

DOCUMENT FOR DIRECTORS

2026 LEAGUE RULES

At the beginning of the year or during an opening tournament, the director gives a summary of the rules to the players.

He makes sure that there is always a copy of the rules accessible to everyone during the tournaments.

Tournament Director (DT): Person who is responsible for the smooth running of the tournament, compliance with the rules, the compilation of results at the end of the tournament and the publication of his/her data on the website by sharing with the data entry manager.

Tournament directors must be identified with the league's image so that they can be easily recognized. This also makes it easier to approach new players, making it easier to distinguish who they can talk to.

Directors share responsibilities and have the chance to participate in daily tournaments on a regular basis.

Directors are appointed for the full term of one year. If a director cannot complete his term of office (illness, moving, mortality), another director must be appointed. A hierarchy will also be determined among them if necessary. The League (with the agreement of owner or Administrative committee and the owner of the establishment) reserves the right to appoint another director if the person in place does not adequately carry out his or her role.

NOTICE

- This document is valid in full for daily, monthly and sit & go tournaments;
- For Quarterly, Mega, Special, Gala, Tag Team or other tournaments, see the specifics in the respective documents;
- All tournaments in the League are played according to the established blind structure, no variations are allowed unless agreed by the administrative committee and published on site;
- The starting mat for tournaments such as:
 - monthly and sit&go is **12000 units**;
 - Daily is **from 12000 to 25000 units**; (at the discretion of the Director)*
 - * The director who chooses to go beyond **12000 units** must announce it on the league website.
- Final tables are played with 9 or 10 players (at the discretion of the director);
- Actions must always be in accordance with the word spoken. When a mistake is made, the word prevails.

- The directors always ensure the smooth running and application of the league's rules (Texas Hold'em style). In all circumstances, they have the first decision-making power.
- A latecomer is admitted to a daily tournament within 2 blinds (30 minutes)**; He automatically receives a penalty of 1000 units. In the case of sit&go, the penalty is only applied to the second blind.

1. **** For monthly nights to allow ranked players to play the daily, a different penalty may apply. The penalty is 1,000 for the first three blinds and 2,000 for a player who enters the day before the start of the first break. From the beginning of the first break of the daily during a monthly, no player can join the tournament.**
2. An establishment may also agree to allocate (45 minutes) for players from the first day to enter the second day shift.
3. A player who for valid reasons (work, family responsibilities, etc.) can call or text the director to assign him a position and to roll his blinds and the penalty of 1000 units is not applicable. The director is "never responsible" for missing a call or not seeing the text.
4. The possibility of rebuying is an acceptable variant but must be advised on the website including the possible conditions and the time limit to the first two blinds.

TOURNAMENT DIRECTORS

Directors must have a rigorous code of ethics to maintain a fair playing ethic and operation in the interest of all players. If a director contravenes the code, disciplinary action will be taken by the league's officers.

1. Number
 - 1.1. To ensure the sound management of tournaments, the League is asking each institution to appoint a Tournament Director. The League's leaders can recommend a director to the institutions.
 - 1.2. The director who is alone must appoint a player before each tournament who will make the decision if the director is in a conflict in a hand. This intervention must be carried out in such a way as to preserve impartiality.
 - 1.3. Depending on the situation (number of players, number of tournaments per week), an establishment, in collaboration with its director, may appoint more than one Tournament Director and/or Assistant Director if desired. This rule is recommended by the League to ensure proper supervision during tournaments.
2. Duty of presence and organization of the premises
 - 2.1. Must be on site in advance prior to a tournament;
 - 2.2. Must ensure that the entire room is properly organized for the holding of the tournament;
 - 2.3. Must ensure that the deck of cards is complete;

