



# Fraternal Order of Police

## South Oakland County Lodge 130

2233 Burdette St. Ferndale, MI 48220

(248) 399-7753 - [fop130.org](http://fop130.org)

Organization ID #101957

## FOP 130 TEXAS HOLD-EM HOUSE RULES

By participating in this tournament, you agree to abide by the rules and behave in a courteous manner. Any violator will first be verbally warned by a FOP Poker Committee member. If continued, the violator will be disqualified from the tournament by the FOP Poker Chairperson and asked to leave the premises thus forfeiting any fees paid. Chips from a disqualified player will be removed from play.

FOP 130 will attempt to maintain a pleasant environment for all the players and volunteer workers, but is not responsible for the conduct of any player. Therefore, FOP 130 has established a Code of Conduct. The following are not permitted: collusion with another player or any other form of cheating; verbally or physically threatening any player or worker; using profanity or obscene language; creating a disturbance by arguing, shouting, or making excessive noise; throwing, tearing, bending, marking, or crumpling cards; destroying or defacing property; using an illegal substance; intoxication or the appearance of being intoxicated; or carrying a weapon. FOP 130 would reserve the right to *PROSECUTE* to the fullest extent allowed by law for any violators of this Code of Conduct.

1. Whenever possible, all rules are the same as those that apply to live games, except as stated here.
2. All players must be at least 18 years of age to play.
3. \$50.00 Buy-in fee plus \$10.00 admission (includes food and drinks).
4. Cash Only, no checks accepted or cashed.

5. Doors open at 6:30pm. The tournament begins at approximately 7:30pm.
6. The tournament will end when there is only one player remaining.
7. A copy of the State of Michigan Millionaire Party (Tournament Texas Hold'em) Charitable Gaming Directive No. 4.03.02 can be found at [http://www.michigan.gov/documents/cg/BSL-CG-D040303\\_178216\\_7.pdf](http://www.michigan.gov/documents/cg/BSL-CG-D040303_178216_7.pdf). A copy of the State of Michigan regulations can be found at [http://www.michigan.gov/cg/0,1607,7-111-35016\\_35718---,00.html](http://www.michigan.gov/cg/0,1607,7-111-35016_35718---,00.html).
8. There is no limit on payouts per person. All winnings may be subject to IRS tax rules.
9. There will be no refund after the start of the tournament, unless it can not be conducted because of a Power Failure, Weather Emergency (as determined by a recognized authority), or when Equipment Failure does not allow for the proper playing of the game. A refund of 80% of the Buy-in fee will be issued in the event the tournament is cancelled after the start. The admission fee will not be refunded.
10. Every player starts with \$3200 in tournament chips. Chips have no cash value and may not be "loaned" to other players.
11. Players are responsible to determine that they have the correct number of chips prior to the start of the tournament. Once the tournament begins, and a player discovers that the starting number of chips is incorrect, those missing chips are forfeited.
12. Players will be randomly assigned a seat at the start of the tournament. These seats will be changed as players are eliminated and at each break. The number of players at each table will be kept reasonably balanced by the transfer of players as needed.
13. A change of seat is not allowed after play starts, except as assigned by the FOP Poker Chairperson.
14. In the event that players are allowed to deal the tournament, the "Dealer" button shall designate the Dealer of the current hand.
15. In all tournaments using a "Dealer" button, the "Dealer" button is assigned to player #1 at the start of the game and after each break.
16. The "Dealer" button will always rotate to the left of the previous Dealer, even in the event players are eliminated and there is an empty seat, or by the transfer of players. The Empty seat will become a "dead blind".

17. When a player or players are transferred to a new table after the current hand has finished, the new player(s) will be seated immediately to the right of the next hand "Dealer" button. If there are no vacant seats, then the existing players will shift seats to accommodate the new player(s). In the event 2 or more players are transferred to the same table and there is a dispute over the seating order, then a draw of cards will become necessary. The order of seating from the highest ranked card to the lowest will be in a counter clockwise direction starting to the immediate right of the next hand "Dealer" button. Transferred players will be dealt in on that next hand.
18. Tournament play at other tables can continue during player transfers, but if the transfer process is taking too long, the FOP Poker Chairperson may (at his discretion) choose to stop all tournament play until the transfer process is complete. "Stopping all tournament play" means that no new hands are to be started, but current hands should be played to completion; and the time clock will also be paused during this process.
19. Tournament play will continue, even in the event that there is disruption or spillage at one of the tables. The FOP Poker Chairperson may (at his discretion) choose to stop all tournament play until the disruption is complete. "Stopping all tournament play" means that no new hands are to be started, but current hands should be played to completion; and the time clock will also be paused during this process.
20. Due to the extra time that is required, the cutting of cards will not be allowed.
21. If a card is exposed during the deal, that card becomes the first Burn Card, and that player is skipped in the deal and then dealt the last card.
22. In the event of a misdeal, all chips bet will be returned to the players and that hand will be re-dealt by the current Dealer.
23. Small Blinds and Big Blinds will always be posted by the two players to the left of the dealer. The player to the immediate left of the "Dealer" button shall post the Small Blind, and the player to that immediate left shall post the Big Blind. In the event players are eliminated and there is an empty seat, or by the transfer of players, the tournament will allow "dead blinds" (whereas the dealer button will be placed where the eliminated player was seated, and no blind will be posted at that time).
24. If a player is required to post a blind and is not in their seat, then the Dealer will post the blind for that player.
25. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips remains. A player who posts a "short blind" and wins does not need to make up the blind.
26. Blinds will increase at pre-determined intervals as noted in the blind schedule on page 7.

