

Tournament Rules

Last Updated: July 9, 2025

Note: "RQP" refers to Royal Queens Poker Club, including its staff, contractors, and authorized representatives. For questions or suggestions, feel free to reach out to us.

1. General Guidelines

1.1 Floor Decisions

RQP Tournament Directors aim to prioritize fairness and the tournament's best interests. All decisions are final and made at RQP's sole discretion. When situations fall outside these rules, RQP may issue judgments or penalties as necessary. No appeals, refunds, or compensation will be granted.

1.2 Penalties

Penalties for rule violations may include verbal warnings, time-based penalties (5, 10, or 15 minutes), or disqualification. Disqualified players will have their chips removed and will not receive compensation. Severe offenses may lead to expulsion from the club.

1.3 Format

All tournaments are No-Limit Texas Hold'em freeze-outs, unless stated otherwise.

1.4 Language

English is the official and only permitted language at tables.

1.5 Official Terms

Players must use clear, standard poker terms such as: CHECK, BET, CALL, RAISE, FOLD, and ALL-IN.

1.6 Poker Chips

Chips have no cash value, even if marked with a denomination.

2. Registration & Seating

2.1 Registration

Begins at least one hour before the tournament starts. Players must register in person—no proxy registration allowed.



2.2 Late Entries

Late registration is open until the first scheduled break. The break may be delayed if alternates are still being seated.

2.3 Alternates

If seats are full, players join an alternate list. ROYAL ELITE Members are seated before Basic Members or Guests, but in order of check-in within their membership tier.

2.4 Special Needs

RQP will accommodate reasonable requests whenever possible.

2.5 Seating Policy

Seating is first-come, first-seated. Players may not reserve seats for others. RQP may reassign seats as needed.

2.6 Final Table Draw

Final table seats are randomly assigned using a card draw (Ace to 10). Seat 1 (Ace) gets the button.

3. Blinds & Button Rules

3.1 Blind Levels

Blinds follow the official schedule but may be accelerated due to time limits.

3.2 Posting Blinds

Players must always post blinds. If absent, the dealer posts using their chips.

3.3 Dodging Blinds

Intentionally avoiding blinds may result in penalties.

3.4 New Blind Levels

New blind levels apply once a new hand starts (first card dealt to the small blind).

3.5 Button Placement

Button positions are set by random draw at the start or when new tables are opened.

3.6 Dead Button

A dead button occurs when it can't move due to player changes.

3.7 Heads-Up Play

In heads-up, the small blind is the button and acts first. Button may be adjusted to prevent duplicate big blinds.

4. Bets & Raises



4.1 Raise Rules

No cap on raises. Minimum raise is double the previous bet or big blind, whichever is larger.

4.2 Incomplete Raises

Raises of 50%+ the previous bet must be completed to the full minimum. Small all-ins affect calling/raising options based on pre- or post-flop scenarios.

4.3 One-Chip Bet Rule

Using a single oversized chip without verbalizing “raise” is considered a call.

4.4 Pot Contributions

All chips put into the pot stay in the pot, unless specific conditions allow for partial refunds.

4.5 String Bets

Multiple motion bets without prior verbal intent may be ruled invalid.

4.6 Ambiguous Bet Amounts

Unclear bets are ruled as the lesser amount.

4.7 Chip Counts

Players can request an estimate of an opponent’s chips. Exact counts are only required during ALL-IN situations.

4.8 Short Stacks

Players with insufficient chips may go ALL-IN. Side pots will be used if needed.

4.9 Conditional Statements

“If-then” statements may be deemed binding or penalized.

4.10 Accepted Action

It is the caller’s responsibility to verify bet amounts. Once chips are committed, the correct full amount applies.

5. Pots & Showdowns

5.1 Side Pots

Split and distributed individually.

5.2 Odd Chips

Awarded to the first active player left of the button.

5.3 Disputes

Must be raised before the next hand starts.

5.4 ALL-IN Showdown

All cards are turned face up when a player is ALL-IN and action is complete.



5.5 Cards Speak

Hand strength is determined by the cards shown, not verbal declarations.

5.6 Playing the Board

Players must show both hole cards to qualify.

5.7 Show Order

Last aggressor must show first. If no betting occurred, first seat left of the button shows first.

6. Table Management

6.1 Breaking Tables

Players moved to new tables may receive any position (big blind, small blind, or button).

6.2 Balancing Tables

Players must move when asked. No compensation for moves. Move requests will be considered but not guaranteed.

6.3 Short Tables

Tables four players short will be paused unless nearing the final stages.

6.4 Elimination

Once a player loses all chips, they are out and must leave the table.

6.5 Hand-for-Hand (Bubble)

Begins when 11 players remain. One hand at a time is dealt at each table until one player is eliminated.

6.6 Tie Breaks

In simultaneous eliminations, chip count determines the higher place. If tied, hand strength decides. If still tied, high card draw breaks the tie.

7. Dealer Duties

7.1 Misdeals

Occurs during the deal if: wrong card exposed, extra cards dealt, wrong seat dealt, etc.

7.2 Pot Handling

Dealers won't count or stack pot chips. They may spread chips for visibility.

7.3 Four-Card Flop

Flops with four cards are corrected by choosing one as the burn card and using the remaining three.



7.4 20-Minute Absence Rule

A player absent for over 20 minutes is disqualified.

7.5 Rabbit Hunting

Not allowed under any circumstances.

7.6 Fold & Hold

Folded hands must be immediately surrendered and are dead.

7.7 Auto-Muck

Players must be at their seat when the final card is dealt to the button. Otherwise, their hand is dead.

7.8 Cutting the Deck

Only dealers may cut the deck using one hand. The cut card and deck should be placed in landscape orientation.

8. Player Responsibilities

8.1 No Touching Dealer Items

Only dealers may handle pot chips, burn/muck cards, or the deck.

8.2 Shuffling

When players deal, the player on the button shuffles (unless unable). Non-playing dealers handle all shuffling.

8.3 Acting In Turn

Players must act only when it's their turn. Out-of-turn actions may be binding.

8.4 Accidental Muck

Cards may be retrieved only if clearly identifiable and not touching the muck.

8.5 Unprotected Hands

Dealers may kill unprotected hands with no compensation.

8.6 Forfeit Policy

Players forfeiting due to personal reasons will have their chips blinded off for 20 minutes, then removed if needed.

8.7 No Disclosure

Players must not reveal hand contents, criticize active hands, or read untabled cards.

8.8 Show One, Show All

If a player exposes their cards to one person, others may also request to see them.

8.9 One Player Per Hand

No advice or consultation allowed—inside or outside the table.



8.10 Chip Visibility

Chips must always be visible. Hidden or pocketed chips will be removed from play.

8.11 Visible Cards

Players must keep cards on the table and visible at all times.

9. Miscellaneous

9.1 Color-Up

Low denomination chips will be removed and exchanged for higher value ones. Remaining odd chips will be rounded up.

9.2 Clock Calls

After one minute of inactivity, any player may call the clock. The player then has 30 seconds to act, followed by a 10-second countdown.

