

Josh Farler "Fight Against Cancer"

Poker Benefit Rules

1. TOURNAMENT SCHEDULING

- 1.1. Josh Farler Fight Against Cancer (JFFAC) tournament times are approximate. The Josh Farler Foundation (JFF) reserves the right to change JFFAC tournament times in its sole and absolute discretion.
- 1.2. JFF is not responsible for injuries or losses arising or resulting from participation in the JFFAC and is not liable for any acts or omissions by employees, committee members, or volunteers, whether negligent or willful, in the conduct of the JFFAC, 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, including authorized breaks.
- 1.3. 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, or any other causes within or beyond the control of JFF that corrupt or affect the administration, security, fairness, integrity or proper conduct of this tournament, JFF reserves the right at its sole discretion to cancel, terminate, modify or suspend the tournament.

2. PRIZING AND SEATING

- 2.1. Prizes are transferable. Prize structures depend on the number of entrants and donations from its sponsors.
- 2.2. Tournament entries are transferable prior to the dinner break.
- 2.3. Winners are responsible for payment of any and all taxes, licenses, registrations and other fees associated with tournament prizes.
- 2.4. Tournament play "side events" (Seven/Deuce, High Hand, Bounties, Last One Standing, End of Reign) note: the Seven/Deuce, High Hand, and Last One Standing entrants will be designated shown on their name tags.
 - 2.4.1. Seven/Deuce:
 - 2.4.1.1. Seven/Deuce is defined as holding Seven/Deuce (7 of any suit and 2 of any suit) in your initial hand. (not in the community cards)
 - 2.4.1.2. Players may purchase entry into the Seven/Deuce side event at any time while NOT holding Seven/Deuce.
 - 2.4.1.3. Players who win a hand (any way possible) , who have purchased entry into the Seven/Deuce side event, and are holding Seven/Deuce; will earn one (1) entry into the Seven/Deuce random drawing.
 - 2.4.1.3.1. Chopped pots count as a winning hand.
 - 2.4.1.3.2. Winning a side pot, but not the main pot, counts as a winning hand.
 - 2.4.1.4. The winner of the Seven/Deuce drawing will earn half (1/2) of the Seven/Deuce total purchase amount and need not be present to win. (email and phone information will be collected from all poker tournament participants)
 - 2.4.1.5. Drawing to be held by at the end of tournament play. The tournament winner will be the person who draws the winning ticket.
 - 2.4.2. High Hand:
 - 2.4.2.1. Players may purchase entry into the High Hand side event, while not in a hand, until the dinner break.
 - 2.4.2.2. Players, who have purchased entry into the High Hand side event, whose hand is higher then the current high hand for each round will have their hand, & name placed as the current high hand.
 - 2.4.2.3. The player with the high hand at the end of each round, prior to the dinner break, will receive 10 times the big blind, in tournament chips, in said round. Examples: In round 2 the blinds are 100/200 – the winner will receive 2000 in chips. In round 6 the blinds are 800/1600, the winner will receive 16,000 in chips. Only one winner per round. Tying the current High Hand does not qualify a player for additional chips. Total amount of chips added to the tournament = 63,000.
 - 2.4.3. Bounty chips will be available but are not tracked by the tournament software.

