

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL TEXAS HOLD'EM RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Event will be broken up into three separate "flights" with the top two finishers from each flight playing at the final table. Finalists will carry over their chip counts into the finals. When possible, an intramural representative will deal.
3. Each player will start with \$10,000 in chips. During first flights, no more than 8 people will sit at one table.
4. **BUTTON (Dealer)** - To start the game, each dealer will deal one card to each player. The player with the highest card (Ace of Spades is the highest) will be the dealer and be "on the button" for the first hand. If an intramural representative is dealing, there will be a dealer button placed in front of the player who is considered the dealer for each hand and after each hand the button will rotate to the players clockwise.
5. **BLINDS (Small and Big)** - Before the hand is dealt, there are two players who are forced to bet to ensure action on each round. These bets are known as blinds. The player to the dealer's left has the small blind and the next player to the left has the big blind. The amount of the blinds is determined by the minimum bet for the round. The small blind must bet 1/2 of the minimum bet and the large blind must bet 1x the minimum bet. So if the minimum bet for the round is \$500, the small blind will be \$250 and the big blind will be \$500.

The betting minimum and antes will increase as the tournament progresses on a set time cycle (i.e. every 20 minutes).

6. **PLAY** - Play begins with each player being dealt two cards facedown. The player to the left of the big blind begins the betting. That player, and each subsequent player, has the ability to call, raise an unlimited amount, or fold (muck) their cards.

After the betting for the opening two cards is over, the dealer will "burn" the top card of the deck (basically throw it out) and then put three cards on the table face up. These are community cards. The first three cards turned over are known as "the flop." Betting for this round begins with the player to the left of the button (or the next player still in the hand if that player has folded). That player can check (no bet), make a bet, or fold. Each subsequent player can either check (if no bet is made), call the bet that is made, or raise an unlimited amount.

Once the betting for the flop is done, the dealer will "burn" another card and then turn over the fourth card (known as 4th street or the turn). The player to the left of the button again leads the betting (or the next player who is in if that player has folded). That player can check (no bet), make a bet, or fold. Each subsequent player can either check (if no bet is made), call the bet that is made, or raise an unlimited amount.

After the betting for that round is over, the dealer will "burn" another card and then place one last card face up. This is known as 5th street or the river. The player to the left of the button again leads the betting (or the next player who is in if that player has folded). That player can check (no bet), make a bet, or fold. Each subsequent player can either check (if no bet is made), call the bet that is made, or raise an unlimited amount.

The person who makes the best 5-card hand between their two cards and the five on the table wins the pot. If the hand is a tie, then the pot is shared.

**All-In** - At any time a player may go "all-in." This means a player risks all their chips on a hand. If a player is "all-in" and loses, they will be knocked out of the tournament.

**Side-Pots** - A side pot occurs when a player who is short stacked (not a lot of chips left) goes "all-in" and other players still have an opportunity to bet more than the "all-in" bet. All additional bets are placed into a side pot. At the end of the hand, the person who has the best hand available for the side pot is determined and those chips are awarded. Then the person who went all-in shows their hand against the person who won the side pot and the original pot winner is determined. The "all-in" bettor can not win the side pot, even if they have a better hand than the person who won the side pot.

