



Official Tournament Rules & Regulations for the 2019 Inaugural

Barbados Poker Tournament

Skymall Haggatt Hall

St. Michael

Part A.

Registration, Entry and Seating

1. Registration of this tournament is limited to players who are 18 years of age or older. Upon request players will be required to produce proof of age in order to play in our tournament in an effort to comply with local laws. Should a player be found underage their registration will be immediately cancelled and entry fee refunded.
2. Facilities for registration into this tournament can be found through: (i) our online website: <http://www.barbarbadosfederationofpoker.com> and (ii) any of our listed retail outlets. When registering whether online or in person, players will be prompted for identification information to be used on the date of the tournament. Credit cards, cash, or manager's cheques from recognized banks are accepted.
3. In accordance with section A (2) third party registrations of players will not be allowed unless it is done through our sponsors or affiliates of whom would have received previous authorization to do so.
4. Registration for our tournament typically closes at least three days prior to the start of the tournament, however may be extended by order of management. Should a player be unable to participate in this tournament before this time they will need to immediately notify us by way of email to info@barbarbadosfederationofpoker.com before the close date in order to be eligible for a full refund of their original payment. Should a player be unable to participate in this tournament subsequent to the aforementioned time, we reserve the right to assess and determine whether or not a refund will be issued.
5. The number of entries into this tournament will be limited. Each registered participant is entitled to one entry only at a time. Barbados Federation of Poker Inc., or its sponsors or affiliates may

award persons with an entry into the tournament as a part of our promotional activities. In such circumstances provisions will be made to ensure that the fees have been added to the prize pool.

6. Prior to the start of our tournament we will advertise the structure and payout amounts of our prize pool based on the total number of registrants that we have recorded.
Entry fees paid into our tournament will comprise of the prize pool, registration fee and taxes.
7. Participants who have arrived during the third round will be allowed to play, however may be subject to a small late fee penalty. Should a player not arrive by the start of round four they will be considered a no-show and their chips will be removed from tournament-play. In such circumstances we reserve the right to determine whether or not a refund will be issued and under what conditions if any.
8. Employees are restricted from participating in the event. This also includes their immediate family or persons living within the same household unless it has been referred and authorized collectively by the management team.
9. Individuals whom: (i) have been accused of a crime for which they have not been fully exonerated (ii) that are currently carrying a criminal record or (iii) have been recently convicted of a crime, are prohibited from entry into our tournament. Should such a person be found to have gained entry into our tournament they will have their chips forfeited and referred to the local authorities where necessary.
10. Upon arriving at the centre players are expected to proceed to the first check-point located at the front main entrance of the building. Here, in order to gain entry players must produce a valid piece of government id along with their ticket or QR code to the door attendants. Players will also be subject to an initial search.
11. No unauthorized materials will be allowed onto the premises. Such materials include but are not limited to illegal firearms, weapons, narcotic drugs, items intended to harm, dismember or injure, counterfeits, or items intended for the use of cheating. Should a player be found to possess any of these types of materials they will have their entry cancelled and be referred to the relevant authorities wherever necessary.
12. Players will make their way to the lobby after passing the first check-point. Here they will be placed into groups based on their assigned table numbers. Once grouped players will be escorted to the second check-point from which they will be seated and given their tournament chips.
13. Players that have left the tournament room will be subject to a second search whether or not they have passed the first or second checkpoint in order to gain re-entry into the said tournament room. Should that person possess any prohibited articles aforementioned when attempting to regain entry they will be subject to having their entry cancelled and the local authorities contacted wherever necessary.
14. Accommodation will be made for persons with special needs wherever possible.