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- 2.4.3.1. Players may purchase as many bounty chips as they like, either individually, within a single purchase, or any combination thereof.
 - 2.4.3.2. Bounty chips may be purchased until the tournament ends.
 - 2.4.3.3. Bounty chips must remain on the table and clearly visible per Rule 4.38.
 - 2.4.3.4. Players must possess at least one (1) bounty chip in order to earn a bounty chip from a player who they busted out. (regardless of busted player rebuying)
 - 2.4.3.5. Players are required to give one (1) bounty chip when busted out by a player possessing at least one (1) bounty chip.
 - 2.4.3.6. Bounty chips should be redeemed, upon exiting the tournament, for half (1/2) of their purchase price. (see rule 4.48)
 - 2.4.3.7. Chopped Pots:
 - 2.4.3.7.1. When two (2) or more players chop a pot, and bust a player out who has a bounty chip, the player with the highest "hole cards" will receive the bounty chip.
 - 2.4.3.7.2. When two (2) or more players chop a pot, and bust a player out who has a bounty chip, and the player's "hole cards" are tied, the dealer of that hand will reshuffle, and the players will draw for high card for the winner of the bounty chip.
- 2.4.4. Last One Standing
- 2.4.4.1. Players may purchase entry into the Last One Standing side competition using the following schedule:
 - 2.4.4.1.1. Until the start of the tournament: original price
 - 2.4.4.1.2. Rounds 1, 2, 3, and break 1: original price + \$10
 - 2.4.4.1.3. Rounds 4, 5, and break 2: original price + \$20
 - 2.4.4.1.4. Rounds 6, 7, and dinner break: original price + \$30
 - 2.4.4.1.5. There are no entries allows after the dinner break.
 - 2.4.4.2. The last person, in the Last One Standing side competition, remaining in the tournament will earn half (1/2) of the Last One Standing total purchase amount. Players may agree to chop the prize money.
 - 2.4.4.3. Players in this side competition are encouraged, upon exiting the tournament, to report to the tournament computer operator in order to have their name struck from the list of entrants (see rule 4.48)
- 2.4.5. Hole Card Hero
- 2.4.5.1. Players may purchase entry into the Hole Card Hero side competition at any time while not in a hand until the end of tournament play.
 - 2.4.5.2. Players may purchase as many Hole Card Hero booklets as they wish.
 - 2.4.5.3. Players who are dealt hole cards that match those in a single Hole Card Hero booklet (by rank and suit) must notify a tournament staff member for verification.
 - 2.4.5.4. Players are not required to play the hand in order to win but must show their hole cards and Hole Card Hero booklet to a tournament staff member. This may necessitate keeping cards that are folded. Players must not expose kept cards to other players.
 - 2.4.5.5. Winners will be offered prizes using the following method
 - 2.4.5.5.1. The first four (4) winners will be offered \$50 cash or 20,000 in tournament chips.
 - 2.4.5.5.2. Subsequent winners will only be offered 20,000 in tournament chips.
 - 2.4.5.6. Winners will be allowed to keep winning Hole Card Hero booklets.
 - 2.4.5.7.
- 2.4.6. End of Reign

