



PIRANHA POKER TEAM
Official Rulebook
Season 6

PIRANHA POKER TEAM

Official Rulebook

SEASON STRUCTURE

1. The season will consist of exactly twenty satellite tournaments, to be played between August 2011 and May 2012. There may be additional cash tournaments held through the season for qualifying members (anyone who has played at least one regular satellite tournament). All Piranha rules will apply at these events. Cash payouts for live events will mirror the Piranha points structure on a percentage basis. The committee may revise cash payouts so that no prize is awarded that is below the entry fee. Dates and structures of these events will be announced as applicable. Results in any cash tournament will have no bearing on the satellite tournament series.
2. Each tournament will have a \$25 per player entry fee, which must be paid in cash to the Tournament Director or the League Treasurer prior to playing a hand in said tournament. No player will be allowed to play in a tournament without paying for that tournament's entry fee, or arranging to have another player pay on their behalf, without exceptions. Players may pay for events in advance if they so choose.
3. A player can play in a maximum of twelve total satellite tournaments during the season. There is no minimum number of tournaments necessary to be part of the team.
4. In order to qualify for a portion of any team prize money won at the 2012 WSOP, a player must pay for exactly twelve tournaments (\$300) over the course of the season.
5. Players will generate points over the course of the season. The points structure per tournament will vary depending on how many participants each tournament has. Refer to the "Scoring System" section for a complete breakdown of possible points gained in a given tournament.
6. Each tournament will have on the premises a Tournament Director who is not a participant in said tournament. Any member of the league's Committee can serve as Tournament Director, as well as anyone from the general membership who has been approved by the Committee to handle this task. The Tournament Director role will be assigned to an individual in advance, and his/her name will be listed on the official online invitation for said tournament.
7. The league's total prize pool will be calculated as the total proceeds from all players' tournament fees less expenses related to the twenty tournaments (location rental fees, bottled water, etc.)
8. At the end of the season, the league's total prize pool will determine how many prize packages will be awarded. Each prize package will be worth \$1,350, and it will consist of the \$1,000 entry fee to a WSOP 2012 Event (to be determined once the WSOP 2012 schedule is released), and \$350 for, travel, lodging and expenses. If the event chosen has two Day 1 starting days (Day 1A and Day 1B), players may choose their starting day to best suit their schedule.
 - a. For example, if the team's total prize pool equals \$13,000, the top eight point scorers in the standings will be awarded full prize packages (8 x \$1,350 = \$12,150) and the remaining \$850 will be given as an option to the ninth place finisher.
 - i. This ninth place finisher has the choice of taking the \$850 and paying the remainder of his/her WSOP entry fee (in this case \$150) along with his/her travel and expenses, or passing up this option. If the ninth place finisher passes up this option, the same option is given to the tenth place finisher, and so on and so forth. If no player on the team wants to utilize the remainder of the league's total prize pool, this money will be put in a cash tournament (eligible to only those league members who have paid the full \$300 over the course of the season) at the end of the season. The cash payout structure of this final tournament will mirror the point scoring structure of the twenty tournaments during the season.

