are no cash value chips won by a participant in a Satellite Tournament conducted at the Casino which may only be applied toward Tournament buy-ins equal to or greater than \$500 commencing on May 27, 2014 and concluding on July 14, 2014. All WSOP Buy-In Chips will expire on July 14, 2014 and will not be accepted at any future WSOP event or any other event at the Casino or any of its affiliates.

SECTION IV – PARTICIPANT CONDUCT AND TOURNAMENT INTEGRITY

39.
 - A. 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 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; introducing chips not intended for an event, into an event, card marking; card substitution; or the use of any kind of cheating device.
 - iii. Collusion is defined as any agreement between or among two (2) or more participants to engage in illegal or unethical acts against other participants.
 - iv. 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.

- v. 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.
 - vi. 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.
- 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. Participants who violate this rule are subject to penalty in accordance with Rules 39, 40, 41, 100, 107 and/or 108.
 - C. 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.
 - D. 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.
 - E. 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 RIO AND/OR ALL DESIGNATED AFFILIATES OF RIO.
 - F. 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.
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 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.
 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 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.
 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 WSOP Rules, participant 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'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.
 45. 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 39, 107 and 108.
 46. Any participant who taunts another participant through theatrics or gestures or engages in any form of inappropriate behavior intended to disrupt other players in the tournament will be subject to penalty in accordance with Rules 39, 107 and 108.
 47. 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.

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 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/2014.
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 – PARTICIPANT LIKENESS AND IMAGE

51. 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.
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. 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 player are deemed acceptable.
 - i. 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.
 - ii. 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.
 - i. 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.
 - ii. 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.
 - iii. 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:
 - i. 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;
 - ii. Advertises any non-prescription or non "over the counter" drug, tobacco product, firearm or firearm ammunition;
 - iii. 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;
 - iv. 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;
 - v. Advertises any pornographic products;
 - vi. 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;
 - vii. Disparages or libels any person or product;
 - viii. 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; or

- ix. 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.

- 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

- 54. 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 they cannot be identified by Tournament officials.

SECTION VI – POKER RULES

- 55. 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.
- 56. Rio reserves the right to cancel or alter any event at its sole discretion in the best interest of the casino or its participants.
- 57. 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 39, 107 and 108.
- 58. 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 59 and 90.
- 59. 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.
- 60. 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 39, 107 and 108. Example: “if – then” statements such as “If you bet, then I will raise.”
- 61. Count of Opponent’s Chip Stack: Players are entitled to a reasonable estimation of opponents’ chip stacks. Players may only request a more precise count if facing an all-in bet. The all-in player is not required to count; if he opts not to, the dealer or floor will count it. Accepted action applies.
- 62. Communication: All cell phones and other voice-enabled and “ringing” electronic devices must be turned off 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 39. 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.
- 63. Approved Electronic Devices: participants are allowed to use as approved electronic devices iPods, MP3 players and other music player 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 participants are in the money in any Tournament, all approved electronic devices must be removed. An announcement will be made to participants once they have reached the money to remove all such electronic devices. Failure to do so will result in penalties up to and including disqualification, in accordance with Rules 39, 107 and 108.
- 64. 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.
- 65. 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.
- 66. Balancing Tables: In full-table events, play will halt on a table 3 or more players short of the table with the most players. Play will halt on other game formats (ex: 6-handed and turbos) at TDs discretion. Not halting play is not a cause for a misdeal and TDs 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 65.