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- 2.4.6.1. This side competition is free for all poker players as part of your tournament entry fee.
- 2.4.6.2. Each previous Josh Farler Charity Poker Event winner holds a Visa gift card. Knocking out a previous champion will earn you this card.
- 2.4.6.3. The current champion holds a Visa gift card worth price the previous champion's amount.
- 2.4.7. Second Chance Drawing:
 - 2.4.7.1. At the dinner break a random player, who has exited the tournament and reported to the tournament computer operator (see rule 4.48.2), will be selected for a free reentry. The Second Chance winner will be awarded the equivalent of 2 rebuys and remains eligible for add-ons (see rule 5.4) The Second Chance winner may also be eligible for any chips forfeited by other players (see rule 4.46.1) Forfeited chips will be rounded up to the closest usable demonization.
 - 2.4.7.2. Random selection will use a deck of cards. Cards are ranked with ace being 1 and king being 13, suits are ranked lowest to highest in alphabetical order. (club, diamond, heart, spade) Example: queen of clubs is 12 while jack of hearts is 37. The corresponding number of cards will be shuffled and cut by the tournament Director. The matching name will be announced.
 - 2.4.7.3. Players must be present to win. In the event the selected name is not present the cards will be reshuffled and recut.
 - 2.4.7.4. If more than 52 players are eligible then the list will be split into roughly equal sizes to accommodate multiple winners at the tournament Directors discretion. In the event of multiple winners any forfeited chips (see rule 4.46.1) will be divided evenly by rounding up if necessary.
- 2.5. Winners of all raffle drawings (50/50, and donated prizes) MUST be present to win.
- 2.6. Participants will be assigned to a table and seated through a seat card drawing at registration. Seat reassignments during play will be through computer selection (if player tracking is enabled) and Rule 4.6.
- 2.7. Random seating draws will be determined based on expected participation. Tournament management reserves the right to allow additional table seating beyond expected capacity. In the event tables are added to the tournament beyond the anticipated random draw, those players assigned to the additional tables will be the first to break.
- 2.8. If a 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 player shows up and still has chips remaining, he or she may play his or her chips.
- 2.9. JFF reserves the right to cancel, change or modify the JFFAC 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.
- 2.10. Non-value tournament chips are used for the JFFAC and are the exclusive property of JFF and may not be removed from the tournament area. Players found to be transferring chips from another event or from one player to another will be subject to penalty in accordance with Rule No. 3.1.
- 2.11. Players may not forfeit their seats to another player after the dinner break.
- 2.12. JFFAC Buy-In Chips are no cash value.
- 3. PLAYER CONDUCT AND TOURNAMENT INTEGRITY
 - 3.1. Player Conduct
 - 3.1.1. The competitive integrity of all tournament play at the JFFAC tournament is paramount. All participants must adhere to the spirit and letter of the Official Rules of the JFFAC which forbid play or any action that is illegal, unethical or constitutes cheating or collusion in any form.
 - 3.1.1.1. Cheating is defined as any act a person engages in to break the established rules of play to gain an advantage.
 - 3.1.1.2. Cheating includes, but is not limited to, acts such as: collusion; chip stealing; transferring non-value chips not issued for the current tournament; card marking; card substitution; or the use of any kind of cheating device.
 - 3.1.1.3. Collusion is defined as any agreement amongst two (2) or more players to engage in illegal or unethical acts against other players.

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- 3.1.1.4. Collusion includes, but is not limited to, acts such as: chip dumping; soft play; sharing card information with another player; sending or receiving signals from or to another player; the use of electronic communication with the intent to facilitate collusion; and any other act that JFFAC officials deem inappropriate.
- 3.1.2. All participants are entitled to expect civility and courtesy from one another at every tournament table and throughout the tournament area. Any individual who encounters behavior that is not civil or courteous -- or is abusive in any way -- is encouraged to immediately contact a tournament official. This shall include, but is not limited to, any player whose personal hygiene has become disruptive to the other players seated at their table. The determination as to whether an individual's personal hygiene is disruptive to other players shall be determined by the tournament Staff which may, in its discretion, implement sanctions upon any such player who refuses to remedy the situation in a manner satisfactory to JFF.
- 3.1.3. JFF will penalize any act that, in the sole and absolute discretion of JFF, is inconsistent with the official rules or bests interests of the tournament.
- 3.1.4. Anyone found to have engaged in, or attempted to engage in, any act that tournament officials believe in their sole and absolute discretion compromises or could compromise the competitive integrity of the JFFAC will be subject to sanctions imposed by JFF. The nature and extent of the sanctions imposed shall be in the sole and absolute discretion of JFFAC officials and may include, but shall not be limited to the following:
- 3.1.4.1. FORFEITURE OF CHIPS
 - 3.1.4.2. FORFEITURE OF PRIZE MONEY
 - 3.1.4.3. EJECTION FROM THE TOURNAMENT
 - 3.1.4.4. LOSS OF PRIVILEGE TO PARTICIPATE IN FUTURE JFFAC EVENTS
 - 3.1.4.5. EXCLUSION FROM ENTERING THE PREMISES OF THE CURRENT, OR FUTURE, JFFAC TOURNAMENTS
- 3.1.5. All violations of this Code of Player Conduct may be publicly disclosed in an effort to deter future violations and to assist other poker tournaments in identifying players who engage in play or any action that is illegal, unethical, or constitutes cheating or collusion in any form.
- 3.2. In addition to that authorized in Rule 3.1, JFF 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 JFF, acting in its sole and absolute discretion. 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 JFF. Additionally, JFF may in its sole and absolute discretion impose penalties of any kind or nature upon any person who, in JFF's view engages in inappropriate conduct during tournament play.
- 3.3. JFF, in its sole and absolute discretion, may also disqualify any person from receiving any prize based upon fraud, dishonesty, or other misconduct while on the property, for acts otherwise occurring in relation to the JFFAC, or as otherwise reasonable or necessary for JFF to comply with applicable statutes and regulations. JFFAC officials also reserves the right to exclude any individual(s) acting in a disruptive or inappropriate manner or counter to the best interests of the tournament.
- 3.4. Any attempt by any person to deliberately damage, corrupt or undermine the operation of the JFFAC tournament may be a violation of criminal and civil laws. Should such an attempt be made, JFF reserves the right to seek damages from any such person to the fullest extent of the law.
- 3.5. All decisions regarding the interpretation of JFFAC Rules, player eligibility, scheduling and staging of the tournament, and penalties for misconduct lie solely with JFF, whose decisions are final.
- 3.6. JFFAC staff will use reasonable efforts to consider the best interests of the tournament and fairness as the top priority in the decision-making process, with the understanding that "best interests of the tournament and fairness" shall be determined by JFF, acting in its sole and absolute discretion. Unusual circumstances can, on occasion, dictate that the technical interpretation of the rules be balanced against the interest of fairness. JFF 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.
- 3.7. JFF prohibits the use of obscene or foul language in any public area of the tournament premises at any time. Any player who uses such language or makes a foul, profane, obscene or vulgar statement, or speaks abusively or in an intimidating manner to another player, or a tournament staff member, will be penalized.