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- ii. Any league member who takes the remainder of the league's prize pool and pays the rest of the WSOP entry fee out of pocket agrees to split any potential winnings at the WSOP with the league on a pro-rata basis. In the above example, if the ninth place finisher takes \$850 and pays the remaining \$150 from his/her pocket, only 62.96% (\$850 out of \$1,350) of his/her potential winnings at the WSOP would be split with the league (50% to the participant, 50% to the rest of the league).
- b. Any winnings at the 2012 WSOP tournament will be split evenly between the winning participant (50%) and the rest of the league (50%).
 - i. For example, if a player wins \$8,500 at the WSOP, said player keeps \$4,250 and the other \$4,250 is split amongst the rest of the league members. In order to be eligible for any payout, a league member must have paid the entire \$300 in tournament fees over the course of the season (see rule 4. above)
- c. In the case of a tie involving the last prize-awarded place in the standings, one of the three following rules will be applied depending on the situation:
 - i. If more than two players are tied, they must play a single tournament whose placement will determine the final order of finish in the standings
 - ii. If exactly two players are tied and they BOTH agree to split the prize money and provide the remainder of the WSOP entry fees out of their own pockets, the prize money will be split evenly among them.
 - 1. Both of the tied players MUST use this prize money as part or all of the entry to the 2012 WSOP tournament.
 - 2. Example 1: Two players are tied in points for 6th/7th place in the above example. There is \$2,000 of team prize money left over to be awarded. If they agree to split it, they each receive \$1,000 for the WSOP registration fee, but they both must pay for their own travel and expenses.
 - 3. Example 2: Two players are tied in points for 7th/8th place in the above example. There is \$1,000 of team prize money left over to be awarded. If they agree to split it, they each receive \$500 which must be used as part of these players' WSOP 2012 registration fees. They must both agree to pay for the remainder of the WSOP 2012 entry fee as well as their travel and expenses. If they do not agree to the above arrangement, the entire \$1,000 goes into the prize pool of a final cash tournament.
 - iii. If exactly two players are tied and they do not agree to split the prize money, a heads up tournament will be played to determine the final order of finish in the standings.
- 9. All prize package winners will read and abide by the official WSOP Rules while representing the league in Las Vegas, including, but not limited to colluding with other Piranha Poker League members or other players or any other form of cheating as outlined by the WSOP and Tournament Directors Association (TDA).
- 10. Any Piranha Poker League prize package winners who end up cashing at the WSOP tournament are responsible for payment of any and all taxes, licenses, registrations and other fees associated with tournament prizes at the time of cashing. Full time members who receive a cash prize may receive tax documentation in the event it is necessary by law. If tax documentation is required, it is the responsibility of the prize package winner to obtain any and all necessary information (tax IDs, full legal names, addresses, etc) and distribute that tax documentation per IRS guidelines and procedures.

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SCORING SYSTEM

11. The League will utilize the below table to calculate how many points a participant can generate in a tournament of a given size. The scoring system is based on these key principles:
- a. Each entrant to a tournament contributes 5 points to the prize pool.
 - b. Total number of places paid will be roughly close to 25% of the total number of entrants.
 - c. Minimum number of players necessary to hold a tournament is 10; maximum number of players during Season 6 in a given tournament is 70 but alternates may bring that number higher.
 - d. Proportionate point scoring is designed to minimize potential advantages and disadvantages of playing in tournaments of different sizes.