Part B

Tournament Play

15. The start of the tournament will commence on the announcer's call to begin the tournament clock.
16. Each table will be assigned with an approved dealer whom will control the table. Players are responsible for protecting their cards and chips. Further to this players are also responsible for being observant and monitoring the game in the event that an objection needs to be raised.
17. Should tournament play be affected considerably whether by a technical malfunction or a major hampering discovery which cannot be easily resolved, we reserve the right to postpone, modify, or cancel the tournament whereby the players will be issued with a refund of their entry fee paid based on the applicable situation.
18. While we will retain security services, Barbados Federation of Poker Inc. will not be responsible for any personal losses or injuries arising through participation in our tournament. This also extends to the damage, loss or theft of any personal effects that a player may have had. Further to this, while we will seek to employ individuals that embody core values that are desirable, we will not be liable for any acts or omissions caused by these employees whether negligently or willfully to another participant.
19. The floor manager may be called to make a ruling on an objection or irregularity raised at a player's table. The floor manager will be responsible for making decisions which are for fairness and the best interest of the game. Unusual circumstances can dictate that decisions are made based on the fairness of the game as opposed to technical rules.
20. During the course of play, participants are responsible: for verifying their registration data, seat assignments, protecting their hands, making their intentions clear, following the action, acting in turn, defending their right to act, keeping their cards visible, keeping their chips correctly stacked, remaining at the table with a live hand, speaking up if they see a mistake being made, transferring to tables promptly, following one player to a hand, knowing and complying with these rules, following proper etiquette and contributing to an orderly tournament.
21. Only English will be used at the table to communicate with other participants and for making instructions.
22. Only official poker tournament terminology will be accepted for actions at the table. Such time-honored terminology include: bet, raise, call, fold, and all-in.
23. Players may not talk on the phone while at the poker table however other electronic devices may be used by a player provided that it is not for the purpose of cheating. Should a player be found engaging in activity which involves cheating we will reserve the right to disqualify that participant.

24. Players going from a broken table to fill seats will assume the responsibilities of that position. They can get any seat including the big or small blind or button. The only place they cannot be dealt a hand is between the small blind and the button.
25. In order to balance tables the floor manager will be responsible for assigning players to their new seats if a table is three players short of the table with the most players.
26. If a player has been eliminated from the tournament, he/she will be escorted from the tournament room and will not be permitted re-entry.
27. Hand-for-hand play will be used when players are about to enter the money.
28. The final table will have the number of players at a full table for the event plus one more player.

Part C

Player Etiquette

29. Players are expected to treat both employees and each other with respect. Should a player be found in contravention of this policy, that player will be subject to a penalty which will be determined by the Floor Manager or Tournament Director.
30. While playing our tournament we do not encourage the degradation or humiliation of other players for any matter. Should a player be deemed to have done such to another player they can be subject to a penalty or expulsion based on the severity of the actions which will be assessed and determined by the Tournament Director.
31. Players are expected to carry themselves in a manner which will not be wholly disruptive to other players. This extends to areas of personal hygiene and dress attire. Should a tournament official find that a player has contravened the above in such a way that it has had a negative impact on either the players or the integrity of our tournament we will ask that the said player makes immediate changes to have the problem rectified to our satisfaction or be subject to penalties determined by the Tournament Director.
32. Any acts of abusive language may be subject to a penalty to be determined by the Floor Manager.
33. Players will be discouraged from eating food at our tables. Breaks will be determined based on the level structure.
34. Players who engage in abusive actions whether verbally, non-verbally in the case of signing, or physically will be subject to a penalty.
35. Any attempt to assault or batter another player or employee will be taken seriously. That player will face penalties up to and including disqualification from our tournament. Further to this players that commit such offences are subject to local laws.
36. Any player that seeks to damage the property of either the Barbados Federation of Poker Inc. or Skymall Conference Centre will be subject not only to penalties up to and including disqualification, but we will also seek to recover damages from that player to the full extent of the law.
37. A penalty **may** be invoked if a player exposes any card with action pending, throws a card off the table, violates the one-player-to-a-hand rule, or similar incidents occur.
38. Penalty options include verbal warnings, "missed hands", "missed rounds", and disqualification. Missed round penalties are assessed as follows: the offender will miss one hand for every player

(including the offender) at the table when the penalty is given multiplied by the number of penalty rounds. Staff can assess 1 or more missed-hand penalties; 1-, 2-, 3-, or 4-round penalties, or disqualification. Repeat infractions are subject to escalating penalties.

39. During a penalty, the offender must remain away from the table. Cards are dealt to his seat, his blinds and antes are posted, and the hand is killed after each initial deal.
40. Chips of a disqualified player shall be removed from play.
41. Players are obligated to protect other players in the tournament at all times. Therefore players, whether in the hand or not, may not: (i) Disclose contents of live or folded hands, (ii) Advise or criticize play at any time (iii) Read a hand that hasn't been tabled. The one-player-to-a-hand rule will be enforced. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, spectator, or advisor.
42. A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high.
43. Any player that attempts to corrupt the operations of our tournament will be disqualified and subject to local laws.
44. Barbados Federation of Poker Inc. strictly forbids cheating of any kind. Cheating includes but is not limited to: (i) acts of collusion with other players or employees (ii) card marking or card substitution (iii) chip stealing or the use of counterfeit chips (iv) sharing card information (v) Soft play where players agree not to bet or raise each other in order to minimize the amount of chips lost by either player (vi) Chip dumping where two or more players agree to act in such a way as to increase another player(s) stack (vii) The use of electronic devices or other techniques designed to share information with another player that will provide an unfair advantage over another. In such situations we reserve the right to determine the necessary actions required including but not limited to the immediate disqualification of those persons found to be cheating.
45. Repeat etiquette violations will be subject to penalties up to and including disqualification from the tournament. This will be determined by the Tournament Director.