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These penalties will be levied based on Rules 3.1, 4.41 and 4.45.

- 3.8. Excessive celebration through extended theatrics, inappropriate behavior, or physical actions, gestures, or conduct will be subject to penalty. Any player that engages a member of the tournament staff during the celebration or utilizes any property of JFF will be penalized in accordance with Rules No. 3.1, 4.41, and 4.45. JFF property includes but is not limited to chairs, tournament tables, computers, audio and video equipment.
- 3.9. Player or staff abuse will not be tolerated. A player will 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.
- 3.10. Tournament Rules and any and all changes in the rules and event descriptions for the JFFAC will be available at the tournament facilities as well as on the Internet at www.jffac.org.
- 3.11. Where a situation arises that is not covered by these rules, JFF shall have the sole authority to render a judgment, including the imposition of a penalty, in accordance with the best interests of the tournament and the maintenance of its integrity and public confidence.
- 3.12. Under no circumstances will JFF permit any Participant to wear any clothing that JFF, acting in its sole discretion, determines:
 - 3.12.1. Contains any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, either in theme or in treatment or that describes or depicts repelently any internal bodily functions or symptomatic results of internal conditions, or refers to matters that are not considered socially acceptable topics;
 - 3.12.1.1. Advertises any pornographic products;
 - 3.12.1.2. Disparages or libels any person or product;
 - 3.12.1.3. Is engaged in (or is alleged to have been engaged in) conduct that JFFAC deems inappropriate.
 - 3.12.1.4. JFF reserves the right at all times to impose a ban on any apparel deemed objectionable by JFF, in its sole and absolute discretion.
 - 3.12.2. All card caps must comply with the aforementioned rules.
 - 3.12.3. The JFF reserves the right to refuse entry or continued participation in an event to any player who does not comply with the aforementioned apparel and card cap rules.
- 3.13. Players may not cover or conceal their facial identity. Tournament officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits their identification or is a distraction to other players or tournament officials. Players may wear sunglasses and sweat shirts with hoods, but may be asked to remove them if they cannot be identified by tournament officials.
- 3.14. Players will serve as dealers by rotating the dealer position during play. Players who do not wish to deal, for any reason, may have another player deal for them when they obtain the rotating dealer position.