- 2.4. Must ensure that the game materials necessary for the tournament are available and adequate.
 - 2.5. He sets up the unit stacks on the game table;
 - 2.6. Assigns player positions by random draw;
 - 2.7. Place the Brewer button where it belongs;
 - 2.8. Is present from the beginning to the end of the tournament;
3. Duty of supervision
 - 3.1. Must supervise the tournament for which he is always responsible;
 - 3.2. Must ensure that the chips always remain on the table and, when changing tables, the Director ensures that the chips are not hidden out of sight of other participants. If one or more tokens are found on the ground, the Director considers these tokens to be out of play and puts them back in the suitcase;
 - 3.3. Must ensure that the chips with the highest values are clearly visible on the front;
 - 3.4. Must ensure that when a player is absent from their table, their chips are protected until they return;
 - 3.5. Must ensure that the blind structure is respected (note the differences in the blind structure of sit&gos);
 - 3.6. Must notify players at least two (2) minutes before the end of the break so that they can return to their seats in time.
 - 3.7. The director reserves the right to expel a player for reasons of cheating, rudeness or lack of good citizenship.**
4. Duty intervention
 - 4.1. Must take care of any errors that occur as quickly as possible;
 - 4.2. Must intervene quickly in a dispute or conflict between players; In this case, the director stops the clock and settles the situation. This measure is taken to avoid bullying other players.
 - 4.3. Must take disciplinary action when a player behaves in a manner that infringes on the rights of others or in a manner that is disrespectful and contrary to the player's code of ethics;
 - 4.4. Must ensure that eliminated players who wish to observe the game are reasonably in the background so as not to disturb or influence the game. The director uses his or her good judgment depending on the situation (removal or not from the table).
5. Duty of probity
 - 5.1. Always demonstrates an impartial, respectful, honest and loyal attitude;
 - 5.2. Must always act in good faith;
 - 5.3. In applicable cases, when a deputy director is unsure of a decision, he or she must consult the Chief Director.

6. Duty of Ancestry

- 6.1. Is the first decision-making body in the institution designated to him; therefore, must assume sound authority towards the players. The decisions of the Director are final and not subject to appeal;
- 6.2. May terminate the tournament at any time if he or she deems that there is litigation or cheating. He has the choice of whether to resume the tournament.
- 6.3. May end the game of a player(s) for the reasons mentioned above (3.7).

7. Duty to enforce Texas Hold'em rules as well as specific League rules

- 7.1. Chips must remain in sight of players for their transport from one table to another (Chips must never be transferred to pockets for example). They must be duly placed back on the table as soon as the player is seated in his new seat;
- 7.2. The cards must be placed in full view of all players;
- 7.3. No player can look at the cards already "folded"; always, the "folded" cards are out of play. "Rabbitt Hunting" is prohibited.
- 7.4. No player may slow down the game by any inappropriate activities (cell phone, texting, etc.);
- 7.5. The languages allowed while the game is in progress are English and French; No other language will be tolerated.

8. Duty to compile tournament results

- 8.1. Write down the elimination rank of each player by reliable technical means. A sheet of paper is recommended and available on the www.purpoker.ca website;
- 8.2. Retain tournament results data for a minimum of one year and give it to an executive after tournaments, quarterly or Gala.
- 8.3. Update the results of the tournament(s) on the League's website within 48 hours of a tournament being held **or** send a photo of the tournament results to the person designated for data entry within 24 hours.
- 8.4. Verify the authenticity of the results published on the website. Notify management of any irregularities. Please note that unfortunate errors may occur on the website. Please notify management.

THE ESTABLISHMENTS

Each institution has entered into an agreement with the league officials to allow the Poker tournaments to be held.

- 1. The establishment undertakes to hold at least one poker tournament per week, at a fixed time and on a fixed day. He is, therefore, responsible for his own tournaments;

2. An establishment that wishes to add other tournaments with P.U.R.Poker, must ask its director to announce this in advance to its customers as well as on the League's website;
3. The establishment is committed to providing a pleasant and welcoming environment for all Poker players taking advantage of its services;
4. In the event of a special activity held on the day of a tournament that prevents it from being held, the institution is required to notify the League's management as soon as possible. Management must provide an alternative for players to avoid the cancellation of that week's daily tournament;
5. The institution may impose restrictions on playing any player who does not comply with its code of conduct or for any valid reason compromising the quality of the playing atmosphere or the reputation of the League or the establishment. In this case, the Director must be notified and send a memo to the league's officers to keep a record of these events;
6. At no time can the management of an establishment refuse a person on the grounds of discrimination, religion, or nationality.