27. When there is a signal designating the end of a betting interval, the new blinds apply on the next deal. A deal begins with the first riffle of the shuffle.
28. If a player is not present when it becomes their turn to act, that player's hand will be considered dead and removed from play.
29. Bets and raise amounts must be greater or equal to the Big Blind.
30. There is no maximum number of raises per hand.
31. Once the raise is declared, the amount must be specified - there is no string betting allowed.
32. Bets must be placed in front of each player until the round of betting is complete - there is no splashing the pot allowed. Once the round of betting is complete, the Dealer will place all bets into their appropriate location on the table, this includes any side pots.
33. Players may go "all in" at any time, even if it is less than that of the total bet. In this case side pots may be created for the additional players to bet.
34. Bets must be made in a clockwise order - no betting out of turn.
35. A player who declares "all in" and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones. If another deal has not yet started, the FOP Poker Chairperson may rule the chips belong to the opponent who won that pot, if that obviously would have happened with the chips out in plain view. If the next deal has started, the discovered chips are removed from the tournament.
36. You may play only 1 hand at a time.
37. Showing cards from a live hand during the action injures the rights of other players still competing in the tournament, who wish to see contestants eliminated. A player may not show any cards during a deal (unless the tournament has only two remaining players).
38. None, One, or Both of the cards in a players hand may play.
39. The best 5 card hand wins.
40. The board may have the best hand, which would result in a split pot amongst the remaining players. If the split pot has an odd number of chips then the lowest denomination chip goes to the player closest to the left of that hand's "Dealer" button, and continues in a clockwise direction until all the odd number of chips has been dispersed. Please see special conditions on the payout schedule for bonus money.

41. When folding your hand, throw the cards face down into the pile of folded cards by the Dealer without showing the competition. This is also known as Mucking your hand. Once your cards are placed face down and your hand is removed from them, you are out of that hand. The Dealer will place these folded cards into the Muck pile.
42. If any player folds to the "Better", they may choose to muck their cards and the "Better" will take the pot.
43. A Showdown shall take place when all players still in the hand show their cards, starting with the last person to bet. At any point after this player showed his cards other players in the showdown may muck their hand. In any showdown, BOTH cards must be shown in order to win a pot.
44. All hands will be turned face up whenever a player is "all in" and the betting action is complete.
45. Revealing the remaining cards even after everyone has folded out the hand and someone already won the hand is not allowed. This is also known as Rabbit Hunting.
46. Players shall not cup or hide their chips. All chips must be visible to every player at the table, including the Dealer.
47. When all but two players have been eliminated from the final table, the player with the "Dealer" button shall post the Small Blind and the other player shall post the Big Blind.
48. All players must leave their seats immediately after being eliminated from the tournament and ***turn in their name cards to the Table Dealer, FOP Poker Chairperson or the Time Keeper.***
49. If two (or more) players go broke during the same game hand, the player starting the hand with the larger amount of money finishes in the higher tournament place for any cash awards.
50. Private agreements by remaining players in a tournament regarding distribution of the prize pool are not condoned. (However, if such an agreement is made, the FOP Poker Chairperson has the option of ensuring that it is carried out by paying those amounts.)
51. Breaks may be shorter or last longer than the designated time.
52. During the 1<sup>st</sup> break, please bring your \$25.00 chips to the seller's station and they will be "colored up" to the current value of \$100.00 or the next \$100.00 amount. \$25.00 chips will not be valid on the tables after the 1<sup>st</sup> break.
53. During the 2<sup>nd</sup> break, please bring your \$100.00 chips to the seller's station and they will be "colored up" to the current value of \$500.00 or the next \$500.00 amount. \$500.00 chips will not be valid on the tables after the 2<sup>nd</sup> break.