4. POKER RULES

- 4.1. The tournament Director, Managers, and Supervisors 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 tournament Director reserves the right to overrule any floor decision.
- 4.2. The English-only rule will be enforced at all JFFAC tables during tournament play. Players who violate this rule are subject to penalty in accordance with Rule 4.41 and 4.45.
- 4.3. Cell Phone Rule: (AKA the Pancetta Rule! - *We love you Justin*) All cell phones and other voice-enabled and "ringing" electronic devices must be turned off, or set to silent mode, during tournament play. Players not involved in a hand (cards in muck) shall be permitted to text/email at the table, but shall not be permitted to text/email any other player at the table. If the JFF, acting in its sole and absolute discretion, believes a player is communicating with another player at the table, both parties will be immediately disqualified from the tournament and face imposition of additional penalties as described in Rule 3.1. Playing games and use of the Internet are also not allowed as these activities slow the overall play at the table.
 - 4.3.1. All players desiring to talk on a cell phone must be at least one table length away from their assigned table during all said communication. Those individuals who talk on a cell phone not at least one table length away from their assigned table shall be subject to a penalty to be determined by tournament Staff. No cell phones or other electronic communication device can be placed on a poker table.
 - 4.3.2. Players should consider the privacy of other players when talking on a cell phone. When possible players should leave the tournament area when excessive talking is expected.

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- 4.4. Approved Electronic Device Rule: Players are allowed to use an approved electronic devices (iPods, MP3 and other music players or noise-reduction headsets) during tournament play until they have reached the final table, so long as the approved electronic devices are not used to collude or cheat in any way. Audio players require the use of headphones. Once players make the final table, all approved electronic devices must be removed. Failure to remove said devices will result in a penalty up to and including disqualification, in accordance with Rule 4.41 and 4.45.
- 4.5. Tournament seats will be randomly assigned. Tournament staff reserves the right to relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of the tournament. Preassigned seats will be used to place JFFAC staff members at all tables when possible,
- 4.6. The breaking order for the JFFAC will be highest table number first unless player tracking is enabled. If player tracking is enabled the tournament software will determine the table breaking order. The table to which a player is moved will be specified by a predetermined procedure. 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 so long as it preserves the natural order of blinds at the table. The only place they cannot get a hand is between the small blind and the button. JFFAC officials reserves the right to alter the breaking order due to unusual circumstances.
- 4.7. Play will halt at any table that is at least three players short. Players moving from a full table to a short table assume the same rights and responsibilities of the position as outlined in Rule 4.6.
- 4.8. When the tournament reaches 9 players a re-draw for seat assignments, for the final table, will occur.
- 4.9. Cards speak: Verbal declarations as to the content of a player's hand are not binding; however at JFF discretion, any player deliberately miscalling his hand will be subject to penalty in accordance with Rule No. 4.41.
- 4.10. All cards will be turned face up once a player is all in and all action is complete. If a player accidentally folds/mucks their hand before cards are turned up, the tournament staff reserves the right to retrieve the folded/mucked cards if the cards are clearly identifiable and have not touched other discarded cards.
- 4.11. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.
- 4.12. At the end of the last round of betting, the player who made the last aggressive betting action in that betting round must show first. If there was no bet during the final round, the player to the left of the button shows first, and so on in a clockwise direction. At showdown, any player at the table may request to see a folded hand from any player who has called all bets on the last round of betting. If a player with the last aggressive action on the last round of betting refuses to show their hand and intentionally mucks his or her hand, the player in violation will receive a penalty, in accordance with Rule No. 4.41.
- 4.13. Odd Chips: The pot will be split as evenly as possible. The odd chip(s) will go into the pot.
- 4.14. Each side pot will be split as a separate pot. Pots will not be mixed together before they are split.
- 4.15. A player must show both of his or her cards when playing the board to get part of the pot.
- 4.16. The right to dispute a hand ends when a new hand begins. A hand begins with the first riffle.
- 4.17. Color-Up Rule: Coloring-up is defined as removal of a denomination chips no longer in use. When it is time to color-up chips, they will be rounded up to the next denomination in play (EG: one 50 chips will be colored up to a 100 chip when all 50 chips are removed). Players found to have lower denomination chips remaining in their stack after the color-up will forfeit those chips unless they are equivalent in value to a chip still in play. Players are encouraged to witness the color up.
- 4.18. Deck changes may be requested by the dealer, prior to the first riffle, or as prescribed by JFFAC officials. Players, when not in the dealer position, may not ask for deck changes unless a card is damaged or marked.
- 4.19. When time has elapsed in a round and a new round is announced by a member of the tournament staff, the new limits apply to the next hand. As stated in Rule 4.16, a new hand begins with the first riffle.
- 4.20. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a player will be given one (1) minute to act. If a player has not acted on his hand by the time the minute is over, the hand will be dead. Tournament Supervisors reserve the right to shorten the amount of time allotted for a clock if it appears that a player is deliberately stalling. Any player intentionally stalling the progress of the game will incur a penalty in accordance with Rule No. 4.41.

