

Section 1 – General Rules

1. Participation in the Island Poker Tournament means such persons and/or entities agree to these rules.
2. As used herein, “Treasure Island” means Treasure Island Resort & Casino in Red Wing, MN. Treasure Island reserves the right to refuse anyone entry into the tournament.
3. Participants may register for these events in person at the Treasure Island Box Office located at 5734 Sturgeon Lake Road, Welch, MN 55089, beginning November 1st, 2009. Participants may register online at www.treasureislandcasino.com, in person at Treasure Island or by phone at 1-800-222-7077 ext. 2297. Cash, credit card, debit card, or Treasure Island gaming chips may be used to pay for entry into an Island Poker Tournament event. Participants can register for as many satellites as they wish; however, refunds will not be given to participants that qualify for the main event in a previous satellite.
4. Third-party registrations for players are permitted. The participant must provide their information at check-in for their satellite event.
5. Participants are responsible for payment of any and all taxes, licenses, registrations and other fees associated with tournament registration.
6. Treasure Island may limit the number of entries to the Island Poker Tournaments and may award entries into any event through any means it deems appropriate. Each participant must certify their own eligibility.
7. Participants must show their current valid picture identification (driver’s license, state identification card, passport, or military identification card) acceptable to Treasure Island at registration, seating, and advancement. If a participant is not a U.S. Citizen, a current passport or alien registration card is required.
8. Players must present their Island Passport Club Card at registration.
9. Individuals who are excluded from casino facilities for any reason are not eligible.
10. No teams, substitutes, transfers or assisted play will be permitted, however Treasure Island reserves the right to accommodate players based on special needs.

11. Cancellations or voids must be completed prior to the start of the Island Poker Tournament and may only be granted if deemed necessary. Please contact the Treasure Island Poker Room.
12. Island Poker Tournament times are approximate. Treasure Island reserves the right to change the Island Poker Tournament times and will post any/all changes to the times on the Treasure Island website (www.ticasino.com/play-poker)
13. Treasure Island may cancel, modify, relocate, or reschedule the Island Poker Tournament for any reason, including inclement weather, with prior notification to the appropriate gaming regulators, to the extent such is required.
14. Treasure Island is not responsible for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Treasure Island, users, or by any technical or human error that may occur in the processing of submissions, any of which may limit, restrict, or prevent a participant's ability to participate in the tournament.
15. Treasure Island is not responsible for injuries or losses arising or resulting from participation in the Island Poker Tournament and is not liable for any acts or omissions by employees, whether negligent or willful, in the conduct of Island Poker Tournament, and is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any tournament chips players leave at playing tables during tournament play (except during authorized breaks) and dealer error.
16. If for any reason the Tournament is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, weather, or any other causes within or beyond the control of Treasure Island that corrupt or affect the administration, security, fairness, integrity or proper conduct of the tournament, Treasure Island reserves the right at its sole discretion to cancel, terminate, modify or suspend the Tournament.
17. Prizes are will be paid in cash unless a check is requested. Prize structures are on page 2.
18. Treasure Island will assist any participant(s) receiving more than a \$10,000 prize in registering for a high profile Nevada tournament in July of 2010.

19. Winners are responsible for payment of any and all taxes, license, registrations and other fees associated with tournament prizes.
20. Winners must show their current valid picture identification (driver's license, state identification card, or military identification card) acceptable to Treasure Island (as well as all other information requested) in order to collect prizes. If a participant is not a U.S. citizen, a current passport, consular identification or alien registration card is required.
21. Entrants will be assigned to a table and seated through a random drawing selection during the satellite events and through a random computer selection for the main event.
22. A random seating draw for an event will be determined based on expected participation. Tournament management reserves the right to allow additional table seating beyond expected capacity.
23. If the participant is not present at the start of the tournament, all forced antes and blinds bets will be removed from an absent player's stack accordingly. If the player shows up and still has chips remaining, [s]he may play his or her chips. Participant's chips will be blinded off throughout the tournament. Absent participants' hands will be tabled and live once they are "all-in" through forced bets.
24. Treasure Island reserves the right to cancel, change or modify the Island Poker Tournament at any time, for any reason, subject to all applicable regulatory approval, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.
25. No-value tournament chips are used for the tournament and are the exclusive property of Treasure Island and may not be removed from the tournament area, the assigned event, or the assigned seat. Players found to be transferring chips from one event to another or from one player to another will be subject to penalty in accordance with Rule No. 27.
26. Treasure Island may impose penalties of any kind or nature upon any person who gives, makes, issues, authorizes or endorses any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the Tournament as determined by Treasure Island. This may include, but shall not be limited to, expulsion from the event and property, forfeiture of a player's entry fee(s) and/or loss of the right to participate in this and/or any other tournament conducted by Treasure Island. Additionally, Treasure Island may impose penalties of any kind or nature upon any person who, in Treasure Island's view engages in inappropriate conduct during tournament play.