| Number of players | Total points | Total places paid | 1 st | 2 nd | 3 rd | 4 th | 5 th | 6 th | 7 th | 8 th | 9 th | 10 th | 11 th | 12 th | 13 th | 14 th | 15 th |
|-------------------|--------------|-------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|------------------|------------------|------------------|------------------|------------------|------------------|
| 10 | 50 | 3 | 25 | 16 | 9 | | | | | | | | | | | | |
| 11 | 55 | 3 | 27 | 18 | 10 | | | | | | | | | | | | |
| 12 | 60 | 3 | 29 | 20 | 11 | | | | | | | | | | | | |
| 13 | 65 | 3 | 31 | 22 | 12 | | | | | | | | | | | | |
| 14 | 70 | 4 | 32 | 23 | 12 | 3 | | | | | | | | | | | |
| 15 | 75 | 4 | 34 | 24 | 13 | 4 | | | | | | | | | | | |
| 16 | 80 | 4 | 36 | 25 | 14 | 5 | | | | | | | | | | | |
| 17 | 85 | 4 | 38 | 26 | 15 | 6 | | | | | | | | | | | |
| 18 | 90 | 5 | 39 | 27 | 16 | 6 | 2 | | | | | | | | | | |
| 19 | 95 | 5 | 40 | 28 | 17 | 7 | 3 | | | | | | | | | | |
| 20 | 100 | 5 | 41 | 29 | 18 | 8 | 4 | | | | | | | | | | |
| 21 | 105 | 5 | 42 | 30 | 19 | 9 | 5 | | | | | | | | | | |
| 22 | 110 | 6 | 43 | 31 | 20 | 9 | 5 | 2 | | | | | | | | | |
| 23 | 115 | 6 | 44 | 32 | 21 | 10 | 6 | 2 | | | | | | | | | |
| 24 | 120 | 6 | 45 | 33 | 22 | 10 | 7 | 3 | | | | | | | | | |
| 25 | 125 | 6 | 46 | 34 | 23 | 12 | 7 | 3 | | | | | | | | | |
| 26 | 130 | 6 | 47 | 34 | 23 | 14 | 8 | 4 | | | | | | | | | |
| 27 | 135 | 6 | 48 | 35 | 24 | 15 | 8 | 5 | | | | | | | | | |
| 28 | 140 | 6 | 49 | 36 | 25 | 16 | 9 | 5 | | | | | | | | | |
| 29 | 145 | 6 | 50 | 37 | 27 | 16 | 9 | 6 | | | | | | | | | |
| 30 | 150 | 7 | 51 | 38 | 27 | 16 | 10 | 6 | 2 | | | | | | | | |
| 31 | 155 | 7 | 52 | 39 | 27 | 17 | 10 | 7 | 3 | | | | | | | | |
| 32 | 160 | 7 | 53 | 40 | 28 | 17 | 11 | 7 | 4 | | | | | | | | |
| 33 | 165 | 7 | 54 | 41 | 29 | 18 | 11 | 8 | 4 | | | | | | | | |
| 34 | 170 | 8 | 55 | 42 | 29 | 18 | 12 | 8 | 4 | 2 | | | | | | | |
| 35 | 175 | 8 | 56 | 43 | 30 | 18 | 12 | 8 | 5 | 3 | | | | | | | |
| 36 | 180 | 9 | 57 | 44 | 30 | 18 | 12 | 9 | 5 | 3 | 2 | | | | | | |
| 37 | 185 | 9 | 58 | 45 | 30 | 18 | 13 | 9 | 6 | 4 | 2 | | | | | | |
| 38 | 190 | 9 | 59 | 46 | 31 | 19 | 13 | 9 | 6 | 4 | 3 | | | | | | |
| 39 | 195 | 9 | 61 | 47 | 31 | 20 | 13 | 9 | 6 | 5 | 3 | | | | | | |
| 40 | 200 | 9 | 62 | 48 | 31 | 21 | 14 | 10 | 6 | 5 | 3 | | | | | | |
| 41 | 205 | 9 | 63 | 49 | 31 | 22 | 14 | 10 | 7 | 5 | 4 | | | | | | |
| 42 | 210 | 10 | 64 | 49 | 31 | 22 | 14 | 11 | 7 | 5 | 4 | 3 | | | | | |
| 43 | 215 | 10 | 65 | 50 | 32 | 23 | 15 | 11 | 7 | 5 | 4 | 3 | | | | | |
| 44 | 220 | 10 | 66 | 51 | 33 | 23 | 15 | 11 | 8 | 6 | 4 | 3 | | | | | |
| 45 | 225 | 10 | 67 | 52 | 34 | 24 | 15 | 11 | 8 | 6 | 5 | 3 | | | | | |
| 46 | 230 | 11 | 68 | 52 | 34 | 24 | 16 | 11 | 8 | 6 | 5 | 4 | 2 | | | | |