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- 4.21. In cases where hands are concluded prior to the last card being dealt, the next card to be dealt will not be exposed under any circumstances. This prohibited practice is commonly referred to as "rabbit hunting."
- 4.22. A player must be at his or her seat by the time all players have been dealt complete initial hands to have a live hand, or restated when the "last card hits the button". Players must be at their seats to call time. "At your seat" is defined as being within reach or touch of your chair. If a player is not at their seat upon completion of the initial hands - the player's cards are immediately mucked by the dealer.
- 4.23. Players must remain at the table if they still have action pending on a live hand. If a player leaves the table before they have acted on their hand, a penalty, in accordance with Rule No. 4.41, will be enforced when the player in violation returns to the table. "At the Table" is defined as being within one table's length.
- 4.24. Tournament play will use the dead button rule. Dead Button is defined as a button that cannot be advanced due to elimination of a player or the seating of a new player into a position between the small blind and the button per Rule 4.6.
- 4.25. A player who intentionally dodges his or her blind(s) when moving from a broken table must forfeit both blinds and incur a penalty, in accordance with Rule No. 4.41.
- 4.26. When heads up in blind games, 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.
- 4.27. Verbal declarations in turn regarding wagers are binding. Players must act in turn at all times. 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. If a player acts out of turn and the action changes, the person who acted out of turn may change their action by calling, raising or folding and may have their chips returned. Players may not intentionally act out of turn to influence play before them. Violators will receive a penalty in accordance with Rule No. 4.41.
- 4.28. All chips put into the pot in turn stay in the pot. If a player has raised and his or her hand is killed before the raise is called, the player may be entitled to the raise back, but will forfeit the amount of the call. Any chips put into the pot out of turn fall under the action "may or may not be binding" Rule 4.27.
- 4.28.1. Players should not "splash" the pot. Players should place their bets in front of them but not directly into the community pot. This allows other players to clearly see the amount risked and makes dividing pots easier.
- 4.29. A raise must be made by a.) Placing the full amount in the pot in one or more continuous motion(s) without going back toward the player's stack or b.) Verbally declaring the full amount prior to the initial placement of chips into the pot or c.) Verbally declaring "raise" prior to the placement of the amount to call into the pot and then completing the action with one additional motion back to the player's stack.
- 4.30. If a player puts in a raise of 50 percent 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.
- 4.31. All raises must be equal to or greater than the size of the previous bet or raise on that betting round. An all-in wager of less than a full raise does not reopen the betting to a player who has already acted. Exception - two consecutive all-in wagers that exceed the minimum allowable bet or raise. By way of example, player A - bets 500, player B - raises to 1,000, player C - calls 1,000, player D - moves all-in for 1,300, player E - moves all-in for 1,700. If player A calls or folds, then players B & C will have an option to raise. The minimum allowable raise will be equal to the last complete raise. In this example, the last complete raise was 500; therefore, players B or C would be allowed to call 1,700 and raise 500 for a total wager of 2,200. (The half-the-size rule for reopening the betting is for limit poker only.)
- 4.32. Putting a single oversized chip or multiple same-denomination chips into the pot will be considered a call if the player doesn't announce a raise. For example, a player who places two 500 chips into the pot on a 300-600 blind level when the bet is 600 without an announcement will be considered a call. If a player puts an oversized chip into the pot and says, "Raise," but doesn't state the amount, the raise will be the maximum allowable up to the denomination of that chip. To make a raise with a single oversized chip, a verbal declaration must be made before the chip hits the table surface. After the flop, an initial bet of a single oversized chip without comment will signify a bet equal to the size of the chip.
- 4.33. There is no cap on the number of raises.
- 4.34. 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. If requested, dealers may spread the pot so that it can be counted by a player.
- 4.35. Dealers will be responsible for calling string bets/raises. All players at the table are encouraged to assist in calling a string bet/raise if a dealer fails to identify it. String bets/raises called by a player must be verified by a

