



SATELLITE POKER RULES

Revised September 23rd 2009

By participating in any Satellite Poker event, you must agree to adhere to all Satellite Poker rules and regulations and behave in an appropriate manner. Violators may be warned, be penalised by losing chips, suspended from play for a time determined by the Tournament director, or removed from the tournament. Chips from any player leaving the tournament will be removed from play.

Players must be at least 18 years of age and have valid photo identification at all events.

PROPER BEHAVIOR

CONDUCT CODE

Satellite Poker will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our card room to violators.

The following are not permitted:

- Collusion with another player.
- Verbally or physically threatening any patron or employee.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Using an illegal substance.
- Carrying a weapon.
- Cheating.

Satellite Poker reserves the right to refuse entry to any person who has previously been found cheating at a Satellite Poker tournament OR any other tournament. We have a Zero Tolerance Policy in regards to any form of cheating.

POKER ETIQUETTE

The following actions are improper, and grounds for warning, suspending, or barring a violator:

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Agreeing to check a hand out when a third player is all-in.
- Soft playing by refusing to bet against a certain opponent whenever heads-up.
- Revealing the contents of a live hand before the betting is complete.
- Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or the pot).
- Stacking chips in a manner that interferes with dealing or viewing cards.
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

HOUSE POLICIES

DECISION-MAKING

1. Satellite Poker Tournament Directors will consider the best interest of the game and fairness as their top priority during the decision making process. Unusual circumstances may require an exception to the rule be made in the interest of fairness, any decision made by a Satellite Poker Tournament Director is final.
2. Decisions made by the Satellite Poker Tournament Director are final.
3. The proper time to draw attention to a mistake is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by Satellite Poker Tournament Director is made in good faith, the establishment has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The cutting of the cards marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, a Satellite Poker Tournament Director may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.
8. A player, before he/she acts, is entitled to request and receive information as to whether any opposing hand is alive or dead, or whether a wager is of sufficient size to reopen the betting.

PROCEDURES

1. Only one person may play a hand. You may not ask advice as to how to act during your action period. If you show your cards to a player at the table, you must show all players.
2. No one is allowed to play another player's chips.
3. Satellite Poker Tournament Directors will decide when to start or close any game.
4. Cash is not allowed on the table.
5. Playing out of a rack is not allowed.
6. Permission is required before taking a seat in a game.
7. Posting blinds or antes from your own bank for another person is not allowed.
8. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
9. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
10. Your chips may be picked up if you are away from the table for more than 30 minutes. Your absence may be extended if you notify the Satellite Poker Tournament Director in advance. Frequent or continuous absences may cause your chips to be picked up from the table.
11. Looking through the discards or deck stub is not allowed.
12. After a deal ends, dealers are not to show what card would have been dealt.
13. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this such as reading at the table is discouraged, and the player will be asked to cease if a problem is caused.
14. A non-player may not sit at the table.
15. Speaking a foreign language at the table is not allowed.
16. Player's may be banned from GAME play for violating Satellite Poker Rules and Regulations, and or Tournament Rules for 1 month, 6 months, 1 year, or indefinitely.
17. Self Dealt - Satellite Poker events are self dealt by the players at the table (see Tournament Rules) A designated dealer may deal the final table or assist at outer tables from time to time.
18. Changes - Satellite Poker Tournament Directors retain the right to cancel any event, or alter it in a manner fair to the players.
19. Pot ruling - A ruling regarding a pot may only be made before the next hand starts. Otherwise the results of a hand will stand. The new hand starts with the cutting of the cards.
20. Blind Straddle - Straddle blinds are not allowed. (Betting dark in turn is allowed)
21. Setting the board - The dealer is not allowed to "set the board" by placing all the cards out before they are to be placed in accordance with their position. This is to assure that burn cards conceal the live cards before they are placed on the board.

GENERAL POKER RULES

1. Starting Chip Stack - All players arriving prior to session start time will start with an equal amount of chips and continue to play until the tournament has reached its satellite goal. In some tournaments bonus chips may be awarded to some players.
2. Late arriving players -
 - a. In free tournaments, player's can join a tournament up until the end of the 2nd blind level.
 - b. In cash entry tournaments a player needs to have their entry paid for by the end of the 2nd blind level. The players chips will be placed on the table, dealt to and blinded out as normal. There will be no refunds for players bought in that do not play.
 - c. Players arriving during the 2nd blind level will be chipped down \$500 chips.