DOCUMENT FOR PLAYERS

2026 LEAGUE RULES

Each person is responsible for his or her own conduct and attitudes. Every player has his or her share of influence on the reputation of the entertainment that is Poker. We strongly encourage each player to respect the proposed code of ethics to maintain a pleasant atmosphere, and so that new players have a positive image of this game with a social and friendly flavor.

1. Duty to behave appropriately:
 - 1.1. Demonstrate honesty, loyalty and respect to all;
 - 1.2. The following behaviours are not tolerated: profanity, aggressiveness, insults, arrogance and intimidation;
 - 1.3. Respect the decisions of its director; In the event of a disagreement, it is recommended to meet with your manager away from other players to discuss the situation and, if necessary, to resolve disputes.
2. Duty to arrange your cards and chips properly :
 - 2.1. The two hole cards (face down) must always remain on the table in front of the player and in front of his chips (a player cannot keep his cards in his hands); This way, each player's cards remain visible to everyone;
 - 2.2. Under no circumstances should a player or spectator be able to see the faces of another player's cards;
 - 2.3. Arrange the chips in front of him in descending order from the highest value to the lowest value (the highest value being towards the center of the table, the lowest value being closest to him), so that they are visible to everyone.
3. Duty to respect the rules of the league (Texas Hold'em style):

It is forbidden to:

 - 3.1. Act before your turn;
 - 3.2. Knowingly throwing your chip bet into the pot;
 - 3.3. When a player is not in the hand or in the game, they cannot talk about a player's hand or the game in court.
 - 3.4. A player, at any time (except heads up) cannot attempt to influence the game by (hypothetically) openly revealing a player's cards before the game is completed ("I think you have..." »);
 - 3.5. A heads-up player may attempt to influence the game. For example, he can say I think you have..., I don't advise you to follow..., I'll show you my cards... But he cannot reveal his cards or announce his game.
 - 3.6. Openly revealing a player's already prone cards before the hand is completed;
 - 3.7. Reveal your cards to anyone before the end of the hand;
 - 3.8. Take and look at the cards already laid out.
 - 3.9. Slow down the flow of the game;

- 3.10. Camouflaging your cards when you are part of the hand to confuse other players, who may have the impression that the cards have been discarded;
- 3.11. Attempting to influence the game in any way through words, gestures, coded language, intimidating looks, etc.;
- 3.12. Using someone's identity to play for them;
- 3.13. Use a cell phone; (texting, calling, downloading, etc.), the player will have to leave the hand and the table;
- 3.14. Use a language other than English and/or French at the table;
- 3.15. Use foul language, intimidate, harass, or annoy another player with impunity.
- 3.16. To remain in his seat after being eliminated. One player may observe the game, but must not attempt to look at the players' cards to influence the game that is still in progress. He must be in the background. If the observer player does not respect these rules of ethics, the director must intervene;
- 3.17. Convert units with the pot. The player must make the trade with another player and not with the pot (the Brewer must supervise the exchange).

When these rules are not followed, certain CONSEQUENCES apply:

- Friendly warning + warning of the following consequence;
- The player's hand is declared dead (regardless of what he has bet);
- Withdrawal for the current blind;
- Withdrawal from the game.

4 The Brewer's Duty (or Giver)

Blind bets or mandatory bets are called "Small Blind" and "Big Blind":

- 4.1. When a player takes the Brewer position, he must see to the smooth running of the current hand;
- 4.2. He must ensure that the required bets ("small blind", "big blind") are placed;
- 4.3. He must place each burnt card directly next to the deck of cards in such a way as to eliminate any ambiguity and confusion with the lying cards;
- 4.4. He must ensure that the players take their turn;
- 4.5. He must ensure that the bets made by the players comply with the rules of blinds and raises established by the League;
- 4.6. He must ensure that these bets and raises are in full view in front of the respective player, and not in the "pot" until the end of the betting round;
- 4.7. When a player(s) are "all-in", they are responsible for counting and delimiting the "pots". If he does not feel able to do it properly, he must designate someone himself in order to prevent everyone from starting to count and manage the hand;

4.8. When there is an exchange of large value chips with chips from the main "pot", he must make this exchange himself or at least carefully supervise the action (if the player exchanging the chips is at the other end of the table);

4.9. The unit conversion of a player to another player must be done when the hand is completed. The brewer must supervise this conversion.