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floor person. A string bet/raise is defined as attempting a bet or raise in multiple movements that include a return to a player's stack without a prior verbal declaration of intent or visual deception intended to induce action out of turn before a player's action is complete.

- 4.36. Accepted Action: Poker is a game of observation. It's the player's responsibility to ensure the accuracy of another player's bet and/or all-in wager regardless of what is stated by the dealer and/or other players at the table. If a player requests a count but receives incorrect information from the dealer or another player at the table, then places said amount into the pot, it is assumed he/she is accepting the action and will be subject to the correct wager and/or all-in amount.
- 4.37. Players must keep their highest denomination chips visible at all times.
- 4.38. All chips must be visible at all times. Players may not hold or transport tournament chips in any manner that takes them out of view or out of the tournament area. A player who does so will forfeit the chips and face disqualification. The forfeited chips will be taken out of play.
- 4.39. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to his or her chips back. An exception would be if a player raised and his or her raise had not been called yet, he or she would be entitled to receive his or her raise back.
- 4.40. There will be no foreign objects on the table except for a maximum of one card cap. Card caps can be no larger than two (2) inches in diameter and no more than two (2) inches tall. Players may not place any food or beverages on the poker table. All card caps must comply with rule 3.12.2. Exceptions: 1) cell phones or other Approved Electronic Devices (see rule 4.4) may be permitted on the padded rail of the table, 2) Players who are in the Hole Card Hero side competition may place their Hero Booklet on the poker table felt near their chip stack.
- 4.41. In its sole and absolute discretion, JFF may impose penalties ranging from a verbal warning, one missed hand away from the table up to disqualification and expulsion from the current or future, JFFAC events. Penalties will be invoked in cases of soft-play, abuse or disruptive behavior. A penalty will also be imposed if a player throws a card off the table, forcefully mucks their cards causing one or all cards to turn over, violates the one-player-to-a-hand rule or engages in similar behavior.
- 4.41.1. Tournament officials can assess a verbal warning, a missed hand, or one-round, two-round, three-round or four-round penalties and disqualification.
- 4.41.2. A missed-hand penalty will be assessed as follows: The offender can miss one hand or one to four rounds of hands away from the table. The offender's missed hand is counted as part of the round when a penalty is given.
- 4.41.3. Players who receive a missed-hand penalty must remain outside the designated tournament areas for the length of their penalty.
- 4.41.4. The player must notify the tournament staff prior to returning to their seat. Repeat infractions are subject to escalating penalties up to disqualification.
- 4.41.5. JFFAC officials will maintain a written log of all penalties issued throughout the duration of the JFFAC event.
- 4.41.6. It should be noted that penalties may not always be imposed in successive manner. Tournament staff in their sole discretion, for example, can disqualify a person for a first offense if action of player is deemed worthy. Or a player, for example, may forego a warning and be assessed a three round penalty. Players should know any conduct deemed penalty-worthy could result in a wide range of discipline for a first offense.
- 4.42. Players are obligated to protect the other players in the tournament at all times. Therefore, whether in a hand or not, players may not a.) Disclose contents of live or folded hands, b.) Advise or criticize play before the action is completed, or c.) Read a hand that hasn't been tabled. While in a hand, players may not a) discuss hands or strategy with any spectator, or b) seek or receive consultation from an outside source. The one-player-to-a-hand rule will be enforced. Players who violate this rule are subject to penalty in accordance with Rules 3.1, 4.41, and 4.45.
- 4.43. A player exposing his or her cards with action pending will incur a penalty, and their hand will be dead. The penalty will begin at the end of the hand. All players at the table are entitled to see the exposed card(s), if requested.