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| Number of players | Total points | Total places paid | 1 st | 2 nd | 3 rd | 4 th | 5 th | 6 th | 7 th | 8 th | 9 th | 10 th | 11 th | 12 th | 13 th | 14 th | 15 th |
|-------------------|--------------|-------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|------------------|------------------|------------------|------------------|------------------|------------------|
| 47 | 235 | 11 | 69 | 53 | 34 | 25 | 16 | 11 | 8 | 7 | 5 | 4 | 3 | | | | |
| 48 | 240 | 11 | 69 | 54 | 35 | 25 | 16 | 12 | 9 | 7 | 6 | 4 | 3 | | | | |
| 49 | 245 | 11 | 70 | 55 | 35 | 25 | 16 | 12 | 10 | 8 | 6 | 5 | 3 | | | | |
| 50 | 250 | 12 | 70 | 55 | 36 | 26 | 16 | 12 | 10 | 8 | 6 | 5 | 4 | 2 | | | |
| 51 | 255 | 12 | 72 | 56 | 36 | 26 | 17 | 12 | 10 | 8 | 6 | 5 | 4 | 3 | | | |
| 52 | 260 | 12 | 72 | 56 | 37 | 27 | 18 | 13 | 11 | 8 | 6 | 5 | 4 | 3 | | | |
| 53 | 265 | 12 | 73 | 57 | 37 | 27 | 18 | 13 | 11 | 9 | 7 | 6 | 4 | 3 | | | |
| 54 | 270 | 13 | 74 | 57 | 38 | 27 | 18 | 13 | 11 | 9 | 7 | 6 | 5 | 3 | 2 | | |
| 55 | 275 | 13 | 74 | 57 | 38 | 27 | 20 | 14 | 11 | 9 | 7 | 6 | 5 | 4 | 3 | | |
| 56 | 280 | 13 | 74 | 58 | 39 | 28 | 20 | 15 | 12 | 9 | 7 | 6 | 5 | 4 | 3 | | |
| 57 | 285 | 13 | 76 | 58 | 39 | 28 | 20 | 16 | 12 | 10 | 8 | 6 | 5 | 4 | 3 | | |
| 58 | 290 | 14 | 76 | 58 | 39 | 28 | 21 | 17 | 13 | 10 | 8 | 6 | 5 | 4 | 3 | 2 | |
| 59 | 295 | 14 | 77 | 60 | 40 | 29 | 21 | 17 | 13 | 10 | 8 | 6 | 5 | 4 | 3 | 2 | |
| 60 | 300 | 14 | 77 | 60 | 41 | 30 | 22 | 18 | 14 | 10 | 8 | 6 | 5 | 4 | 3 | 2 | |
| 61 | 305 | 14 | 78 | 60 | 42 | 30 | 22 | 18 | 14 | 10 | 9 | 7 | 6 | 4 | 3 | 2 | |
| 62 | 310 | 14 | 78 | 60 | 43 | 31 | 23 | 19 | 15 | 10 | 9 | 7 | 6 | 4 | 3 | 2 | |
| 63 | 315 | 14 | 80 | 62 | 44 | 31 | 23 | 19 | 15 | 10 | 9 | 7 | 6 | 4 | 3 | 2 | |
| 64 | 320 | 14 | 81 | 63 | 44 | 31 | 23 | 19 | 15 | 10 | 9 | 7 | 6 | 5 | 4 | 3 | |
| 65 | 325 | 15 | 82 | 63 | 44 | 31 | 23 | 19 | 15 | 11 | 9 | 7 | 7 | 5 | 4 | 3 | 2 |
| 66 | 330 | 15 | 82 | 63 | 44 | 31 | 23 | 19 | 16 | 12 | 10 | 8 | 7 | 6 | 4 | 3 | 2 |
| 67 | 335 | 15 | 83 | 63 | 44 | 32 | 24 | 20 | 16 | 12 | 10 | 8 | 7 | 6 | 5 | 3 | 2 |
| 68 | 340 | 15 | 84 | 64 | 45 | 32 | 24 | 20 | 17 | 13 | 10 | 8 | 7 | 6 | 5 | 3 | 2 |
| 69 | 345 | 15 | 85 | 65 | 46 | 33 | 24 | 20 | 17 | 13 | 10 | 8 | 7 | 6 | 5 | 4 | 2 |
| 70 | 350 | 15 | 85 | 65 | 46 | 33 | 25 | 21 | 18 | 13 | 11 | 8 | 7 | 6 | 5 | 4 | 3 |
| 71 | 355 | 15 | 86 | 65 | 46 | 34 | 25 | 21 | 18 | 13 | 11 | 9 | 8 | 7 | 5 | 4 | 3 |
| 72 | 360 | 15 | 86 | 66 | 47 | 34 | 26 | 21 | 18 | 14 | 11 | 9 | 8 | 7 | 6 | 4 | 3 |
| 73 | 365 | 15 | 87 | 66 | 47 | 34 | 26 | 22 | 19 | 14 | 12 | 10 | 8 | 7 | 6 | 4 | 3 |
| 74 | 370 | 15 | 87 | 66 | 48 | 35 | 27 | 22 | 19 | 14 | 12 | 10 | 8 | 7 | 6 | 5 | 4 |
| 75 | 375 | 15 | 88 | 67 | 48 | 35 | 27 | 22 | 19 | 15 | 12 | 10 | 9 | 8 | 6 | 5 | 4 |
| 76 | 380 | 15 | 88 | 67 | 48 | 35 | 27 | 23 | 20 | 15 | 13 | 11 | 9 | 8 | 7 | 5 | 4 |
| 77 | 385 | 15 | 89 | 68 | 49 | 36 | 28 | 23 | 20 | 15 | 13 | 11 | 9 | 8 | 7 | 5 | 4 |
| 78 | 390 | 15 | 89 | 68 | 49 | 36 | 28 | 23 | 21 | 15 | 13 | 11 | 10 | 9 | 7 | 6 | 5 |
| 79 | 395 | 15 | 90 | 69 | 49 | 36 | 28 | 24 | 21 | 16 | 13 | 12 | 10 | 9 | 7 | 6 | 5 |
| 80 | 400 | 15 | 90 | 69 | 50 | 37 | 28 | 24 | 22 | 16 | 14 | 12 | 11 | 9 | 7 | 6 | 5 |