4.10. He must bring the lying cards to him after each round of betting to prevent some players from turning over their cards or some other lying cards.

4.11. When the hand is finished, the brewer takes the cards from the table without turning them over to shuffle them into the deck.

We agree that players are not professional dealers. The directors must therefore teach the brewer and not punish mistakes.

GENERAL REGULATIONS

The League may amend, modify or add certain rules at any time if necessary. If so, the Directors will be notified and will be required to communicate the changes to the membership.

Article 1: Dead Button Dealer Tournament

According to the "Dead Button" method, all players in play are **required** to go through the Big Blind, Small Blind and Brewer positions in succession.

Article 2: Blinding

Blind bets or mandatory bets are called "Small Blind" and "Big Blind":

The first player directly to the left of the Brewer is in the Small Blind (SB) position and the second player directly to the left of the Brewer is in the "Big Blind" (BB) position. They must therefore place mandatory bets; their value being that of the current level (see blind structure).

During the game, different situations arise. Here is how the following situations work:

1. The player in the BB position is eliminated :
The player, still in play, immediately to the left of the latter acquires the position of the BB. Les positions SB and Brewer must adjust according to the situation and it follows that there will be no SB for this deal. On the next deal, the BB position is moved to the next player still in play to the left. The other two (SB and Brewer) adjust in order; it follows that it is therefore the same player who will be Brewer.
2. The player in the SB position is eliminated:
The BB's position adjusts as it should (the next player still in play to the left) and the other two positions adjust in order. As a result, it is the same player who will be Brewer.
3. Players in the SB and BB position are eliminated :

The BB's position adjusts as it should (next player still in play to the left) and there will be no SB for this deal. As a result, it is the same player who will be Brewer.

4. The two-player final (Head's up):

The player in the dealer's position puts down the SB bet and his opponent puts down the BB bet. The player in the dealer position deals the cards by giving the first card to his opponent. The dealer (SB), is the first to act before the flop and the last to act after the flop.

Article 3: Balancing of tables:

To maintain as many players as possible at each table during a tournament, it must be ensured that one or more players are moved to another table as soon as possible. The position that the player will take on the move is based on the following rule:

Moving a Player:

- When a player table scores a gap of two players less than the other tables, it then becomes unbalanced. The player following the BB's position at the largest table is transferred. The latter goes to the first free seat on the left and closest to the BB at the table with the fewest players.
- When a player is transferred from the table, they cannot take the position of Brewer. He must wait until next game. If the only position available is the Small Blind, the player will wait until the next round to take part in the game. If there are 2 places available, the one before the dealer and the one after (SB), he will take the place before the Brewer (SB).
- When a new player is transferred from the table and has to move to the BB position, if no cards have been passed, he will have to assume his BB position and deposit the amount of the blinds in progress. If the cards have started to be dealt, he sits in the open seat waiting for the next hand.

Adding Players:

- When a player arrives late or joins a table that has already been formed, this new player must take the position to the right of position 1 (the position assigned at the start). Depending on the situation, the same logic as explained above. A newcomer should never break the SB and BB positions.
- When a player arrives late and a full round of the table has been completed; the late player takes his place after the BB.

Adding a Table:

10-player roster

If there is a table of 10 players in play and an additional player shows up after the game has started, a table will be broken. At the end of the handball in court, the director stops the timer and puts the players back into two tables. The player in the Brewer position and the four (4) players directly to his left remain at the first table, the newcomer takes position 6. Players in positions 6 to 10 form a new table; the player in position 6 will then become the Brewer for this new formation. If a second latecomer shows up, he will take position 6 of the second table. As soon as the players are replaced, the director restarts the timer.

