

Arkansas State University

Intramural Sports

Texas Hold ‘Em Rules

**Game format:**

1. The tournament will take place starting at 6:00 PM.
2. Pending the number people sign ups, the amount of players will be grouped in crews of five (5).
3. The top chip winner of each table will make it to winners table.
4. Chip Values : ALL chip values are worth 1 dollar/point
5. Starting the game: The game begins with the player left of the dealer placing an initial bet (small blind); this is called posting the blind. There are NO ANTES, but forced bets (blinds) that are used.
6. Blinds: The small blind will ALWAYS be equal to half of the minimum bet. The person who is left of the small blind, post the big blind or the minimum amount. The first round the small bet will be 1 chip and the minimum bet will be 2 chips. It will increase 2 chips per round:

1st round – 1:2 4th round – 4:8 7th round – 7:14 10th round – 10:20

2nd round – 2:4 5th round – 5:10 8th round – 8:16 11th round – 11:22

3rd round – 3:6 6th round – 6:12 9th round – 9:18 12th round – 12:24

1. Card rounds: The person who is left of the dealer puts in the small blind. After this occurs each player is dealt two cards face down. These cards are called your pocket cards.
	1. Pre-flop: The next round of betting starting with the person to the left of the small blind. This round of betting is most commonly called the pre-flop. To see the flop players must call the minimum blind, raise, re-raise, or check. If players do not like there chance they can fold. Once players fold it is IRREVERSABLE.
	2. Flop: After the initial betting round ends, the dealer discards the top card of the deck. This is called a burn card. This is done to prevent cheating. After burning the card the dealer then flips the next three cards face on the table. These cards are called the flop. These are cards that everyone can use in combination with their two pocket cards to form a poker hand. Next is another round of betting starting with the player to the left of the dealer.
	3. The turn: After the betting concludes, the dealer burns another card and flips one more onto the table. This is called the turn card. Players can use this sixth card now to form a five card poker hand. The player to the left of the dealer begins another round of betting. In many types of games, this is where the bet size doubles.
	4. The river: Finally, the dealer burns a card and places a final card face up on the table. This is called the river. Players can now use any of the five cards on the table or the two cards in their pocket to form a five card poker hand. There is now a final round of betting starting with the player to the left of the dealer.
	5. Showdown: After this round of betting, all of the players remaining in the game begin to reveal their hands. This begins with the player to the left of the last player to call. This is also called the showdown.
	6. The kicker: If two or more players have the same hand, the next highest card in the player’s hand is used to break the tie. This is called the kicker. If there is no kicker card and the tied players have used both hole cards, or have the exact same hand, then the pot is split between them.
2. Dealer rotation: The dealer position then moves clockwise to the next player and another round begins.
3. All-in: This is No-Limit Hold’em; the number of chips you have in front of you determines the maximum bet. A player can go “all-in” by pushing all their chips toward the center of the table. At this point, either the player or dealer should count them down, or calculate the amount of the player’s all-in bet. To call, the other players at the table must match the value of the chips.
4. In the event a player CANNOT match the value of another player’s bet, BUT would still like to call, he or she can go all-in and play for a portion of the pot. Should this happen, the dealer should divide the original, larger bet into two stacks: the first stack should match the amount of the caller’s all-in bet. This stack is pushed into the original pot along with the caller’s all-in bet. The second stack placed into a side pot; for which the all-in caller is not eligible. This enables the rest of the table to continue play; raising and re-raising as they normally would. At the conclusion of the hand, the all-in bettor is eligible to win the original pot, but not the side pot.
5. HAND RANKINGS Examples:
	1. Royal Straight Flush A♠K♠Q♠J♠10♠
	2. Straight Flush J♣10♣9♣8♣7♣
	3. Four of a Kind K♠K♣K♥K♦
	4. Full House J♠J♣J♥10♠10♣
	5. Flush 10♥8♥4♥3♥2♥
	6. Straight A♥K♣Q♦J♦10♥
	7. Three of a Kind 8♥8♦8♣
	8. Two Pair K♥K♦Q♥Q♦
	9. One Pair K♣K♠
	10. High Card A♠