Part D

Player Dress Code

46. Players are expected to carry themselves in a way that will not be deemed offensive to other players or employees.
47. Barbados Federation of Poker Inc. will not permit dress attire which promotes hate, discrimination, degradation or humiliation of people as it relates to race, culture, sexual orientation, class or any of the like.
48. Players will be discouraged from carrying themselves in such a way as to be disruptive to other players. This includes but is not limited to players wearing clothes that overly reveal parts of their body which would be considered by local laws as indecent exposure. Players that are found to be in this state can be asked to remedy their dress immediately or face barring from the tournament until corrected.

49. Players cannot conceal their identification during the tournament for any reason. Should a tournament official find a player doing such they will be asked to remedy the situation immediately.
50. Hats, hoodies, long-sleeve shirts and sun-glasses are allowed to be worn in the tournament however they will be subject to a search before they are allowed entry.
51. Clothes that are worn for advertising or promotional reasons can be deemed acceptable however we reserve the right to object permission into our tournament if articles of clothing are considered detrimental to the said tournament. Such reasons include but are not limited to: (i) promotion of substance abuse or violence (ii) Contains obscene or offensive language (iii) Contains sexually explicit graphics and (iv) Illegally defames another.

Part E

Tournament Prizes

52. Prizes will be determined following the close of registration and will be advertised on or before the date of the tournament.
53. Winners will be required to present a valid proof of government issued identification in order to collect their prizes.
54. Based on payout structures play will be halted for hand-for-hand play in order to determine the correct payouts for players.
55. Winning players are expected to make their way to the designated processing area in order to register the necessary payouts.
56. Barbados Federation of Poker Inc. reserves the right to publicize by way of media the names of the winning players along with their positions placed and prize(s) won.

Part F

Poker Tournament Rules

As members of the Poker Tournament Director Association the Barbados Federation of Poker Inc. has adopted the list of recommended rules for the operation of its poker tournaments to ensure that all players are entitled to fair play.

57. Declarations. Cards Speak at Showdown- 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 thinks a mistake is being made in the reading of hands.

58. Tabling cards and killing winning hand- At showdown a player should put all cards on the table so the dealer and player can read the hand clearly. Dealers cannot kill a hand that was tabled and obviously the winning hand.
59. If a player does not fully table his cards, then mucks thinking he has won, he does so at his own risk. If the cards are not 100% identifiable and the Tournament Director rules that the hand could not clearly be read, the player has no claim to the pot. The Tournament Director's decision on whether a hand was sufficiently tabled is final.
60. While there is no mucking line on our tables, should a player push forward his cards clearly with the intent of mucking his hand then his hand is dead. Examples of this are: (i) if the player tosses his cards in the direction of the muck, (ii) if the player places his cards on the table and pushes them all the way forward into the direction of the dealer or the muck. Please note that cards are at risk of being put in the muck pile when left in the open. **All Players are responsible for protecting their hand.** Should disputes that cannot be resolved arise where the cards are retrievable, the Tournament Director will consult with the Floor Manager and Dealer to determine the necessary outcome. The Tournament Director's decision is final.
61. All cards will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete.
62. In a non all-in showdown, if cards are not spontaneously tabled, the Tournament Director 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.
63. When playing the board a player must table **all** hole cards in order to get part of the pot.
64. 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.
65. Each side pot will be split separately.
66. The right to dispute a hand ends when a new hand begins.
67. 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.
68. 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. Players must have their chips fully visible and are encouraged to witness the chip race. 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.
69. Players 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. Players must keep higher denomination chips visible and identifiable at all times. Tournament Directors 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.
70. Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.
71. Once a reasonable amount of time passes and a clock is called for, a player will be given up to 50 seconds to make a decision. If action is not taken before time expires, there will be a 10-second countdown. If the player has not acted by the end of the countdown, the hand is dead. A tie goes to the player. At the Tournament Director's discretion, the time allowed under this rule may be reduced.

