



## RULE CHANGE FOR 2017 – CALLING THE CLOCK

WSOP is introducing a rule change designed to improve the pace of play and prevent habitual stalling, an issue that has gotten worse, in part perhaps because of the wording of our old rule. Rather than implementing a firm “shot clock,” we have opted to take a more situational approach and the rule on calling the clock has been revised.

Here are the highlights:

- Under the previous rule, participants were permitted to call the clock after a “reasonable amount of time” had passed, and two minutes was defined as the minimum reasonable amount of time.
- That two-minute guideline has been removed.
- Participants may now call the clock at any point if they feel a participant at the table is taking longer than is reasonable for the game situation.
- When a floor person initiates a clock, the participant will be given anywhere from 0 to 30 seconds, plus a 10-second countdown. The exact amount of time will be up to the discretion of the floor person.
  - This is a reduction in the amount of time given for a called clock.
- If a participant requests a clock, floor persons have the right *not* to initiate a clock at that time, based on game situation. (This is intended to prevent abuse of calling the clock.) The floor person may then initiate a clock once he/she deems an appropriate amount of time has passed.
- Floor persons have the authority to issue a clock without prompting from a participant.
- Participants who appear to be deliberately stalling the progress of the game or who frequently call for a clock unnecessarily will be subject to penalty.
- This rule is intended to discourage stalling or taking an unreasonable amount of time for straightforward decisions.
- Participants are encouraged to be respectful of opponents who are involved in a hand.
- Participants are also encouraged to call the clock if another participant is habitually or repeatedly slowing down the game.

**New Rule:** Calling-for-clock: Once a reasonable amount of time has passed and a clock is called, Floor People, in their sole discretion, may give the participant an additional 0 up to 30 seconds to make a decision. If action has not been taken when prompted by the Floor Person, there will be a 10-second countdown followed by a declaration or stopwatch alarm. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Rio, in its sole and absolute discretion, reserves the right, at any time, to invoke a clock or speed up the amount of time allotted for a clock. Any participant intentionally stalling the progress of the game or unnecessarily calling the clock will incur a penalty in accordance with Rules 40, 113, and 114.

**Old Rule:** Calling-for-clock: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a participant will be given 50 seconds to make a decision. If action has not been taken by the time the 50 seconds has expired, there will be a 10-second countdown followed by a declaration or stopwatch alarm. If a participant has not acted before the declaration or alarm sounds, the hand will be dead. Tournament Supervisors reserve the right to speed up the amount of time allotted for a clock if it appears that a participant is deliberately stalling. Any participant intentionally stalling the progress of the game will incur a penalty in accordance with Rules 40, 113, and 114.