



Lamar University Intramural Sports


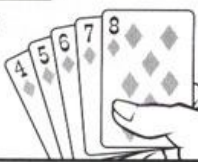

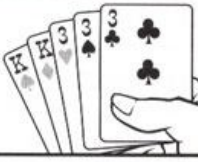


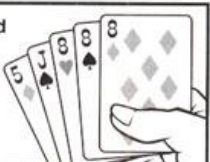


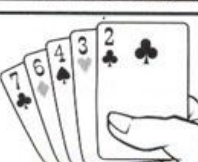
TEXAS HOLD'EM POKER RULES

PLAYER ELIGIBILITY:

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players not signed in by tournament time will be a forfeit.

The Game:

Hold'em Poker uses what is called a dealer-button to indicate the theoretical dealer of each hand. After each hand is completed, as with standard poker rules, the button moves clockwise to the next active player. This player will be considered "the dealer" for that hand. Before the start of the game, we will use a single deck of cards to play a hand of poker, where a deck refers to 52 cards excluding the jokers. The object of the game is to play your best poker hand against everyone else at the table. You **MUST** use the best 5 cards of 7 that you have available to you. The order of what beats what goes as shown below:

POKER HAND RANKINGS	
1. Royal Flush A, K, Q, J, 10 all of the same suit	
2. Straight Flush Any five card sequence in the same suit	
3. Four of a Kind All four cards of the same rank	
4. Full House Three of a kind combined with a pair	
5. Flush Any five cards of the same suit, but not in sequence	
6. Straight Five cards in sequence, but not in the same suit	
7. Three of a Kind Three cards of the same rank	
8. Two Pair Two separate pairs	
9. Pair Two cards of the same rank	
10. High Card Otherwise unrelated cards ranked by the highest single card	

The person left with the most chips is the winner and will be Lamar University Poker Champion.

Anti's:

We will be playing blinds. The person to the immediate left of the dealer will place a small blind and the person to the left of the small blind will place the big blind. The blinds will raise every 15 minutes on the discretion of the supervisor of the event. Each player will be given the same amount of chips and there will be no reentry after your chips are gone. If a player is not able to match a bet with the amount of chips they have, they can call "all in" and the player that bet the amount before will pull back the money they had that was in excess to the "all in" call. Players can have fun with pretending the chips are real money but they're not. However, players should not just play every time just because it's only plastic chips you're betting. Try to pretend like it's real money so the games will be more fair.

The First round:

After the anti's have been put in the middle, the dealer will deal out 2 cards apiece to each player. The players have a chance to look at their cards, then decide if they want to bet anything. The person to the left of the big blind will always decide 1st. If they want to play, they must at least call the big blind. This is no limit hold'em so raises are allowed. If you decide to raise you must at least double the amount of the big blind bet. Bets can be placed by playing any of the following options – Bet, Call and Raise. Each player will also have the option to Fold. These options are available to each player depending on the action taken by the previous player. The first player to act (in the first round) would get the Bet, Call and Raise options. Subsequent players would also get the options of Call and Raise. To Call is to bet the same as what the previous player has bet. Raise action calls for raising whatever was the bet/call amount of the previous player.

After the first round of betting is over, the Flop (the first three cards of the community) is dealt. The community cards are common to all the players participating in the hand.

The Second Round:

After the flop and in each subsequent betting round, the first active player left of the button is first to act. Once again, they bet just like the first round.

After this the fourth community card is dealt out – this is known as the Turn.

The Third Round:

The third betting round starts again with the player left to the button

After this the fifth community card is dealt out – this is known as the River.

The Fourth Round:

The fourth (and final) betting round starts again with the player left to the dealer

Some standard rules

A maximum of four bets, which includes one bet, and three raises are allowed for each betting round per player.

Folding can be done at any stage of the game. The action of folding basically shows the player cards being moved to the dealer. The player from then on would not be considered as part of the game. He/she would not have any rights over any pots created on the table.

Apart from the fold option, a player could also get the option of “Check”, in which the player can pass his/her turn without placing a bet. This option would not always be available to the player, and depends on the actions taken by the previous player in the hand. The player HAS TO equal the amount of bet placed by any other players for each round in the hand.

Poker is typically played "table stakes", meaning only the chips in play at the beginning of each hand may be used throughout the hand. This means that the player cannot get additional funds from the cashier while he is in the midst of a game. The table stakes rule has an application called the "All-In" rule, which states that a player cannot be forced to forfeit a hand because the player does not have enough chips to call a bet.

Elimination:

When a player has lost all of his/her chips, they are eliminated from the game and must leave the table at that time.

Time Limits:

We will have a designated time limit that we will let the players know at the beginning of the night. We will play till there is a definite champion with the money.