3. Dealer - In tournaments with specific seating allocations, the dealer will start at seat one. Tournaments without specific seating allocations the tournament director will "high-card" for the button (dealer position) immediately prior to the start of play. This means the seat number that draws the highest card will start with the button on all tables. If a table is re seated and 50% or more of the players are new to the table, then the tournament director will "high-card" for the button immediately prior to resuming play. In the case of two seats getting the same high card, a second card will be dealt to these as a tie breaker to determine which seat starts with the button.
4. Dealer Rotation - Players will rotate dealer responsibilities in a clockwise rotation.
5. Dealer Responsibilities – - Become table manager:
 - a. Wash the cards. (Mix the cards face down on the table).
 - b. Shuffle/riffle in a manner that does not allow players to recognize cards
 - c. Cut to the right - 5 card minimum from top or bottom of the deck
 - d. Ensure bets/pots/change is correct
 - e. Tidy the muck
 - f. Tidy the pot
 - g. Lay out community cards neatly with burn cards easily recognizable to ensure no mistakes
 - h. Do not "pre burn" or "set the board"
 - i. Communicate with the TD explaining events leading up to any dispute
 - j. Split pots fairly as required with any odd chip/s going to those closest to the left of the dealer
 - k. Collect cards and pass to the new dealer with button and cut card
6. Blinds - A "blind" is a fixed amount of chips, determined by the size of the game that is automatically put into the pot prior to the hand being dealt to force action. The Small Blind is the player immediately to the left of the dealer button and the Big Blind is the player to the immediate left of the Small Blind. (It is possible for a player to take two Big Blinds in a row, but only if the player is changing tables. For example, if he just had the BB at his table, which just broke down and then was seated in the BB at his/her new table). Players are obligated to take their "Blinds".
7. Blind Level - Blinds are raised consistently throughout the tournament according to the blind structure. At each blind level the raise is effective on the next live hand. The moment the cards are cut the next live hand starts.
8. Eliminated Blinds - If the player in the small blind is eliminated then the button moves to the empty position and the person behind the button deals for the phantom player, this is called a "dead button". The other players post blinds as usual. If the player in the big blind is eliminated, the small blind position is dead and only the big blind is posted. The following hand the blind structures will return to normal. This ensures every player is posting a big blind and there is forced action on every hand.
9. Re-seated into the blinds - New players are dealt in immediately unless they sit down in a blind or the button position. In these two cases, they must wait until the button passes unless the dealer elects to pass the deal. If a player is seated in a blind position and has been instructed by the tournament director to post blinds, the player must post their blind and will be dealt in the hand.
10. Absent Player - An absent player is always dealt a hand, and will be put up for blinds if in a blind position. If you are not present when the final card is dealt to all players, your hand will be mucked (folded) immediately. This includes situations in which a live blind is not present when dealt, since an absent player cannot exercise the option to raise. Empty seats without a player or chips are not dealt cards.
11. Heads up - When two players remain, the player due to assume the Big Blind will do so, and the Small Blind will inherit the button. The Small Blind or button will act first prior to the flop and second after the flop.
12. Colour Up – At the Satellite Poker Tournament Directors discretion, the lowest denomination of chip will be coloured up and removed from play when no longer needed in the blind structure. All lower

denomination chips that are of sufficient quantity for a new chip will be coloured up directly. All remaining odd chips will be rounded up to the next chip denomination.

13. Muck and Burn cards -The burn cards and muck pile must be kept separate until the hand is completed. If at any time a player's cards (face down) touch the muck pile the cards are dead and must remain in the muck and the player loses all action on that hand. The current dealer is the only player allowed to touch the muck pile. No player is allowed to turn over any cards in the muck pile. After completion of the hand, the current dealer will collect all cards and pass the deal and button.
14. Chips - Only the current dealer is allowed to touch/control the chips in the pot. You must make change from your neighbour first. If change cannot be made, you should state your action (Check, Call, Raise) then put down your chip(s). The dealer will pull/control your change from the pot and give it to you after the action is complete.
15. No splashing the pot - You are to place your chips calmly in front of you, and then push the chips to the centre after the betting round is complete. Chips "Splashed" into the pot will be forfeited and you will be required to complete your action again.
16. No string bets (One motion) - A player must state their intentions (Call, Check, Raise) before placing chips in front of them. If you do not state raise, any single chip placed in front of you will be an assumed call and the dealer will return your change. Multiple chips placed in front of you will be an assumed raise for the total amount placed out. You must place all chips required to satisfy your intentions in one motion. You may not go back into your bank multiple times.
17. No short bets - To raise you must state "RAISE". Your RAISE must be at least equal to the previous RAISE. The first raise (pre-flop) must be double the big blind. All raises after must be at least equal to the previous raise (not bet). On all betting rounds, first to bet must bet equal to or greater than the big blind, first raise must be double or greater than the first bet, unless player is all in.
18. All in – In turn a player may go "all-in" wagering all of their chips. Whenever a player is all-in, and all betting action is complete, all hands in play will be turned face up. If a player's All-in does not complete a raise, remaining players may call the All-in. Any additional raises must complete or exceed the raise. A player can never win more than they have in the pot. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of chips the player has. In these situations a side pot could occur for players with remaining chips.
19. Card verification - Any player who has been dealt in may request to see any hand that has been called, even if the opponent's hand or the winning hand has been mucked. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
20. Protect your hand - A player is responsible for protecting their cards at all times. All cards must remain above the table top, and not past the edge of the table, as well as remain visible during play. If an unprotected hand is accidentally mucked by the current dealer the player will have no redress and will not be entitled to their chips back. An exception would be if a player raised and their raise had not been called yet. They would be entitled to receive their raise back.
21. Extra/odd Chip - In the case of a split pot that cannot be divided equally the extra chip will be given to the first person to the left of the dealer that was in the hand and eligible for that pot.
22. Multiple players eliminated - If two (or more) players are eliminated on the same hand, the player who started the hand with the most chips will be awarded the higher finishing position. Should both eliminated players have started the hand with equal chips they would tie for the higher finishing position.
23. Table Consolidation - As players are eliminated each table will play down to no less than five players. Tables will be consolidated at the Satellite Poker Tournament Directors discretion.
24. Play never stops - except during break time. If you are seated at a table that has empty seats, you must notify the Satellite Poker Tournament Director and continue playing until other players are seated or you are moved. A table will play to no less than five players.

