

**STUDENT RECREATION & WELLNESS CENTER**  
**WASHBURN UNIVERSITY**  
**INTRAMURAL TEXAS HOLD'EM RULES**

**Location**

- Games will be played in the Student Recreation and Wellness Center (SRWC), Ichabod Room.

**Schedule**

- Will be a single entry tournament with no buy back available.
- When checking in each player will be given 5 chips of each color equaling \$705 in chips
  - White=\$1, red=\$5, blue=\$10, green=\$25, black=\$100
- Players will be separated into tables of 4 or 6 people depending on amount of players. When a table gets down to half the starting amount play will stop and they will need to find another group to join up with. We will only have head to head play with the last 2 remaining players.

**Eligibility**

- 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.

**Gameplay**

- **Dealer**
  - To start the game, each dealer will deal one card to each player. The player with the highest card will be the dealer and be "on the button" for the first hand. 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. Make sure to offer a cut to the previous dealer on your right before dealing.
- **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 directly to the dealer's left has the small blind and the next player to their left has the big blind. The amount of the blinds is determined by the time after play has started. The betting minimum and blinds will increase as the tournament progresses on a set time cycle (i.e. every 30 minutes).

	0-30 mins	30-60 min	1-1.5 hrs	1.5-2 hrs	2-2.5 hrs	2.5-3 hrs
Small Blind	5	25	100	250	500	1000
Big Blind	10	50	200	500	1000	2500

- **Play**
  1. 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 to the big blind, raise at least double the big blind or higher, or fold their cards. If you do not fold, you have to at least call to the highest bid.
  2. After the betting for the opening two cards is over, the dealer will "burn" the top card of the deck (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 (not 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.

3. Once the betting for the flop is done, the dealer will "burn" another card and the turn over the fourth card known as "the turn." The player to the left of the button again leads the betting again (or the next player who is in if that player has folded). That player can check, 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.
  4. After the betting for that round is over, the dealer will "burn" another card and then place one last card face up known as "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.
  5. 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-Pot**
    - A side pot occurs when a player goes "all-in" and other players still have an opportunity to bet more than the "all-in" bet. Any additional bets after matching the "all-in" bet 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 cannot win the side pot, even if they have a better hand than the person who won the side pot.
  - **Ranking of Possible Hands (best to worst)**
    - Royal Flush
    - Straight Flush
    - Four of a Kind
    - Full House
    - Flush
    - Straight
    - Three of a Kind
    - Two Pair
    - Pair
    - High Card

## **Sportsmanship**

Washburn University takes Sportsmanship very seriously. Players will need to be respectful and should shake everyone's hand at the table when eliminated. This is meant to be a fun event for everyone involved.