Table Closure:

As soon as the number of eliminated players is a multiple of the number of players who form the initial tables of the tournament, the last table of the tournament must be closed.

Example: with 8 players per table, as soon as 8 players are eliminated, a table is closed and the seats are reallocated to the players concerned, then 8 more eliminations later, another table will be closed and this reconfiguration continues until the final table is formed.

In a table break, the Director deals a card to each player and starting with the player who received the highest card, will assign the new table and position to each player. Players must take responsibility for their new position, even if it means being in the BB position (and placing the bet on it) for two consecutive hands. The only position where a player will have to wait for the next hand is the SB position.

5. Formation of the final table

For daily, monthly and quarterly tournaments, the final table is made up of 9 or 10 players. When the final table is formed, the clock is stopped and the places must be drawn at random.

6. The "NO-LIMIT" rules

This rule states that the number of raises in each betting round is unlimited. All bets must be either equal, double or greater amount of the BB (except for the one who bets all of his chips).

When a player advances chips less than the Big Blind or bet without announcing their intention, they must match the big blind or bet, or the player can fold their cards but the chips remain in the pot.

6.1 Pre-flop Initial Bets : In the first round of betting, the initial bet must always be double, double or greater than double the BB.

6.2 Initial Bets After Flop : In each round of betting after the flop, the initial bet must always be equal to or greater than the amount of the BB.

6.3 Bets : The total amount of chips that the player places in front of him.

6.4 Reminders:

Before the flop, the raise equals the excess amount at the BB.

E.g. SB = 100 / BB = 200; The first player to bet deposits 1000, so his raise is equal to 800.

Pre-flop raises: The first bet must always be equal to, or double the BB or more than double the BB amount. In addition, subsequent raises for that same round must be equal to or greater than the amount of the previous raise.

Ex. 1: blinds 100/200: the first player who wants to raise must deposit a minimum of 400 in front of him (200 BB amount and 200 more, i.e. the minimum amount allowed for the raise). The next player who wants to re-raise must deposit at least 800 into the pot (double the first raise.)

E.g. 2: blinds 100/200: the first player raises and puts 1000 in front of him (so: 200 BB amount and 800 raise). The next player who wants to raise must deposit at least 2000 into the pot (twice the amount of the first raise).

After the flop, the initial bet must be equal to or greater than the BB. The raise, on the other hand, is equivalent to the amount more than the initial bet

Ex.3: Initial bet = 200 (blinds 100/200); a second player must deposit a minimum of 400 (double the first bet); and the next one, a minimum of 800 (i.e. double the previous raise).

Ex 4: Initial bet 600 (blinds 100/200). The player who wants to raise must deposit a minimum of 1200 into the pot (600 to match the initial bet and 600 more, i.e. the amount of the initial bet). The next player who wants to re-raise must deposit at least 2400 into the pot (i.e. double the last raise).

6.7 Challenges

The players must act in turn. A player who verbally announces his intentions is required to comply with them. If the player folds or only checks, he is not required to announce this verbally;

The player is not required to verbally announce his intention to raise or any other action. If he raises or goes "all in", he must do so in a single forward movement

6.8 2-beat bets ("string bets") are prohibited

The purpose of this rule is to prevent a player from first announcing that he is following a bet, and then adding more chips to the bet by changing the bet to a raise. Again, the previous rule applies, a player must keep his word; nor can he do two different actions in his turn. It is no more permissible to call and raise at the same time than it is permissible to withdraw and raise at the same time. Only one action is allowed at the time of his right to speak.

6.9 It is forbidden to speak before one's time or to discard one's cards before one's turn

This would allow you to receive information about the reaction of other players and/or it may influence other players. An action can be considered as speaking before its time; For example, getting up to go smoke after seeing his two hidden cards and before his turn to speak. Since the only possible action when a player is absent from his seat is to fold him, therefore, he has

revealed his intention by his action before his turn to speak. The player who wants to smoke must stand up before the start of the new hand, or after his turn to speak. A player cannot straddle (a bet before receiving their two cards or when the brewer is ready to reveal the turn or river); this would be considered spoken before his turn.

