



UPDATED: 06/02/05

I. TERMS AND CONDITIONS OF PARTICIPATION

1.1 The *It Ain't Gambling WSOP Satellite Series* (hereinafter the "Tournament") is a series of 10 single-table shootout poker tournaments having 10 Players each (the "First Round") culminating in a Final Table.

1.2 By playing in this tournament Players agree to abide by these rules and be bound by their terms.

1.3 Subject to Texas law, the organizers make the following assertions:

1.3.1 The Tournament is considered to be a private affair among friendly parties and will take place in a private location. Players may only participate with an invitation from the Organizers.

1.3.2 All money paid into the Tournament shall be considered to be in the Prize Pool and will be returned to the winning player at the culmination of the Tournament.

1.3.3 The Organizers are in no way profiting or otherwise benefiting from the Tournament aside from whatever winnings they may receive from their own personal paid entries into the Tournament.

1.3.4 Upon entering the Tournament all Players have an equal chance to win the Tournament.

1.4 Each single-table tournament (the "First Round") will play until there is one player remaining who holds all of the chips in play at that table, or until a winner can be declared based on a method that is acceptable to all of the players who remain in play at that table at the time the winner is declared (the "First Round Winner").

1.4.1 Subject to the agreement of the Organizers, a player may choose to pay a sum equal to 10 entries to the First Round and purchase a seat at the Final Table. Any player who does so shall immediately be deemed to be a "First Round Winner" subject to any rules and conditions associated herein. Upon such occurrence, the First Round schedule shall be adjusted accordingly at the discretion of the Organizers.

1.5 Each First Round Winner (10 in total) will then be given a seat at the Final Table and will play until there is one player remaining who holds all of the chips in play at that table, or until a winner can be declared based on a method that is acceptable to all of the

players who remain in play at that table at the time the winner is declared (the “Champion”).

1.6 The Payout structure shall be as follows:

- 1.6.1 A portion of the of the prize pool shall be paid to the Champion and will be applied towards an entry into the 2005 World Series of Poker world championship final event (the “WSOP” and the “WSOP Entry”, respectively), to be played in Las Vegas, Nevada beginning on July 7, 2005.
- 1.6.2 The last player eliminated in the tournament before the Champion is declared (the “Runner-up”) shall receive a sum equal to his entry fee + a \$100 prize for a total of \$220.
- 1.6.3 Any remaining amount above the cost of the WSOP Entry + the amount paid the Runner-up shall be paid to the winner in cash and shall be applied towards travel expenses for competition in the WSOP.

1.7 The name “World Series of Poker” is the property of Rio Properties, Inc. and/or HHLV Management Company, LLC, as defined in the official World Series of Poker rules. The Tournament is in no way affiliated with the World Series of Poker or any of its affiliated entities, owners, or subsidiaries. By accepting the WSOP entry, the Champion agrees to be bound by any and all terms and conditions associated thereto as specified in the official World Series of Poker rules.

1.8 By accepting the WSOP entry, the Champion agrees to provide all of the other Players in the tournament with a share of any and all future winnings that he may receive from the WSOP Entry and any other subsequent event in 2005 connected to his participation in the WSOP (the “WSOP Winnings”), according to the following schedule:

1.8.1 Any shared amounts shall be calculated based on the net proceeds to the Champion after any withholdings for income taxes and gratuities and other fees paid to the WSOP and affiliated parties (the “Net WSOP Proceeds”)

1.8.2 The Champion shall retain 100% of the first \$20,000 of the Net WSOP Proceeds

1.8.3 Any portion of the Net WSOP Proceeds above \$20,000 shall be shared according to the following schedule:

1.8.3.1 90% shall be retained by the Champion

1.8.3.2 Each First Round Winner (other than the Champion) shall be given 1% of the Net WSOP Proceeds above \$20,000 (9 x 1% = 9% total)

1.8.3.3 Each Player that is not a First Round Winner shall be given one-nine hundredth (~ 0.011%) of the Net WSOP Proceeds above \$20,000 (90 x 1/900 = 1% total)

1.9 All persons receiving a share of the Net WSOP Proceeds as defined in rule 1.8 above shall be responsible and personally liable for any and all income taxes owed on their portion of the WSOP Winnings. All shared amounts in rule 1.8 above shall be calculated based on net proceeds to the champion following the initial IRS withholding from the WSOP Winnings. The Champion is **solely** responsible for any additional tax liabilities on his winnings, even on amounts above and beyond the initial withholding and after proceeds have been shared with the other players. At no time shall any Player be liable to any other Player for any amount other than those amounts defined in rule 1.8 above.

1.10 There are 100 entries in the Tournament. The cost of each entry shall be \$120. The sum of all entries in the Tournament (the "Prize Pool") is \$12,000 (100 x \$120).