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TOURNAMENT RULES

12. Every tournament will begin at a set time with no exceptions. A 12:00 PM tournament's first hand will be dealt at 12:00 PM. It is each player's responsibility to arrive at the tournament site early enough to pay for the entry fee and find his/her assigned seat at a table. It is the Tournament Director's responsibility to make sure all tables and chips are set up prior to the official tournament starting time, and that all entry fees are collected prior to a player taking part in said tournament.
13. All breaks will begin and end as scheduled.
14. Participants must show their current valid picture identification (driver's license, state identification card, or military identification card) to the Tournament Director along with submitting their signed Player Agreement prior to participating in their first Piranha Poker tournament. If a participant is not a U.S. citizen, a current passport or alien registration card is required.
15. By submitting a signed Player Agreement to a Piranha Poker League Tournament Director, a person agrees to the rules stated within this Rulebook and the rules governing tournament play as outlined by the WSOP and the TDA.
16. Employees of Harrah's and its parent, subsidiaries, affiliates, owned, operated or managed properties, contractors hired for the operation of the WSOP or parent companies and immediate family members of such employees are not eligible to play in any WSOP events, unless approved in advance by Harrah's. Immediate Family is defined as: spouse, children and any relative or other person residing in the employee's place of residence.
17. Initial table/seating assignments will be drawn randomly by the Tournament Director through automated software.
18. Every player must register for every tournament either via online invitation or via a phone call to the Tournament Director ("TD"). The online invitation e-mails will be sent out at least a week in advance of each tournament. The deadline to register for a tournament is midnight the day before the tournament. Every e-mail invitation will include the name and phone number of each tournament's TD. No unregistered players will be allowed to play in a tournament under any circumstances. No guest invitations will be accepted unless a league player is bringing a new player who has never played in a Piranha Poker event before. The inviting player must contact the Tournament Director in conjunction with utilizing the online invitation in such an event. Any player who invites a guest that doesn't show up or is a late withdrawal will lose this privilege.
19. If a participant who registered for a tournament (whether by online invitation or by phone call to the TD) is not present prior to the end of the first level of blinds of the tournament (50 minutes), his/her remaining chips will be removed from the tournament. Prior to the 50-minute deadline, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If a player shows up within this window and still has chips remaining, he/she may play his or her chips. If a player has prepaid for this tournament, their chips will remain in play and continue to be blinded out after the 50 minute deadline.
20. When a player does not show up to a tournament for which he/she is registered, he/she will forfeit one of their twelve games. This forfeit will count as a game played in the standings. The player may pay the fee for that event at the end of the year to become a full member if they so choose