6.10 Single Chip Wagering

a. When a player places a single chip in front of him as a bet without saying anything because he does not have the minimum values to match the bet, this action then means "Calling" (or calling); he must be given his "change".

b. E.g. Blinds 100-200, the first player deposits a single chip of 500, he must be given 300. In this situation, if he wants to raise the ball he must say so.

c. When a player puts 2 or more chips in front of him and he says nothing and the value of the 2 chips is 50% or more of the minimum raise, this action is considered a raise, therefore, the player will be forced to complete the minimum raise.

6.11 Rerolls: Chip Placement

The placement of chips in the pot on a raise must be executed in a manner that eliminates any ambiguity. A player can either verbally announce his intention to raise by indicating the amount of his raise or, he can do so by pushing all the chips of the raise in a single forward movement to avoid a 2-beat bet again.

Here are the two (2) possible situations:

a) The player verbally announces the amount of his raise "I raise by 3000". He can then push forward in several movements, 5 tokens of 100, then 1 token of 500 and finally 2 tokens of 1000. These actions completed, his turn to speak is over. He cannot add chips at the end, because it would then become a 2-beat challenge.

b) The player may not announce anything at all. He must then push all the chips of his raise directly in front of him in the direction of the pot in a single forward movement. He cannot make more than one forward movement by pushing his chips. (Forward movement: Any chips that a player pushes past the white line are considered part of the raise and belong to the pot. Each player has a personal space belonging to him on the table directly in front of his seat, he can stack his chips on it and move them as he wishes, but as soon as he makes a forward movement by pushing his chips or having his chips in his hands, the chips are considered part of the pot, if necessary, he must place them all on the table.)

6.12 Verbal Declaration

When a player makes a verbal statement when in a position to act, they are bound by that statement.

6.13 When raising:

When a player mistakenly makes a bet lower than the current blind, they will have to complete the minimum bet. His hand was not declared dead. If a player makes a raise that does not

correspond to the law of the blinds, his raise will be effective (the first word prevails) and will be calculated according to the law of the blinds.

6.14 Out-of-position declaration:

Here's what can happen when this happens.

An out-of-position player (offending player) speaks before his turn announcing check/call/raise/fold:

- 1) The player whose turn it is to act folds, the offending player is bound by his word out of position.
- 2) The player whose turn it is to act passes (check), the offending player can only pass (check). If the player bets an amount less than or equal to the offending player's announcement, the offending player can then call or fold
- 3) If the player whose turn it is to act bets more than the offending player's call, the offending player can call (call), raise (raise) or withdraw (fold)

The offending player automatically receives a warning. If the situation is repeated, the Director may impose a penalty.

6.15 Cards on display or shown

A player who, before the end of the betting, voluntarily or involuntarily shows his cards to another player who is still in play or not, will have his hand declared dead and will receive a warning on the spot. This practice is illegal because it can provoke reactions in another player, thus revealing information. (See 6.16)

6.16 Cards Unintentionally Exposed in an All In Situation

When a player calls an all-in and unintentionally shows his cards before the end of the bets, his hand will not be declared dead but the player will be assessed a penalty following the hand.

6.17 Tokens

Players are responsible for their chips; They must keep them visible so that they can assess the total of units at all times. High-value chips should stay forward. (See 2.3)

6.18 Conversion of Units

To convert units, a player must make the trade with another player and not with the pot. It is the Brewer who supervises the exchange of units.

6.19 Attendance at the Table

The cards of the player who is not seated in his seat when the 2nd card is dealt to the Brewer will be automatically folded. In such a case, his blinds are automatically taken.

6.20 Slaughter

At the end of the last round of betting, the player who made the very last aggressive action must show their cards first. If there were no bets, the first player to the left of the brewer must show

his cards first, followed by the other players in a clockwise direction. These other players are not required to reveal their hand, unless they want to dispute the pot.