25. Cutting the cards – The player directly to the right of the dealer will cut the cards before the deal starts. A minimum of 5 cards from each end of the deck must be cut. On the final table if there is a non playing dealer, the dealer will cut the cards.

MISDEALS

1. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
 - (a) The first or second card of the hand has been exposed by a dealer error.
 - (b) Two or more cards have been exposed by the dealer.
 - (c) Two or more boxed cards (improperly faced cards) are found.
 - (d) Two or more extra cards have been dealt in the starting hands of a game.
 - (e) An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
 - (f) Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn card).
 - (g) The button was out of position.
 - (h) The first card was dealt to the wrong position.
 - (i) Cards have been dealt to an empty seat or a player not entitled to a hand.
 - (j) A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.
- a. If only one card is exposed, or seen by someone at the table (except their initial hole card), the dealer continues to deal all the hole cards to all players. The dealer then replaces the seen card with a new card and the seen card becomes the first burn card.
- b. If the flop needs to be redealt for any reason the board cards are mixed with the remainder of the deck. The burn card remains on the table, after shuffling the dealer cuts the deck and deals a new flop without burning a card.
- c. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner. If the burn card is exposed it must be shown to all players at the table but will remain the burn card and the remaining cards dealt. If action is taken on an incorrectly exposed card that action will be rescinded and the appropriate correction made.

DEAD HANDS

1. Your hand is declared dead if:
 - (a) You fold or announce that you are folding when facing a bet or a raise.
 - (b) You throw your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
 - (c) The hand does not contain the proper number of cards.
 - (d) You act on a hand with a joker as a hole card in a game not using a joker. (A player who acts on a hand without looking at a card assumes the liability of finding an improper card, as given in Irregularities, rule #6.)

- (e) You have the clock on you when facing a bet or raise and exceed the specified time limit.
 - (f) You are not present at your seat when the dealer has finished dealing all hole cards.
2. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at the discretion of a Satellite Poker Tournament Director if doing so is in the best interest of the game. An extra effort should be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
 3. Cards thrown into another player's hand are dead, whether they are face up or facedown.

IRREGULARITIES

1. If it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. If a card with a different colour back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different colour back is discovered in the stub, all action stands.
4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out.
6. A card discovered face up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.
7. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
8. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
9. One or more cards missing from the deck does not invalidate the results of a hand. The deck must be replaced.
10. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.
11. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card.
12. If a card is exposed due to dealer error, a player does not have an option to take or reject the card.
13. If you drop any cards out of your hand onto the floor, you must still play them.
14. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.
15. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has

been awarded, provided the deck stub, board cards, and burn cards are all sufficiently intact to determine the proper replacement card.

16. If the deck stub gets fouled for some reason, such as the dealer believing the deal is over and dropping the deck, the deal must still be played out, and the deck reconstituted in as fair a way as possible.