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21. In the event that a tournament reaches the capacity of the venue and / or equipment constraints of the league, a waiting list will be compiled on a first come, first serve basis. A player on the wait list must show up for the event on time. This player will be entered into the tournament once a player officially is a no show, or if a player busts out of the tournament within the first level. The entering player will receive a stack of 5,000 tournament chips less 75 chips for every 10 minutes of play that take place. If they player has not been able to get into the tournament by the end of the first level, that player will not be allowed into the tournament. This will not count against the player's 12 total tournaments.
22. It is the Tournament Director's responsibility to make sure all rules are followed during that day's event. Any disputes during play will be resolved by the TD, who may at times reference this Rulebook, the WSOP rulebook, the TDA rulebook, or any attending Committee member not directly involved in the dispute, in order to make an accurate ruling.
23. Players will not verbally abuse fellow players, including those volunteering to deal. For the first offense, any player at the table may indicate that they believe a player is violating this rule. If at least one other player at the table concurs, an official verbal warning is issued. Upon a second offense, if the same player is again found to be abusive (accused by one player and confirmed by at least one other), the offending player will receive a 10 minute penalty. Upon a third offense, if that same player is found to be abusive one more time, that player will be disqualified from the event. Offenses will not be carried forward to other events but a player that is disqualified from a second event for abusing fellow players will be removed from the league and will forfeit all membership rights and privileges. (NOTE: The use of colorful language in and of itself does not warrant an abuse violation. The intent of the language must be directed at another player in an abusive fashion.)
24. Players will not under any circumstances cheat. Cheating includes, but is not limited to the following: marking cards, dealing from the bottom of the deck, bending cards, stealing chips from other players, glancing at the deck while dealing. Any player caught cheating will be expelled from the league. Any situation in which a player is suspected of cheating will be evaluated by the Tournament Director, who will make a ruling as to whether or not said player shall be disqualified from that tournament. If the TD has determined cheating occurred, the Committee will make a formal investigation and determine the next course of action, including possible removal from the league. A player found to have been cheating will be removed from the team and will forfeit membership rights and privileges as outlined in the Player Agreement.
25. Players will not remove cards that are in play from the table. This includes, but is not limited to looking at hole cards below the table, taking the deck below the table as the dealer, and leaving the table with cards.
26. Dealing: The player designated as the dealer by the dealer button will be responsible for dealing out the cards for the hand. The previous dealer, commonly known as the player in the cutoff seat, will be responsible for shuffling the deck which will be used in the following hand. Once the hand is completed, the deck that has just been shuffled will need to be cut. This can be anyone at the table except the new dealer and the person who shuffled the cards. The person now in the cutoff (dealer from previous hand) will then take the previous deck and begin shuffling. Should there be a player who volunteers to deal all hands (this player may or may not be participating in the event at that time), the players at the table must unanimously approve such a dealing scenario. If this scenario is approved by all players at the table, the player in the cutoff seat will be responsible for shuffling and any player other than the cutoff / shuffler will cut the deck for the assigned dealer. Additionally, if the designated dealer is not a player from the table in

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question, all other tables must also have the opportunity to have a non-playing designated dealer as well (the table may vote no but must have the option). Any time a new player comes to the table, they must be informed of the dealing situation and must approve continuing it. If they do not approve, standard table dealing will resume as mentioned.