6.21 Winning Hand

The winning hand consists of the best hand using five cards. After the showdown and the players reveal their hands, if one of the players has the winning hand but thinks he has a lower hand, the dealer, or any other league player, whether in the hand or not, realizes the strength of a hand, has the duty to state the true winning hand.

6.22 Latecomers

Latecomers are accepted for a period of 30 minutes (2 blinds). If players call to notify of a delay, there will be no penalty for the first blind but the dead stack will roll for the first. A penalty of 1000 units applies for all unannounced lateness, delays that happen to the second blinds, and latecomers whose manager did not see the message from the player who was trying to announce his delay. Players must take the necessary steps to arrive before the start of the games.

Clarification for sit&gos: you don't place a "dead stack" in the free seats. Players can be added in the first blind without penalty to fill a table with up to 10 players. After 15 minutes (2nd blind), 1000 chips are removed from the starting stack.

Playing position: The player who arrives without having notified his delay takes his place in the first free position after the breaststroker.

6.23 Quitting Player

A player who has to leave the tournament for any reason, will have their chips removed from the tournament and will get the points for the rank of their elimination. A player may not be absent from the tournament for a period longer than the duration of the current level. If he leaves somewhat before a break, he cannot deduct this period to add it to the rest of the break (for example, if the blind is 15 minutes, the player cannot take 5 minutes before the break and 10 minutes after the break). In this case, he is considered a player who leaves and his chips are taken away from him.

6.24 Brewer's Irregularities

Considering that the absence of a dealer in our tournaments can give rise to ambiguous situations during the distribution of cards, the rules concerning maldeals are simplified here to avoid delaying the tournament by all kinds of unnecessary discussions.

- a) One of a player's hole cards is exposed because of a mistake by the Brewer: if it is the 1st or 2nd card, the Brewer reshuffles; From the 3rd card dealt, the card that turned over becomes the burnt card. The Brewer continues to give the cards in order, as it should be. At the end of the card deal, the Brewer gives a card to the player who did not get his card. After the betting round, the Brewer will directly turn the Flop, with the burned card being the one that was previously discovered. If this situation is repeated in the same stroke, the cards are reshuffled. Note: if the exposed card is the brewer's first

card, the brewer will have to cut the cards to get his last card because no player can have two consecutive cards from the deck.

- b) A player is dealt fewer or more than 2 hole cards; If the incident is discovered before 2 players have acted, there is a mishap and the breaststroke is repeated. If the incident is discovered after 2 players have started the bets, the offending player cannot participate in the bets and, if necessary, also loses his blind (he must then discard his cards).
- c) The brewer forgets to burn a card before the flop, turn, or river and immediately turns the top card of the deck face up; The card will then be shown to all players and will become the burned card. The next card will be the right one.
- d) The flop has too many cards up or the cards on the flop are turned over before all the bets are completed; All cards on the flop are picked up and reshuffled with the deck except for the burnt card. The burned card remains burned, and no other cards will be burned until the new flop is spread.
- e) The fourth card (the turn) is turned over before the bets are completed; The map is out of the game. After the betting ends, the next card is burned, and the next one is turned over. After the bets, the shuffler will reshuffle the deck by including the card that was out of play, but not the burnt card or the cards already discarded by the other players. No cards are then burned and the next one is turned over.
- f) The fifth card (the river) is turned over before the bets are completed; The map is out of the game. The Brewer will reshuffle the deck by including the card that was out of play, but not the burned card or the cards already discarded by the other players. No cards are then burned and the next one is turned over.
- g) A card with a different colored back appears during a hand, it is considered offside and will be replaced by the next card.
- h) A card appears face up in the deck, it is considered out of play and will be replaced by the next card.
- i) One or more missing cards from the deck do not invalidate the result of the hand.
- j) A card falls on the floor when the brewer deals them. This card becomes the burned card. The brewer continues to deal the cards to the players. At the end of the deal, the brewer will give the card that would have been the burned card to the player missing a card. After the betting round, the Brewer will turn the Flop, the burnt card being the one that fell on the ground (same logic as in point a)) If this situation is repeated in the same breaststroke, all the cards are then re-shuffled.