- 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 events (example: HORSE), when the game shifts from hold'em to stud, after the last hold'em hand the button is moved exactly to the position it would be if the next hand was hold'em and then frozen there during the stud round. The participant moved during stud is the participant who would be the big blind if the game was hold'em for that hand. When hold'em resumes the button for the first hand will be at the position where it was frozen.
 - 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.
67. Number of Participants at Final Table: Final tables will have the number of players at a full table for the event, plus one more player. (ex: 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.
 68. Declarations: Cards speak to determine the winner. Verbal declarations of hand value are not binding at showdown. However, deliberately miscalling a hand may be penalized. Any player, in the hand or not, should speak up if he or she thinks a mistake is being made in the reading of hands. However at Rio's discretion, any participant deliberately miscalling his or her hand will be subject to penalty in accordance with Rules 39, 107 and 108.
 69. 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.
 70. 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.
 71. Showdown: In a non all-in showdown, if cards are not spontaneously tabled, the Floor People may enforce an order of show. The last aggressive player on the final betting round (final street) must table first. If there was no bet on the final street, then the player who would be first to act in a betting round must table first (i.e. first seat left of the button in flop games, high hand showing in stud, low hand showing in razz, etc.) Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand. The winning hand must be shown to claim the pot. If a participant refuses to show their hand and intentionally mucks his or her hand, the participant in violation will receive a penalty, in accordance with Rules 39, 107 and 108.
 72. Awarding Odd Chips: Odd chips will be broken into the smallest denominations possible. In board games with 2 or more high or low hands, the odd chip goes to the first seat left of the button. In high stud, 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. In H/L split, 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.
 73. Side Pots: Each side pot will be split separately.
 74. Playing the Board at Showdown: When playing the board a player must table all hole cards in order to get part of the pot.
 75. Disputed Pots: The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
 76. Chip Race and Scheduled Color Ups : A: At scheduled color-ups, chips will be raced off, starting in seat 1, with a maximum of one chip awarded to a player. Players cannot be raced out of an event: a player losing his remaining chip(s) in a race will get 1 chip of the lowest denomination still in play. B: Players must have their chips fully visible and are encouraged to witness the chip race. C: If after the race, a player 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.
 77. 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.
 78. 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 hand begins with the first riffle. If an automatic shuffler is used, the hand begins when the green button is pushed. As stated in Rule 75, a new hand begins with the first riffle.
 79. 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 stop-watch 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 39, 107 and 108.
 80. Rabbit Hunting: No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.
 81. 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 79 "At your seat" is defined as being within reach or touch of your chair.
 82. 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 39, 107 and 108, will be enforced when the participant in violation returns to the table.

83. Non-Standard Folds: Anytime 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 39, 107 and 108.78
84. Dead Button: Tournament play will use the dead button rule. 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.
85. 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 39, 107 and 108.
86. Button in Heads 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 player has the big blind twice in a row.
87. 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 players' 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. Players may be dealt 2 consecutive cards on the button. 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 players are seated, and limits stay the same. Cards are dealt to players on penalty or who were not at their seats for the original deal, and their hands are killed after the re-deal. The original deal and re-deal count as one hand for a player on penalty, not two.
 C: If substantial action occurs, a misdeal cannot be declared and the hand must proceed. Substantial Action is either: A) any two actions in turn, at least one of which puts chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR B) any combination of three actions in turn (check, bet, raise, call, or fold).
88. 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.
89. Verbal Declarations / Action in Turn: Verbal declarations in turn regarding wagers are binding. Participants must act in turn at all times. Action out of turn will be binding if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Participants may not intentionally act out of turn to influence play before them. A player skipped by out of turn action must defend his right to act. If the skipped player has not spoken up by the time substantial action occurs to his left, the out of turn action is binding. The Floor Person will be called to render a decision on how to treat the skipped hand. All-in buttons will be utilized in all WSOP Bracelet Events. Violators will receive a penalty in accordance with Rules 39, 107 and 108.
90. All chips put into the pot in turn stay in the pot. If a participant has raised and his or her hand is killed before the raise is called, the participant may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding" Rule 89.
91. Methods of Calling: Standard and acceptable forms of calling include: A) verbally declaring "call"; B) pushing out chips equal to a call; C) silently pushing out an oversized chip; or D) silently pushing out multiple chips equal to a call under the multiple-chip betting rule (Rule 43). Silently betting chip(s) relatively tiny to the bet (ex: NLHE, blinds 2k-4k. A bets 50k, B then silently puts out a single 1k chip) is non-standard, strongly discouraged, subject to penalty, and will be interpreted at TDs discretion, including being ruled a full call.
92. Method of Raising: 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 participant's stack or b.) Verbally declaring the full amount prior to the initial placement of chips into the pot or c.) Verbally declaring "raise" prior to the placement of the exact amount to call into the pot and then completing the action with one additional motion back to the participant's stack. If other than the exact amount to call, but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the participant's responsibility to make their intentions clear.
93. Raises: If a participant puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
- 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 participant who has already acted. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, participant A - bets 500, participant B - raises to 1,000, participant C - calls 1,000, participant D - moves all-in for 1,300, participant E - moves all-in for 1,700. If participant A calls or folds, then participants B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, participants B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. Also, participants B or C could raise more than 500. (The half-the-size rule for reopening the betting is for limit poker only.)
94. 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.
95. Previous Bet Chips Not Pulled In: If a player faces a raise and has chips in front of him not yet pulled in from a prior bet, those chips (and any change due) may affect whether his betting response to the raise is a call or re-raise. Because several possibilities exist, players are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in.
96. Over-Betting Expecting Change. Betting action should not be used to obtain change. Example: The opening bet is 325 to A and he silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under the multiple chip rule. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.
97. 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.

