

## **2018 WORLD SERIES OF POKER** **SHOT CLOCK PROCEDURES**

The “Shot clock” tournament format requires players at the table to act on their hands in a certain amount of time. The format utilizes a physical clock or “Shot Clock” on the table that counts down the time players have left to act.

1. Each player is allotted thirty (30) seconds per decision.
2. Players may extend the clock by an additional 30 seconds by using a “Time Bank Chip” (TBC).
  - a. Each player will receive four (4) TBCs at the start of the tournament.
  - b. At the end of each day, players will turn in all TBCs and will be issued four (4) new TBCs at the start of the next day. The exception is if the final table has already begun (see X.1.c).
  - c. Once the official final table is established the players will turn in all their Time Bank Chips (TBC) and will be issued four (4) new TBCs. No additional TBCs will be issued once the final table begins
    - i. The number of players at the official final table is determined by game type.
  - d. A player may never be allowed to have more than four (4) Time Bank Chips at any time.
  - e. A player may use multiple TBCs for a single decision, until the player has zero TBCs remaining.
3. Dealers will assist with the shot clock procedure:
  - a. After twenty (20) seconds have elapsed, the dealer will announce a ten (10) second warning.
  - b. If the player has not acted when 30 seconds have elapsed:
    - i. If the player has at least one TBC remaining, the player will surrender a TBC and will be granted an additional 30 seconds.
    - ii. If the player has no more TBCs, the dealer will initiate a five (5) second countdown. If no action occurs by the end of this countdown, the house in its sole discretion will rule the hand dead.
4. In the event of a floor call, the dealer will stop the clock until the floor has made their decision. Once the decision is made the dealer will continue the countdown. The floor supervisor may add, subtract, and/or change the time on the clock in their sole discretion.