1.11 The WSOP Entry and all other funds paid to the Champion and the Runner-up shall come from Prize Pool and from no other source. The value of the WSOP entry is \$10,000 and the value of the travel expenses is \$1,780. The Runner-up prize is \$220. The grand sum of all prizes is \$12,000.

1.12 If, for any reason, the Prize Pool is less than \$12,000 the WSOP Entry shall be paid first using whatever sums are available from the Prize Pool, then the \$220 prize to the Runner-up, and then the Travel Expenses shall be reduced by the remaining difference below \$1,780 and paid to the Champion. Should the Prize Pool be less than \$10,000 the entire Prize Pool shall be collectively divided among the First Round Winners according to a mutually-agreed upon schedule determined by a mutually agreed upon method.

1.13 The Champion shall be personally responsible for any and all expenses associated with his participation in the WSOP, including any and all income taxes and any travel expenses in excess of whatever sum of Travel Expenses that will be paid to him from the Prize Pool.

1.14 If the Champion is unable to register in the WSOP due to a lack of available space or openings, the Champion shall retain the Prize Pool in cash, subject to the sharing provisions stipulated in rule 1.12 above. Travel difficulties, lack of hotel space, airline seats, or any other reason other than the refusal of the WSOP to accept the Champion as a participant shall not be considered to be applicable defenses under this rule.

1.15 If the Champion is subsequently unable to fulfill his obligations to participate in the WSOP, the Runner-up shall be declared the Champion and will receive all of the benefits and prizes thereto, including the WSOP entry, subject to the official rules of the WSOP.

1.16 Neither the Organizers nor any Player will be held liable for any funds above and beyond their own personal declared entries into the First Round. In no way shall The Tournament and its rules be construed as a promise, liability, pledge, or duty on the part

of the Organizers to fund or otherwise guarantee the Prize Pool or any other expenses, liabilities, or duties.

II. REGISTRATION AND ENTRY PROCEDURES

2.1 Players may only participate in the Tournament with an invitation from the Organizers.

2.2 The Organizers shall publish a preliminary schedule of First Round Tables and a tentative date for the Final Table. This schedule is subject to change at the discretion of the Organizers.

2.3 Upon receipt of an invitation, players shall be required to fill out a written entry form agreeing to these rules and designating a preferred playing time.

2.4 Players may register and play in as many First Round Tables as they please. First Round Winners may play in subsequent First Round Tables, but may only play at one seat at the Final Table and begin with an equal amount of chips as the other players at the Final Table. Players can only pay and play on a single particular entry at any particular time in any First Round Table.

2.5 Subject to Rule 2.4, seats at the Final Table are transferable to any other player who has paid a full entry fee and has played at least one First Round Table prior to the start of the Final Table

2.6 Subject to the discretion and consent of the Organizers, players may pay a full \$1200 fee and purchase a seat at the Final Table and thus be declared a First Round Winner. In any such circumstance the Organizers shall modify the schedule and eliminate a First Round Table subject to their authority under Rule 2.2

2.7 Players who wish to prepay for an entry may do so and will be guaranteed a seat at the First Round Table of their choice.

2.7.1 If a player is unable to participate in his chosen First Round Table, it is his responsibility to notify the organizers as soon as possible. If a player has pre-paid for an entry and has not given notice of his pending absence and a replacement player cannot be found, his chips will be put into play subject to the Absent Player provisions in Rule 4 below.

2.7.1.1 Interpretation of this rule is at the sole discretion of the Organizers.

Bottom line – you can lock up a seat and pay in advance, but if you don't show up you will likely forfeit your entry fee.

2.8 Players who have pre-registered for a particular playing time shall be ranked in order of precedence based on the Organizers' receipt of their entry, with prepaid entries being considered first.

2.9 Players may register at the time of a first round table ("Walk Up Entry"), subject to space limitations after taking into account all pre-registrations. All Walk Up Entries shall be ranked in order of their appearance at that particular site ("First Come First Served").

2.10 If a pre-paid player is absent without notification and a replacement player is available, the replacement player will be given the empty seat and the pre-paid player's entry fee may be refunded or applied towards another First Round Table.

2.11 Entry fees that are not pre-paid are payable in cash prior to the beginning of the respective First Round Table.

2.12 Any player who is present at the start of a First Round Table but is unable to play due to a lack of space will be given preference in pre-registering for a future First Round Table. Any player present for a First-Round Table may pre-register and/or pre-pay for a future First Round Table at the conclusion of the present table.

2.13 Each First Round Table shall begin promptly at its designated starting time, or as soon as all players are present, registered, and paid, taking into account all rules of preference listed above.

2.14 If a First Round Table does not fill at its designated start time, all Players' entry fees shall be refunded at their request and the table will be rescheduled at a future time and date based on the consensus of the Players. All players at the non-filled Table shall have preference in pre-registering for the rescheduled date, but are not guaranteed a seat unless they are pre-registered for the rescheduled table subject to the rules listed above.