54. The Final table will consist of the 8-10 remaining players. The seating shall be determined by drawing a card. The order of seating will start to the immediate left of the Table Dealer with the Ace, to that left the 2, and so forth until the player with the highest valued card is seated to the immediate right of the Table Dealer. The player to the immediate left of the Table Dealer (player #1) will begin with the Dealer Button. The blinds will continue from the current betting interval.
55. The FOP Poker Chairperson (or designated dealer) will deal the final table of players.

56. **Keep a safe distance away from the final table as to not interfere or distract the remaining players.**

57. There are no re-buys allowed.
58. Cards read themselves based upon ranking of hands - Royal Flush, Straight Flush, 4 of a kind, etc.
59. The FOP Poker Chairperson shall determine prior to the start of the tournament if the players will act as the Dealer, and inform the players of this decision.
60. If players are not acting as the Dealer, then please keep in mind that all of our **FOP Dealers are volunteers and not professional dealers!**
61. The FOP Poker Chairperson retains the right to cancel any tournament, or alter it in a manner fair to all the players.
62. All disputes will be settled by the FOP Poker Chairperson. The decision of the Chairperson is final.
63. The Tournament Director software is used to keep track of all aspects for this tournament.

**ONCE ELIMINATED, PLEASE TURN YOUR NAME CARDS INTO THE TABLE DEALER, FOP POKER CHAIRPERSON OR THE TIME KEEPER**

***All profits from this tournament will help offset the many programs that this non-profit organization supports throughout the community.***

**FRATERNAL ORDER OF POLICE LODGE #130**  
**TEXAS HOLD-EM BLINDS**

<u>ROUND</u>	<u>SMALL BLIND</u>	<u>BIG BLIND</u>	<u>TIME LIMIT (mins)</u>
1	\$25	\$50	20
2	\$50	\$100	15
3	\$75	\$150	15
4	\$100	\$200	15
5	\$150	\$300	15
<b>Food / Color up \$25 to \$100 / Food</b>			<b>20 break - Reseat</b>
6	\$200	\$400	15
7	\$400	\$800	15
8	\$600	\$1,200	15
9	\$1,000	\$2,000	15
10	\$1,500	\$3,000	15
<b>Color up \$100 to \$500 chips</b>			<b>20 break - Reseat</b>
11	\$2,000	\$4,000	10
12	\$3,000	\$6,000	10
13	\$5,000	\$10,000	10
14	\$7,500	\$15,000	10
15	\$10,000	\$20,000	Indefinite

# FRATERNAL ORDER OF POLICE LODGE #130

## TEXAS HOLD-EM PAYOUTS

29 - 40  
players  
 1<sup>ST</sup>: \$500.00  
 2<sup>ND</sup>: \$200.00  
 3<sup>RD</sup>: \$100.00  
 4<sup>TH</sup>: \$ 75.00  
 5<sup>TH</sup>: \$ 50.00

41 - 60  
players  
 1<sup>ST</sup>: \$500.00  
 2<sup>ND</sup>: \$250.00  
 3<sup>RD</sup>: \$150.00  
 4<sup>TH</sup>: \$100.00  
 5<sup>TH</sup>: \$ 75.00  
 6<sup>TH</sup>: \$ 50.00

61 - 80  
players  
 1<sup>ST</sup>: \$500.00  
 2<sup>ND</sup>: \$250.00  
 3<sup>RD</sup>: \$150.00  
 4<sup>TH</sup>: \$125.00  
 5<sup>TH</sup>: \$100.00  
 6<sup>TH</sup>: \$ 75.00  
 7<sup>TH</sup>: \$ 50.00

81 - 100  
players  
 1<sup>ST</sup>: \$500.00  
 2<sup>ND</sup>: \$400.00  
 3<sup>RD</sup>: \$300.00  
 4<sup>TH</sup>: \$200.00  
 5<sup>TH</sup>: \$125.00  
 6<sup>TH</sup>: \$100.00  
 7<sup>TH</sup>: \$ 75.00  
 8<sup>th</sup>: \$ 50.00

101 or more  
players  
 1<sup>ST</sup>: \$1000.00  
 2<sup>ND</sup>: \$ 600.00  
 3<sup>RD</sup>: \$ 400.00  
 4<sup>TH</sup>: \$ 300.00  
 5<sup>TH</sup>: \$ 250.00  
 6<sup>TH</sup>: \$ 200.00  
 7<sup>TH</sup>: \$ 150.00  
 8<sup>th</sup>: \$ 100.00

1<sup>ST</sup> PLAYER ELIMINATED: \$25.00 ®

BEST OVERALL HAND: \$25.00

(not eligible if board has the hand - hand must play out - must be present to accept)

ROYAL FLUSH: \$100.00

(not eligible if board has the hand - hand must play out - 1<sup>ST</sup> flush only)

***Prize amounts may vary depending on the number of players available. Any changes will be announced prior to the start of play.***