



Tournament Structure

**\$200* Tuesdays 6:00 PM No Limit Hold'em
12,000 Chips. Optional \$5 addon for 1000 chips.**

		Big Blind Ante	Blinds
Level	1	-	100/200
Level	2	-	200/300
Level	3	-	200/400
Level	4	400	200/400
Level	5	600	300/600
Level	6	800	400/800
Level	7	1000	500/1000
Level	8	1200	600/1200
Level	9	1600	800/1600
Level	10	2000	1000/2000
Level	11	2400	1200/2400
Level	12	3000	1500/3000
Level	13	4000	2000/4000
Level	14	6000	3000/6000
Level	15	8000	4000/8000
Level	16	10000	5000/10000
Level	17	12000	6000/12000
Level	18	16000	8000/16000

20 minute levels. Registration is available for first 4 levels or until tournament fills.

10 minute break after level 4, 7, 11. Payouts are based on number of players.

*\$5 Entry Fee \$10 Dealer Gratuity

TDA & House Rules Apply. Re-Entry available for first 4 levels or until full.

Tournament Directors decision is Final. GEGA-000547

CASINO M8TRIX TOURNAMENT RULES

CASINO M8TRIX RULES - TDA rules apply for most decisions. The rules listed below may be an addition or an exception to the normal house rule.

EXPOSING CARDS WITH ACTION PENDING – If a player exposes his or her hole cards with action pending, even their own action, a penalty will be enforced. Minimum penalty will be one hand, scaling up to multiple hands or rounds at tournament directors discretion.

HALF BET RULE – If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she must make a full raise

PRE FLOP DEAD HAND – A player's hand will be dead when the last card is dealt to the button and the player is not at their seat.

HEADS UP/MULTI – PLAYER ACTION – There is no cap on number of raises. Action out of turn is binding, unless the action changes before it reaches that player. A fold out of turn is binding.

BALANCING TABLES – Tables will be balanced when there is a 3 player difference, or at a 2 player difference if a table drops below 8 players. At 3 tables, all tables will be as balanced as possible. Players will be moved from the big blind position to the worst available position at their new table.

BREAKING TABLES - When a table is broken, players must move directly to their new seat. They will assume the responsibility of that seat. This will include taking the big blind, small blind or the button. If a player is caught avoiding the big blind, a penalty will be issued.

CHANGING UP CHIPS - As the limits go up, the smaller denomination chips will be removed from the table. This will be done with a race off. The race off consists of each player receiving a card face up for each odd chip in front of them. Then, all of the odd chips will be chipped up. No player may receive more than one chip. A chip is given for the highest card by suit. (Suit rankings: Spades, Hearts, Diamonds and Clubs). A player cannot be raced out of the tournament. When the chips are bought up for a higher denomination chip, any player not having enough smaller chips for one higher chip, will participate in the race off, but if they do not receive a chip, will be given one to keep playing.

LAST 2 TABLES - These tables will be kept balanced. When there is one player left to get in the money, the T.D. will have the tables play hand for hand, until one is eliminated.

FINAL TABLE - All final table participants will re-draw for new seats. If 2 players go out on the same hand, player with the most chips will receive the higher cash prize and points. Any player who is disqualified, will take their prize money and their chips will come off the table.

GUIDELINES FOR DISQUALIFICATION -

No profanity. No verbal abuse towards the dealers or other players. No soft playing or checking all the way with friends or other players. No showing cards before all the checking or betting is done on the river. If a player is caught doing one of these things, they will be given a penalty, and may be disqualified on the next offense. Any player being disqualified or removed from the tournament for inappropriate behavior will not get any refund.