III TOURNAMENT AND GAME RULES

3.1. The game is no-limit Texas Holdem. It is assumed that all players will understand the general nature and play of the game, subject to the specific rules listed below. All of the rules below apply to both the First Round Tables and the Final Table.

3.2. When the game is heads up, the Dealer will be designated as the Small Blind. As such, the Big Blind always acts last before the flop and the Dealer always acts last after the flop.

3.3. Each player will begin with \$10,000 in tournament chips.

3.4. The following blind structure shall be used for the First Round Tables. This structure is designed to provide players with adequate playing time at the beginning of the tournament while still encouraging completion in under two hours:

Level	Time (mins)	Small Blind	Blig Blind	Ante
1	15	50	100	
2	15	100	200	
3	15	200	400	
4	15	500	1000	
5	10	500	1000	200
6	10	1000	2000	200
7	10	2000	4000	400
8	10	4000	8000	400
9	10	7500	15000	600
10	10	15000	30000	1000

The Organizers reserve the right to declare the blind structure for the Final Table at a later date.

IV ABSENT PLAYERS

4.1 The appropriate starting amount of chips will be given to the players or placed on the table for each paid entrant at the beginning of the tournament, subject to the registration rules listed above. Absent players will be dealt in, and all chips necessary for blinds will be put into the pot as they become due.

4.2 A player is always dealt a hand (whether they're absent or merely away from their seat), and will be "blinded off" if they are not present when the action is on them.

4.3 If you are not present when it becomes your turn to act, your hand may be declared dead. However, if the person is expected to return to the seat within 1 minute, the table should exercise courtesy by waiting up to 1 minute before declaring the hand dead. Use common sense here.

4.4 If the Big Blind is not present to act on his "Option", it will be assumed that the option to raise has not been exercised

V BETTING

5.1 The number of raises in any betting round is unlimited.

5.2 All bets must be at least equal to the minimum bring in, unless the player is going “All-In”

5.3 All raises must be equal to or greater than the size of the previous bet or raise on that betting round (except for a player going “all-in”). For example, if Player A bets \$100 and Player B raises \$500, then Player C can either call \$600 or raise to a minimum of \$1,100 (because the raise must be equal to previous raise of \$500).

5.4 A player who has already checked or called may not subsequently raise an all-in bet that is less than the full size of the last bet or raise. Example: Player A bets \$100 and Player B raises \$100 more, making the total bet \$200. If Player C goes all-in for less than \$300 total (i.e. not a full \$100 raise), and Player A calls, then Player B cannot raise again, because he wasn’t fully raised. However, Player A could’ve raised because Player B raised Player A’s bet in the first instance.

5.5 A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of the action.

5.6 If there is a discrepancy between a player’s verbal statement and the actual amount put into the pot, the bet will be corrected to the verbal statement.

5.7 A player who says “raise” is allowed to continue putting chips into the pot with more than one move; the wager is assumed complete when the player’s hands come to a rest outside the pot area.

5.8 However, string betting is illegal. A person is considered to have made a string bet if they put in an amount to call with one motion and then subsequently put in a raise. To avoid this, the player should either put all chips in the pot with a single motion or announce, “I raise” prior to all motions.

5.9 Any cards thrown away from the player (face up or down) are assumed to be a fold, unless otherwise stated prior to doing so.

5.10 Protect your hand. If your cards touch the muck or are accidentally mucked, they are dead.

5.11 If you drop a card on the floor out of your hand, you must still play that card, regardless of whether or not it was seen by anyone else.

5.12 A bet of a single chip without comment is considered to be the full amount of the chip allowed. See also Rule 5.17 below.

5.13 If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. (This does not apply to a player who has

unintentionally put too much in to call). The wager is brought up to the sufficient amount only, no greater size.

5.14 The other players at the table maintain a right to place a maximum time limit for taking action on your hand. The clock may be put on someone if requested. If the clock is put on you when you are facing a bet, you will have an additional 90 seconds to act on your hand. You will have a ten second warning, after which your hand is dead if not acted upon.

5.15 Rapping the table indicates a check.

5.16 All verbal statements (e.g. "Raise.") are binding, as long as the action is legal and in turn.

5.17 You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.

5.18 A player can call a bet by announcing "Call" even if the actual chip thrown into the pot is larger than the call. In this instance, correct change should be made and the overage should be returned to the player as soon as practicable. For example, if Player A bets \$50, and Player B wishes to call, but only has chips in denominations of \$100, Player B can declare "Call" before throwing a \$100 chip into the pot. As long as the declaration of "Call" is made before the chip is thrown into the pot, this bet will be considered a call, and change will be made and returned to Player B.