Josh Farler "Fight Against Cancer" Poker Benefit Rules

- 4.44. Poker is an individual game. Soft play will result in penalties that may include forfeiture of chips and/or disqualification. Chip dumping will result in disqualification.
- 4.45. A player who is disqualified shall have his or her chips removed from play and no refund will be provided to that disqualified player.
- 4.46. Any player who forfeits play for health or other personal reasons after the start of a tournament will:
- 4.46.1. If play has not exceeded the dinner break - his or her chips will be collected and gifted to the "Second Chance Entrant" at the dinner break.
 - 4.46.2. If play has exceeded the dinner break and the players chip stack is less than 5 big blinds - his or her chips will be blinded off accordingly. In the event the table is broken the chip stack will move as if the player remained and will be moved to the highest table number needing a player.
 - 4.46.3. If play has exceeded the dinner break and the players chip stack is greater than, or equal to, 5 big blinds - his or her chips will be removed from play.
- 4.47. Repeated etiquette violations will result in the imposition of penalties assessed by the tournament staff. 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.
- 4.48. Player Exit
- 4.48.1. Players who lose all of his or her chips and choose to not rebuy should leave the table as a sign of exiting the tournament. Players may remain in the tournament area but not at a table where tournament play continues.
 - 4.48.2. Players who exit the tournament are encouraged to report to the tournament computer operator. This allows for accurate reporting of player and chip counts. If prior to the dinner break - The tournament computer operator will also record the player's name for the Second Chance drawing!
 - 4.48.3. Players who exit the tournament should resolve any side competitions where they are active participants.
5. TOURNAMENT OPERATIONS, POLICIES, AND PROCEDURES
- 5.1. Tournament pre-registration is available at www.joshfarler.org.
- 5.2. Registration may be purchased at the door beginning at 11:00 AM and until the end of the dinner break. (approximately 6:30 PM)
- 5.3. Rebuys are unlimited until the start of the dinner break. Exception: if a player loses all of his or her chips – in the last hand of the round prior to the dinner break – AND that hand was completed after the round ended, ONE rebuy is allowed and rule 5.4 applies thereafter.
- 5.3.1. Rebuys must be made at the table.
 - 5.3.2. Players may purchase rebuys regardless of their chip count.
- 5.4. Add-ons may be purchased, in unlimited increments, during the dinner break.
- 5.5. There will be dinner break begin at approximately 5:00 pm. It will be anticipated to begin after the end of seven levels of play. The dinner break will last 90 minutes. There will be no staggered dinner breaks.
- 5.6. Upon nearing 10 players remaining, a "Hand-for-Hand" method of determining player placement will be utilized. This will begin by completing the current hand in progress at all tables. Once all hands are complete, the dealer at each table will deal one hand only, then – once the hand is complete – suspend play. This process will continue until enough players have been eliminated to reach the final table. During the Hand-for-Hand process, more than one player may be eliminated during the same hand. If two players are eliminated during the same hand at different tables, both players will "tie" for that place finish. If two players are eliminated during the same hand at the same table, the player who began that hand with the highest chip count will receive the higher place finish.
- 5.7. Reentry to the JFFAC are not allowed.
- 5.8. Play will continue until a winner is determined.
- 5.9. Prizes will be awarded at the end of tournament play for the top 10 players.