27. Any player that is dealing the hand must place the deck on the table upon dealing out two hole cards to all players at the table. The dealer may pick up the deck to deal out the flop, turn, and river. The deck should be held in the palm of one hand with the back of the hand parallel to the table. The deck should not be tilted sideways. The deck should not be cupped by two hands. The deck should always have a cut card on the bottom. If a player is found to hold the deck in their hand when not dealing out cards or in a manner inconsistent with proper dealing (in palm, back of hand parallel to table, no two handed cupping), any player at the table should consult the Tournament Director immediately to issue a warning. If a player is warned a second time, that player will no longer be responsible for dealing hands on their button and the Tournament Director will assign another player at the table to deal for the offending player.
28. The only players allowed to sit at a tournament table are players still in the tournament and one additional dealer (in conjunction with the stipulations outlined in Rule 25). No one else is allowed to sit at a tournament table still in play. Any observers must either stand, or sit at least five feet from the table in play.
29. Side games / cash games: Players who either did not participate in a tournament or who have been eliminated already may decide to organize a side game / cash game. Side games / cash games should not in any way disrupt from the main tournament in any fashion. If a player in the tournament feels that action in the side game / cash game is disruptive to the tournament in any fashion, that player may ask for the side game / cash game players to refrain from the disruptive action. If for whatever reason resolution cannot be achieved, the side game / cash game should be moved or disbanded so as to not disrupt the tournament any longer. These side / cash games are in no fashion affiliated with the Piranha Poker League. Any disputes that arise as the result of the cash game must be resolved by the players involved in the side / cash game.
30. Players shall not discuss or comment on the current hand while the hand is in play. This includes players not participating in the hand. Players may comment on a past hand during shuffling and dealing so long as it doesn't detract from the speed of play, etc. The first such offense will result in a verbal warning. A second offense will result in a 10 minute penalty. A third offense may result in disqualification from the current event, if deemed so by the acting Tournament Director.
31. Chip Race: When it is time to color-up chips (during one of the breaks), they will be raced off with a maximum of one chip going to any player. This action will be performed only by the Tournament Director or assisting committee member no longer in the tournament. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament: a player who loses his or her remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play.
32. Side Pots: Each side pot will be split separately
33. Calling for a Clock: Once a reasonable amount of time has passed and a clock is called for, a player will be given a maximum of thirty seconds to make a decision. If action has not been taken before time expires, there will be a 5-second countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead.

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34. Penalties and Disqualification: 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 take place. Penalties are to be awarded by the TD, and they are to be modeled similarly as the structure of Rule 22.
35. At Your Seat: A player must be at his or her seat by the time all players have been dealt complete initial hands in order to have a live hand. Players must be at their seat to call time.
36. There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than one-half (1/2) inch in depth.
37. Face Up: All cards will be turned face up once a player is all-in and all betting action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the Tournament Director reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable.
38. Raise Requirements: If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he or she will be required to make a full raise. The raise will be exactly the minimum raise allowed.
39. Oversized Chip: A single oversized chip will be considered a call if the player does not announce a raise. If a player puts an oversized chip into the pot and states raise but does not state the amount, the raise will be the size of that chip. After the flop, an initial bet of a single oversized chip without comment will constitute the size of the bet. To make a raise with a single oversized chip a verbal declaration must be made before the chip hits the table surface.
40. New Limits: When time has elapsed in a round and a new level is announced by the TD, the new level applies to the next hand dealt. A hand begins with the first card dealt.
41. Higher Denomination Chips Visible: Players must keep their higher denomination chips visible at all times.
42. Declarations: Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalling his or her hand may be penalized by the TD.
43. Rabbit Hunting: No rabbit hunting is allowed unless all players at a table agree to it.
44. Chips Visible: All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view, even during a move to a different tournament table.
45. Breaking Tables: Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind, or the button. The only place they cannot get a hand is between the small blind and the button. Players must get their chips to the next table immediately or face possible disqualification from the tournament. Players may ask the Tournament Director for assistance in moving seats.
46. Balancing Tables: When balancing tables, players will be moved from/to the same position. The table from which a player is moved will be specified by the Tournament Director. Play will halt on any table that is two or more players short.