72. No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.
73. A player must be at his seat when the first card is dealt on the initial deal or he will have a dead hand. A player not then at his seat is dealt in, he may not look at his cards, and the hand is immediately killed after the initial deal. His blinds and antes are posted and if dealt the bring-in card in a stud-type game he will post the bring-in*. A player must be at his seat to call time. “At your seat” means within reach of your chair. This rule is not intended to condone players being out of their seats while involved in a hand.
74. A player with a live hand must remain at the table if any further betting action remains in the hand. Leaving the table is incompatible with a player’s duty to protect his hand and follow the action, and is subject to penalty.
75. Tournament play will use a dead button.
76. Players who intentionally dodge any blind when moving from a broken table will incur a penalty.
77. 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 no player has the big blind twice in a row.
78. Misdials include but are not necessarily limited to: (i) two or more boxed cards on the initial deal; (ii) first card dealt to the wrong seat; (iii) cards dealt to a seat not entitled to a hand; (iv) a seat entitled to a hand is dealt out; (v) In stud, if any of the players’ two down cards are exposed by dealer error; (vi) In flop games, if either of the first two cards dealt off the deck or any other two down cards are exposed by dealer error. Players may be dealt two consecutive cards on the button.
79. 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.
80. 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).
81. If the flop contains 4 (rather than 3) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A Floor Manager will be called to randomly select one card to be used as the next burn card and the remaining 3 cards will become the flop.
82. Players must act in turn. Verbal betting declarations in turn are binding. Chips put in the pot in turn stay in the pot. An undercall (betting less than the current call amount) is a mandatory full call if made facing an opening bet multi-way on any betting round, or facing any bet heads up. In all other situations, TD’s discretion applies. For purposes of this rule, in blind games the posted BB is the opening bet on the first round. Players should wait for clear bet amounts before acting.
83. Action out of turn (OOT) is subject to penalty and is binding if the action to the OOT player has not changed. A check, call or fold does not change action. If action changes, the OOT bet is not binding and is returned to the OOT player who has all options including: calling, raising, or folding. An OOT fold is binding. A player skipped by OOT action must defend his right to act. If there is reasonable time and the skipped player has not spoken up by the time substantial action OOT occurs to his left, the OOT action is binding. The floor will be called to render a decision on how to treat the skipped hand.
84. Standard and acceptable forms of calling include: A) verbally declaring “call”; B) pushing out chips equal to a call; C) silently pushing out an overchip; or D) silently pushing out multiple chips equal to a call. Silently betting chip(s) relatively tiny to the bet. If A bets 50k, and B then

- silently puts out a single 1k chip this is non-standard, strongly discouraged, subject to penalty, and will be interpreted at Tournament Director's discretion, including being ruled a full call.
85. In no-limit or pot-limit, a raise must be made by (A) placing the full amount in the pot in one motion; or (B) verbally declaring the full amount prior to the initial placement of chips into the pot; or (C) verbally declaring "raise" prior to pushing out the **exact** amount to call into the pot and then completing the action with one additional motion. Under option C, 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 player's responsibility to make his intentions clear.
 86. A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player raises 50% or more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed. In no-limit and pot limit, an all-in wager of less than a full raise does not reopen the betting to a player who has already acted and is not facing at least a full raise when the action returns to him. In limit, at least 50% of a full raise is required to re-open betting for players who have already acted.
 87. Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.
 88. When facing a bet, unless a raise is declared first, a multiple-chip bet is a call if there is not one chip that can be removed and still leave at least the call amount. Example: preflop, 200-400 blinds: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount to call (1200). If the single removal of **any one** chip leaves the call amount or more, the bet is governed by the 50% standard.
 89. 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.
 90. There is no cap on the number of raises in no-limit and pot-limit. In limit events there is a limit to raises even when heads-up until the tournament is down to 2 players; the house limit applies.
 91. 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. As with all tournament situations, Rule 1 may apply at TD's discretion.
 92. Players are entitled to be informed of the pot size in pot-limit only. Dealers will not count the pot in limit and no-limit. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind the player to making a valid bet (at least a minimum bet), and may be subject to penalty. If the player is facing a bet he must make a valid raise.
 93. Dealers will be responsible for calling string bets and raises.
 94. Players who use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, it will be ruled as the lesser value.
 95. 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.

96. Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty at TD's discretion. Example: "if – then" statements such as "If you bet, then I will raise".
97. 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.
98. Betting action should not be used to obtain change. 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.
99. If a player bets all-in and a hidden chip is found behind after another 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 player will not be paid off for the chip(s) if he wins. If the player loses, he is not saved by the chip(s) and the TD may award the chip(s) to the winning caller.
100. Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.
101. Players must protect their own hands at all times. If a hand is fouled or a dealer kills a hand by mistake, the player has no redress and is not entitled to a refund of called bets. If the player initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to him.