BETTING AND RAISING

1. Check-raise is permitted in all games.
2. Any wager not all-in must be at least the size of the previous bet or raise in that round.
3. An all-in wager of less than a full bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager of less than a full bet, may fold, call or raise. An all-in wager of a full bet or more is treated as a full bet, and a player may fold, call, or raise.
4. If you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
5. A verbal statement in turn denotes your action, is binding, and takes precedence over a differing physical action.
6. Tapping the table with your hand is a pass/check.
7. Deliberately acting out of turn will not be tolerated. A player who deliberately acts out of turn may incur a time penalty or loss of chips.
8. A player who checks out of turn may not bet or raise on the next turn to act.
9. A player who has called out of turn may not change his wager to a raise on the next turn to act.
10. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. An intervening call, does not change the action.
 - a. If a player bets out of turn and an intervening player in turn bets a lesser amount to the out of turn bet, the out of turn bettor will have the following options available: Call or Fold. He will not have the raise option available.
 - b. If a player bets out of turn and an intervening player in turn bets an amount equal to or greater than the out of turn bet amount, the out of turn bettor will have the following options available: Raise, Call or Fold. He will have all options available.
11. To retain the right to act, a player must stop the action by calling "time" (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
12. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may either make the complete wager good, or fold. Choosing to fold will forfeit any chips already in the pot.
13. String raises are not allowed. The dealer should enforce obvious infractions to this string-raise rule without being asked. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot in one motion.
14. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In the 50-100 blind level, when a player bets 100 and the next player puts a 500 chip in the pot without saying anything, that player has merely called the 100 bet.

15. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in). If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN

1. To win any part of a pot, a player must show all of his cards face up on the table, whether they were used in the final hand played or not.
2. Cards speak (cards read for themselves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Throwing your hand into the muck before a winner has been declared, will result in your hand being ruled dead. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or TD who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that was called at the showdown, even if the opponent's hand or the winning hand has been mucked. If a player other than the pot winner asks to see a hand that has been folded, that hand remains dead. If the winning player asks to see a losing player's hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If only a portion of the hand has been shown, there is no requirement to show any of the unseen cards. The shown cards are treated as given in the preceding part of this rule.
7. If there is a side pot, the winner of that pot should be decided before the main pot is awarded. If there are multiple side pots, they are decided and awarded by having the pot with the players starting the deal with the greatest number of chips settled first, and so forth.
8. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If there are one or more side pots (because someone is all-in), players are asked to aid in determining the pot winner by not showing their cards until a pot they are in is being settled. A player may opt to throw his hand away after all the betting for the deal is over, rather than compete to win the pot. However, the other players do not lose the right to request the hand be shown if he does so (see rule 5).
9. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot. (The rule for tournament play is you must retain your hand and show it if asked, in order to win any part of the pot.)

TIES

1. If two or more hands tie, an odd chip will be awarded as follows:
 - (a) The first hand clockwise from the button gets the odd chip.
 - (b) All side pots and the main pot will be split as separate pots, not mixed together.

HOLDEM

In holdem, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the “flop”) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are common cards used by all players, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

OMAHA (high)

Omaha is similar to holdem in using a three-card flop on the board, a fourth board card, and then a fifth board card. Each player is dealt four hole cards (instead of two) at the start. In order to make a valid hand, a player must use precisely two hole cards with three board cards. The betting is the same as in holdem, using a preflop, flop, turn, and river betting rounds. At the showdown, the entire four-card hand should be shown to receive the pot.

Rules of Omaha

All the rules of holdem apply to Omaha except the rule on playing the board, which is not possible in Omaha (because in Omaha you must use two cards from your hand and three cards from the board).

PINEAPPLE

Pineapple is similar to Holdem in using a three-card flop on the board, a fourth board card, and then a fifth board card. Each player is dealt three hole cards (instead of two) at the start. One of these cards is discarded before the flop (in regular Pineapple) or after the flop (in Crazy Pineapple, which is the more common version). The betting is the same as Holdem. At the showdown, a player can use any combination of his remaining two cards and the board cards. A player who still has three cards in his hand at the showdown has a dead hand.

Rules of Pineapple

All the rules of Holdem apply to Pineapple. The discarding of the third card, and when it occurs, is the only difference.

POT-LIMIT RULES

1. A bet may not exceed the pot size. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is 100, and someone makes a 50 bet, the next player after announcing raise, can call 50 and raise the pot 200, for a total wager of 250.
2. If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable.
3. Any player in the game can and should call attention to a wager that appears to exceed the pot size (this also applies to heads-up pots). The oversize wager may be corrected at any point until all players have acted on it.
4. If an oversize wager has stood for a length of time with someone considering what action to take, that person has had to act on a wager that was thought to be a certain size. If the player then decides to call or raise, and attention is called at this late point to whether this is an allowable amount, the TD may rule that the oversize amount must stand (especially if the person now trying to reduce the amount is the person that made the wager).
5. In pot-limit holdem and pot-limit Omaha tournament play, strict pot-limit rules are normally used, so there the maximum opening wager is 3.5 times the size of the big blind.
6. In pot-limit, a player who puts a chip larger than the pot size into the pot without comment is considered to be making a bet of the pot size (unless he is facing a bet, where it will be regarded as a call).
7. The dealer is responsible for determining the pot size at pot-limit, and should enforce the pot-size cap on wagers without waiting to be asked to do so by a player.