6.25 Removal of Tokens ("Color Up")

When withdrawing chips of a small denomination, each player will receive the equivalent in chips of the new denomination. For the remaining set of tokens, he will receive a token of the next denomination even if the quantity does not correspond to his situation.

- a) The color-up in the day laborers must be carried out by the director or by a person designated by the latter. He must avoid any conflict of interest. He must always ask for a witness.
- b) The color-up in the monthly, quarterly or any other special tournament of the League must be done by a director or officer as well as another neutral person (witness). This is in order to avoid mistakes and discussions.

6.24 Pot Separation: Odd Chip

When splitting the chips in play ("pot") between two players, the remaining chip will go to the player closest to and to the left of the Brewer.

6.26 Side pots

When one player is "all-in" and other players remain in the game, it will be necessary to make a second "pot". It is the Brewer, or a person designated by him, who is in charge of dividing the different "pots". The two "pots" will remain completely separate. The all-in player(s) are only allowed the first pot.

6.27 Stopwatch Request

When a player takes too long to act and the timer has been requested, the player will have one minute to make a decision. Anyone in or out of the game can request a stopwatch. If no action has been taken during that minute, there will be a 10-second countdown. At the end of this period, if the player has still not acted, his game will be forfeited.

6.28 One Player Per Hand

When a player is active in a hand, they cannot ask for the opinion of others, as their game will be declared void.

6.29 Languages Spoken

English and French are the only two languages allowed at the gaming table in the territory where the League operates.

6.30 Cell Phone

To make or receive a call, a text or consult his cellular, the player must withdraw from the table.

6.31 Chips other than those used for the tournament

Only one token is allowed to serve as a card protector.

6.32 Changing Cards

Only the Tournament Director can determine when the cards will be changed.

6.33 Changing the Blinds

When the time is up and you have to move on to the next level (next blind), the new limit (blind) starts on the next hand. A hand is considered to have been started during the first brewing.

6.34 Tokens Always Visible

Tokens must always remain visible. No player can have chips in their pockets when changing tables, as all their chips will be automatically confiscated and removed from the tournament.

6.35 Card Protection

It is the responsibility of each player to protect their cards. However, they must remain in front of each player and visible to the other players so that a player who is in the hand and a player who has withdrawn from the hand can be quickly recognized. If a brewer inadvertently eliminates a player's cards, the player will have no recourse and the amount of chips already wagered will be forfeited. A Brewer cannot eliminate a player's hand when his cards are exposed face up on the table. It is mandatory to always protect your cards.

6.36 Talking During the Game

Players, whether they are in the game, cannot discuss hands until the action is complete. Players have an obligation to always protect other players. Discussing cards that are already "discarded" or playing possibilities is totally forbidden. A penalty will be assessed to anyone who discusses a play during a hand.

6.37 Penalties

The penalties are as follows:

- Verbal warning
- The player's hand is declared dead (regardless of what he has bet);
- Off-table for a round table
- Withdrawal for the current blind;
- Disqualification: The disqualified player's chips will be removed from the tournament
- Referred to the complaints committee for possible suspension. The suspended player will be banned from any event for a period of time determined by the management.

6.38 Cancellation

At its discretion, management reserves the right to cancel or alter any event in the best interest of players.

ADDITIONAL NOTES FOR SIT & GO'S

1. Number of players required: minimum 5, maximum 10.
2. The starting stack is 12,000 units.
3. There is no redemption possible unless clearly indicated on the website and for a limited period of time, i.e. 30 minutes or less.
4. Sit&gos must be played according to the blind structure established by the League and the first two blinds will be fifteen minutes and the next blinds will be reduced to 10 minutes.
5. The League's scoring system applies in full for positions 5 to 10 during sit&gos.
6. Tickets are randomly distributed.
7. A new player has a 30-minute period to enter the tournament (first two blinds).

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8. A player may not be absent for more than one blind, in which case his chips will be removed from the sit&go.