- 27.** Treasure Island may disqualify any person for any prize based upon fraud, dishonesty, violation of rules or other misconduct while on the property or otherwise occurring in relation to the Island Poker Tournament or as otherwise reasonable or necessary for Treasure Island to comply with applicable statutes and regulations. Treasure Island also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner.
- 28.** Any attempt by any person to deliberately damage, corrupt or undermine the operation of the Island Poker Tournament may be a violation of criminal and civil laws and should such an attempt be made, Treasure Island reserves the right to seek damages from such person to the fullest extent of the law.
- 29.** All decisions regarding the interpretation of the Island Poker Tournament Rules, player eligibility, scheduling and staging of the Tournament(s), and penalties for misconduct lie solely with Treasure Island, whose decisions are final.
- 30.** Treasure Island’s employees will use reasonable commercial efforts to consider the best interest of the tournament and fairness as the top priority in the decision-making process, with the understanding that “best interest of the Tournament and fairness” shall be determined by Treasure Island. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. Treasure Island’s decisions are final and can not be appealed and shall not give rise to any claim for monetary damages, as each participant understands that, while poker is primarily and largely a game of skill, the outcome of any particular hand or event is dependent on many factors, including but not limited to the cards dealt, the cards retained and the actions of other participants.
- 31.** Any player who directs any profane and/or abusive language at another player, dealer or tournament staff member or who makes any profane and/or abusive comments about another player, dealer, or tournament staff member will be penalized in accordance with Rules No. 27 and/or 46. Offensive terms will subject the offending player to penalties. Treasure Island may impose at any time a zero-tolerance policy for profane language whether directed at another person or not.
- 32.** Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct may be subject to penalty. Any player that engages a member of the tournament staff during the celebration or utilizes any property of Treasure Island will be penalized in accordance with Rules No. 27 and/or 46. Treasure Island’s property includes but is not limited to chairs, tournament tables, and stanchions.
- 33.** Any player(s) determined by Treasure Island to be colluding with other players will immediately be disqualified from the event, and will not be allowed to play in future tournaments at Treasure Island.

34. Player or staff abuse will not be tolerated. A player may incur a penalty up to and including disqualification for any abuse towards another player or staff member, and the player could be asked to leave the property. Repeated etiquette violations such as touching another player's cards or chips, delay of game and excessive chatter will result in penalties.
35. The Island Poker Tournament is subject to all applicable federal, state, and local laws and regulations, including gaming, and all aspects of the Island Poker Tournament are subject to approval of appropriate regulatory authorities.
36. Tournament Rules and any and all changes in the rules and event descriptions for the Island Poker Tournament in the year 2010 in Red Wing, Minnesota, will be available at the tournament facilities at Treasure Island.
37. Where a situation arises that is not covered by these rules, Treasure Island shall have the sole authority to render a judgment, including the imposition of a penalty.
38. Treasure Island "Live Play" rules apply to any other situation that is not stated in the rules packet.

Section II – Treasure Island Resort & Casino Island Poker Tournament will follow T.D.A. Rules (Tournament Directors Association)

General Concepts

1. **Floor People:** Floor people are to consider the best interest of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules. The floorperson's decision is final.
2. **Official Language:** The English-only rule will be enforced in the United States during the play of hands. English will be used in international play along with the local or native language.
3. **Communication:** Players may not talk on the phone while at the poker table. House rules apply to all other forms of electronic devices.

Seating Players; Breaking & Balancing Tables

4. **Random Seats:** Tournament and satellite seats will be randomly assigned. Accommodations for players with special physical needs will be made when possible.

5. **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.
6. **Balancing Tables:** In flop and mixed games when balancing tables, players will be moved from the big blind to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. The table from which a player is moved will be as specified by a predetermined procedure. In stud-only games, players will be moved by position (the last seat to open up at the short table is the seat to be filled). Play will halt on any table that is three or more players short.
7. **Number of Players at Final Table:** In flop games, the final table will consist of ten (10) players. In stud-type games, the final table will consist of nine (9) players.