VI ALL-INS

6.1 If a player lacks sufficient chips for a blind, the player is entitled to get action on whatever amount of money he puts in. A player who posts a short blind and wins, does not need to make up the blind. If a player posts a short blind, the other blinds will remain their normal amount.

6.2 If two or more players are eliminated during the same hand, the player starting the hand with the larger amount of money finishes in the higher tournament place.

VII DEALING AND MISDEALS

7.1 The deal of the cards shall proceed around the table in a clockwise manner according to the rules of Texas Holdem. Players shall nominally be responsible for physically dealing the cards unless a Full-time Dealer is provided by the organizers.

7.1.1 If a Full-time Dealer is provided, the shuffle of the cards shall be done by each player in turn after his hand on the button, subject to Rule 7.2 below, or by some other quick and efficient method that is mutually agreeable to the other players in the game.

7.2 “Dealers clean up their own mess” The cards shall be shuffled by the person who just dealt the previous hand. After the cards are shuffled, the deck shall be cut by the Player to the RIGHT of the shuffler. The new dealer is not allowed to cut the cards for the hand about to be dealt.

7.3 If a holecard of a player in either the big blind or the small is exposed due to dealer error, this is a misdeal and there must be a re-deal. If a holecard of any other player is exposed due to dealer error, there is no misdeal and the deal continues. The exposed card may not be kept, and is to be used as the burn card for the flop. If more than one holecard is exposed, regardless of the respective position of the player(s), this is a misdeal and there must be a re-deal.

7.4 If the flop contains too many cards, the flop must be re-dealt. Note this applies even if it were possible to know which card was the extra one. If the flop needs to be re-dealt because the cards were prematurely flopped before the betting was complete, or the flop contained too many cards, the board cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

7.5 If the dealer turns the fourth card on the board before the betting round is complete, the card is taken out of play for that round, even if subsequent players elect to fold. The betting is then completed. The dealer turns and burns what would've been the 5th card in the 4th card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card.

7.6 If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

7.7 If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), and the extra card can be determined from the two correct cards, the card will be returned to the deck and used for the burn card. If the first player sees the extra card, it will be turned up for the entire table to see. If the dealer mistakenly deals more than one extra card, it is a misdeal.

7.8 Do not try to inhibit others ability to see all of your chips. At anytime for any reason, a player can ask for a chip count of another player.

7.9 Agreeing to split pots will not be allowed in any game. Chopping the big and small blind by taking them back when all other players have folded is not allowed. The tournament must be played to its conclusion with a single winner declared.

7.10 Collusion occurs when two or more players act as a team in order to give themselves an unfair advantage over the rest of the field. If the Organizers determines that collusion has occurred, the players may be disqualified and their chips distributed equally among the remaining active players at that table.

7.10.1 In light of any possible collusion, at the completion of any hand any Player seated at the table has the privilege of requesting to see the cards of any hand of any player who called the final bet of the hand (i.e. the last check, bet, or raise on 5th street). However, the player making the request must realize that he is making a serious charge and must be able to reasonably back up his charge as to why he wanted to see the cards. Players may not abuse this rule simply to gain an edge on an opponent and any abuse of this rule as determined by the Organizers shall result in the loss of these privileges or further sanctions, including disqualification and forfeiture of entry fee, depending on the Organizers' interpretation of the situation at hand.

7.11 "One player to a hand" No one shall contribute advice to a player active in a hand. However, advice is allowed in between hands.

7.12 By participating in this tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or ultimately disqualified from the tournament. Chips from a disqualified participant will be removed from play. No refund will be given to any person who is disqualified from play. The decision to disqualify rests solely with the Organizers, and is final.

7.13 The Organizers will ultimately settle all disputes based on, in order: these rules, Hoyle's Book of Rules and similar authoritative literature, common etiquette, and our common sense.

7.14 All rules are subject to change prior to the start of the tournament and may change by unanimous consent of active players after the start of the tournament. The Organizers reserve the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.

7.15 Your cards shall remain on the table at all times. Players are not allowed to place their hole cards in their lap, etc.

7.16 All ties on hands result in split pots. Odd chip is given to smallest stack prior to the hand.

7.17 "Cards Speak" in all instances.

7.18 “Show one, show all” - A player who shows 1 or both of his cards to anyone else (either active in the tournament or not) must, upon request, show his/her hand to the table at the conclusion of the hand, even if the hand is folded. This rule does not apply when the tournament is “Heads Up.”

7.19 If a hand is "shown down" to the River, the last bettor/raiser should show his/her hand first. Losing hands may be mucked and not shown, subject to Rule 7.8 above.

7.20 A not widely known, but very important rule for tournament play is that a player may not reveal the contents of his hand during the play of the hand. This applies equally to folded hands and live hands. While it is technically acceptable to lie about your hand, it is advisable to restrict all conversation related to one or both of your cards until the showdown.