98. 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 it can be counted by a participant. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind a participant to making at least the minimum bet. If the player is facing a bet he must make a valid raise.
99. 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. String bets/raises called by a participant 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 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.
100. Accepted Action: Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, 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.
101. All-In with Chips Found Behind Later: If A bets all-in and a hidden chip is found behind after a player 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.
102. Cards and Chipstacks Kept Visible, Countable, and Manageable. Discretionary Color-Ups: Participants are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. Clean stacks in multiples of 20 are recommended as a standard. Participants must keep their higher denomination chips visible and identifiable at all times. Floor People will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced. Players with live hands must keep their cards in plain view at all times.
103. 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 has 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.
104. Protect Your Hand: participants must protect their own hands at all times. A protected hand is defined as a hand sitting on the table surface with a card cap (see Rule 106) placed on top of the hand. If a dealer or participant kills or fouls an unprotected hand, the participant will have no redress and will not be entitled to his or her money back. If the participant initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the participant.
105. Dead Hands and Mucking in Stud: In stud poker, if a player picks up the upcards while facing action, the hand is dead. Proper mucking in stud is turning down all up cards and pushing them all forward face down.
106. 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.
107. 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 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 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.

108. 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.

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

1. Disclose contents of live or folded hands,
 2. Advise or criticize play at any time,
 3. Read a hand that hasn't been tabled,
 4. Discuss strategy with an outside source.
- The one-participant-to-a-hand rule will be enforced.

Special Exceptions

- A participant is allowed to mention the strength or content of his/her hand if no other participant in the hand will have a decision to make.
- In heads-up events or when down to the last two participants in a Tournament, participants may speak freely regarding the contents of their hands.
- 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 39, 107 and 108.

110. 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), if requested. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high ("helicoptered").

111. 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.

112. 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

113. There will be dinner breaks for all bracelet 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. (The estimated time of these breaks are 6:45-8:15 pm)

114. There will be no dinner break for bracelet events that begin at 4 p.m. Additional breaks may be added at the Tournament Director's discretion.

115. There will be no dinner break for any re-started event other than the Main Event Championship, Event #65. Participants in re-started events will take a 60 minute break at the conclusion of six (6) additional levels of play.

116. Play will end after 10 levels of play for all events that begin at 12 noon unless otherwise noted on the structure sheet. Play will resume the following day at 1:00 p.m. The Tournament Director may modify this schedule for any reason.

117. Play will end after ten levels of play for all events that begin at 4 p.m unless otherwise noted on the structure sheet. Play will resume the following day at 2 p.m. The Tournament Director may modify this schedule for any reason.

118. For events with 1500 or more participants, one additional level will be played on day one.

119. Play on Day 2 and beyond may be suspended at the completion of 10 levels of play, and will resume the following day at 2 p.m.

120. If an event has not reached a winner and is heads up after the completion of 10 levels on Day 3, play may be extended for one additional level or to the next day in order to complete the event.

121. 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.

122. Hand for Hand: Upon nearing the "Money" (the first level of the prize pool payout), a "Hand-for-Hand" method of determining participant placement within the prize pool and the actual amount of prize pool disbursement within that event 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. 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 finishes.

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

1. 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:
 - (a) 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; or
 - (b) 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.
2. Whenever a dispute described in subsection 1 involves:
 - (a) At least \$500, the [gaming] licensee shall immediately notify the [Nevada Gaming Control] Board; or
 - (b) 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.
3. 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.
4. 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.
5. 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.

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