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47. Dead Button: Tournament play will use the dead button rule. Dead Button is defined as a button that can not be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button.
48. Raises: There is no cap on the number of raises in no-limit games. A raise must be at least the size of the previous raise.
49. Misdeals: Exposure of one of the two hole cards is a misdeal if the exposed card occurs in the blinds. The dealer will start over the entire process including shuffling and cutting. If the hole card of a player in any other position is exposed, the deal will continue and the player will get their final card after the dealer gets their final card. If two cards are exposed during the deal, a misdeal has occurred and the dealer will start over the entire process including shuffling and cutting.
50. Unprotected Hands: If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if a player had raised and the raise had not yet been called, the raise will be returned to the player.
51. Killing Winning Hand: Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
52. Verbal Declarations: Verbal declarations in turn are binding. Action out of turn may be binding and will be binding if the action to that player has not changed. A check, call, or fold is not considered action changing. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Players will receive a warning for the first occurrence of acting out of turn, and will receive a penalty, in accordance with Rule 22 every time thereafter, to be administered by the Tournament Director.
53. Exposing Cards: A player who exposes his cards with action pending may incur a penalty (if decided so by the TD), but will not have a dead hand. The penalty would begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested.
54. Methods of Raising: A raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion.
55. Pot Size: Dealers will not count the pot in no-limit games.
56. When on "the bubble", a "Hand-for-Hand" method of play will be utilized if there is more than one table playing. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until at least one more player has been eliminated to reach the "points". During the Hand-for-Hand process, more than one player may be eliminated during the same hand. If two players are eliminated during the same hand, the player who began that hand with the highest chip count will receive the higher place finish.
57. Button in Heads-up: When heads-up, the small blind is on the button and acts first. When beginning heads-up play the button may need to be adjusted to ensure that no player takes the big blind twice in a row.

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58. Etiquette Violations: Repeated etiquette violations will result in penalties. Examples include unnecessarily touching other players cards or chips, delay of the game, and excessive chatter. Players are required to act in turn. Players found to violate this rule will be subject to the same penalties as described in Rule 22.
59. Showdown: At the end of last round of betting, the player who made the last aggressive action (bet/raise) in that betting round must show first. If there was no bet the player to the left of the button shows first and so on clockwise.
60. Action Pending: Players must remain at the table if they still have action pending on a hand.
61. String Bets/Raises: Dealers will be responsible for calling string raises, which are not allowed.
62. Playing the Board: A player must show both cards when playing the board in order to get part of the pot.
63. Phone calls at the table are prohibited. Any player either making or receiving a call at the table will have their hand immediately folded, regardless of the action that has taken place. Repeat offenses may result in a penalty and / or expulsion from the tournament. Any player that needs to make a call or receive an incoming call must leave the immediate area. The current hand will be folded and they will be dealt out of any hands until their return to the table.
64. Text messaging, mobile emailing, and mobile web surfing is allowed at the table only when a player is not in a hand. If a player checks or sends a text message, email or is web surfing while in a hand that hand will be folded, regardless of the action that has taken place. Repeat offenses may result in a penalty and / or expulsion from the tournament.
65. Piranha events are often held at private residences. The owner of that residence may forbid certain activities at the residence both legal (i.e. consumption of alcohol, non-Kosher foods at the residence, etc) and illegal (usage of controlled substances, etc) at their own discretion. Members engaged in illegal activities do so at their own risk.
66. If a situation arises that is not covered by these rules, the Tournament Director shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the tournament and the maintenance of its integrity and public confidence. The TD may consult the committee member in charge of rules /standards (or other members of the Piranha Poker League Committee if that member is not in attendance or otherwise unavailable) on any such rulings and decisions.

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MEDIA RIGHTS

67. The Piranha Poker Team reserves the right to use photograph(s), videotape(s) and soundbite(s) taken of, or obtained from members/players at any Piranha Poker sponsored events for the purpose of security, promoting, publicizing, recruiting or public relations involving the Piranha Poker Team. This could be in the form of print or electronic media, which includes but is not limited to such things as the Piranha Poker Team website, Piranha Poker Team publications (printed packages, brochures, magazines, catalogues, video productions, televisions/radio broadcasts, newspapers, newsletters, social media, etc.)

68. Upon arrival at ANY Piranha Poker Team event, members/players give their implied consent to the Piranha Poker Team to use these materials in any lawful purpose as detailed above. Photograph(s) and video footage may be obtained from both informal and formal settings. All negatives, positives, prints and raw footage are the property of Piranha Poker Team. If you prefer not to have your photo used for publicity purposes, you must make a written request to piranhapoker@gmail.com. Piranha Poker will try to respect the wishes of those who would prefer to not have their likeness widely publicized but this decision is solely at the discretion of the Piranha Poker Committee.