Pots / Showdown

8. **Declarations:** Cards speak. 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.
9. **Face Up:** All cards will be turned face up once a player is all-in and all betting action is complete.
10. **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.
11. **Showdown:** At the end of last round of betting, the player who made the last aggressive action 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. In stud games, the player with the high board must show first. In razz, the lowest board shows first.
12. **Odd Chips:** The odd chip will go to the high hand. In flop games when there are two or more high hands or two or more low hands, the odd chip(s) will go to the left of the button. In stud games, the odd chip will go to the high card by suit. However, when hands have identical value (e.g., a wheel in Omaha/8) the pot will be split as evenly as possible.
13. **Side Pots:** Each side pot will be split separately.
14. **Playing the Board:** A player must show both cards when playing the board in order to get part of the pot.
15. **Disputed Pots:** The right to dispute a hand ends when a new hand begins. (See rule #18.)

General Procedures

16. **Chip Race:** When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. 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. Players are encouraged to witness the chip race.

17. **Deck Changes:** Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.
18. **New Limits:** When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the first riffle. If an automatic shuffler is being used, the hand begins when the green button is pushed.
19. **Re-buys:** A player may not miss a hand. If a player announces the intent to re-buy before a new hand, that player is playing chips behind and is obligated to make the re-buy.
20. **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 one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown. If a player has not acted by the time the countdown is over, the player's hand will be dead.
21. **Rabbit Hunting:** No rabbit hunting is allowed. Rabbit hunting is revealing any of the cards "that would have come" if the hand had not ended.

Player Present / Eligible for Hand

22. **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. A player must be at his/her seat to call time.
23. **Action Pending:** A player must remain at the table if he has a live hand.

Button / Blinds

24. **Dead Button:** Tournament play will use a dead button.
25. **Dodging Blinds:** A player who intentionally dodges any blind when moving from a broken table will incur a penalty.
26. **Button in Heads-up:** In heads-up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.

Dealing Errors

27. **Misdeals:** In stud-type games, if any of the player's two down cards are exposed due to dealer error it is a misdeal. In flop games, exposure of one of the first two cards dealt is a misdeal. Players may be dealt two consecutive cards on the button.
28. **Four-Card Flop:** If the flop contains four (rather than three) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorman will be called to randomly select one card to be used as the next burn card and the remaining three

cards will become the flop.

Play: Bets & Raises

29. **Verbal Declarations / Acting in Turn:** Verbal declarations in turn are binding. Players are required to act in turn. Action out of turn will be binding if the action to that player has not changed. A check, call or fold is not considered action changing.
30. **Methods of Raising:** In no-limit or pot-limit, 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. It is the player's responsibility to make his intentions clear.
31. **Raises:** A raise must be at least the size of the previous raise. 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. In no-limit and pot limit, an all-in bet of less than a full raise does not reopen the betting to a player who has already acted.
32. **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 maximum allowable up to the size of that chip. After the flop, an initial bet of an 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.
33. **Multiple Chips:** Unless a raise has been declared, placing multiple chips in the pot that add to less than double the bet one is facing will be deemed a call if removal of any one chip leaves less than the bet the player could have called.
34. **Number of Raises:** There is no cap on the number of raises in no-limit games. In limit events there will be a limit to raises even when heads-up until the tournament is down to two players; the house limit will apply.
35. **Pot Size:** Players are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games.
36. **String Bets and Raises:** Dealers will be responsible for calling string bets and raises.

Play: Other

37. **Chips on the Table:** Players must keep their higher denomination chips visible and identifiable at all times.
38. **Chips in Transit:** Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and will face disqualification. The forfeited chips will be taken out of play.
39. **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.

Etiquette & Penalties

40. **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 WILL be invoked in cases of soft play, abuse, or disruptive behavior. Penalties available to the TD include verbal warnings and “missed hand” penalties. Except for a one-hand penalty, missed hand penalties will be assessed as follows: The offender will miss one hand for every player, including the offender, who is at the table when the penalty is given multiplied by the number of rounds specified in the penalty. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in.

Tournament staff can assess a one-hand penalty, one-, two-, three-, or four-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.

41. **No Disclosure:** Players are obligated to protect the other players in the tournament at all times. Therefore, players, whether in the hand or not, may not:
1. Disclose contents of live or folded hands,
 2. Advise or criticize play at any time,
 3. Read a hand that hasn't been tabled.
- The one-player-to-a-hand rule will be enforced.
42. **Exposing Cards:** A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.
43. **Ethical Play:** Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping and/or all other forms of collusion will result in disqualification.
44. **Etiquette Violations:** Repeated etiquette violations will result in penalties. Examples include, but are not limited to, unnecessarily touching other players' cards or chips, delay of the game, repeatedly acting out of turn or excessive chatter.