

# Missouri Legends Poker League

## Player Rules

**NO GAMBLING! This is taken very seriously! This violates several state and federal Laws.** Any Venue, Player, or agent of Missouri Legends Poker league who wagers cash, property, or anything of value at any Missouri Legends Poker League (MLPL) event should be immediately reported to the League and this Action must Cease. This style of betting is in violation of state and federal gambling laws and persons can be held liable. Missouri Legends Poker League will not support nor defend anyone caught gambling.

### **Are there any fees to play or any buy-in? NO**

MLPL is **completely free to play** at all venues. This is a 100% free to play league for any qualified customer.

### **Support of venues**

We do **strongly encourage** all registrants to support these venues with food and drink purchases. Be a good customer. This support will ensure that our free poker promotion continues. Starting chip counts cannot be given as incentive for players to make purchases at any Missouri Legends Poker League event. However some venues may have 'no loitering' policies, which means that seating and events (like poker) are for paying customers only.

### **ABSOLUTELY NO Outside Food or Drink!**

**Under no circumstances are players allowed to bring outside alcohol, food, or drinks into a venue. This is for the venues protection. This action may violate local, state, or federal codes and laws.** RARE EXCEPTION: There are a small handful of locations that don't serve food. Please verify with venue first before assuming you can break this guideline! Anyone who is verified to have brought outside alcohol into a host venue will face a minimum league suspension of 6 months.

### **Age Requirements**

MLPL has no age requirements to play in our tournaments, but we recommend to venues, that participants be at least 18 years old to play. Business owners may approve or disallow any player due to that particular businesses requirements.

### **Legal Requirements**

Any persons winning a prize must be eligible to receive this prize. Any prize that a player is unable to accept (for any reason) can be forfeited, and/or transferred to next eligible participant, and/or a prize of equivalent value may be substituted. This will be at discretion of Missouri Legends Poker League and all decisions will be final and binding. Any event held inside a casino all participants must meet all state and federal rules for that venues event. All players must be of legal age, at the time of event, to participate, in any event held inside a casino.

### **Tournament Directors.**

**Most of MLPL's Tournament Director's(TD's) are volunteers. They volunteer their time and energy. Please be respectful and helpful to your TD** as they are working hard to keep the game going at your venue. There are times that a situation occurs that is not covered in the Rules & Guidelines, if this type of situation arises, the TD's decision is final. **Registrants have a responsibility as well as the TD's to maintain a fun, friendly atmosphere for all.**

### **Weekly Tournament Structure**

MLPL's year starts in April 1st. MLPL will have 2 tournaments per night per venue. Unless venue requests different arrangements.

Each tournament event gives away points for a specific player. All points are **venue specific and do not carry to other venues**. Any player may have points at multiple venue. Each player must look to see if they need to sign out.

#### **Points structure is:**

1st-300	4th-200	7th-125	10th-80	13th-50	16th-35	19th-20
2nd-250	5th-175	8th-100	11th-70	14th-45	17th-30	20th-20
3rd-225	6th-150	9th-90	12th-60	15th-40	18th-25	20+ place no points

Incase of a tie of position, the highest point amount will be given to **both** players.

### **Monthly points**

All points will add to monthly and yearly tournament point totals.

### **Weekly Tournament Structure**

All Missouri Legends Poker League tournaments (excluding deepstacks, bracelet, or Main Event) start with 10,000 in chips. MLPL may change or update this due to specific venue requirements.

#### **Blind Times**

Blind times for all weekly tournaments are a 20-minute time structure. The Tournament Director will run the blinds promptly and without stoppage until 1st color up.

#### **Chip values**

Qty-6	Red chip value of 250
Qty-9	Blue chip value of 500
Qty-4	Yellow chip value of 1000
Qty-0	Green chip value of 5000 (only used for coloring up purposes)

#### **Color Up**

Players should not share chips during color up to advance their position.

At 1st color up all Red and Blue chips will be removed from play. Any  $\frac{1}{4}$ ,  $\frac{1}{2}$ , or  $\frac{3}{4}$  counts will be rounded up to a whole number.

At 2nd color up all yellow will be removed from play. Any  $\frac{1}{4}$ ,  $\frac{1}{2}$ , or  $\frac{3}{4}$  counts will be rounded up to a whole number.

#### **Bonus chips**

At any time MLPL may enact or retract bonus chip programs. These programs are mandatory for all venues. Bonus chip programs cannot exceed 3500 in chip value.

#### **Venue specific Special event bonus chips**

**At request of any specific venue** MLPL may enact a venue specific bonus. This will be determined by venue but the bonus cannot exceed 1500 chip count. These also may be retracted at anytime.

### **Bi-monthly Points**

The top 16 players in point values, each month, in a two month period, will have a seat in the bi-monthly tournament. Monthly points are not combined over a two month period to get this total. Monthly points are not combined to get this total. This point total is venue specific. This winner of this tournament will be announced as a **bi-monthly champion**. This person is given a seat into the **Lake of the Ozarks Legends Tournament** at Lake of the Ozarks main event. Each location will then have **6 Bi-monthly champions** sent into the **Lake of the Ozarks**

**Legends Tournament.** All players must sign out. Players competing in bi-monthly tournament will receive points while playing in this tournament.

**Points structure is:**

1st-300	4th-200	7th-125	10th-80	13th-50	16th-35
2nd-250	5th-175	8th-100	11th-70	14th-45	
3rd-225	6th-150	9th-90	12th-60	15th-40	

## **Bimonthly/Bracelet Tournament Structure**

### **Blind Times**

Blind times for all weekly tournaments are a 30-minute time structure. The Tournament Director will run the blinds promptly and without stoppage until 1st color up.

### **Chip Counts 15,000 in total chips**

Qty-6	Red chip value of 250
Qty-9	Blue chip value of 500
Qty-4	Yellow chip value of 1000
Qty-1	Green chip value of 5000

At 1st color up all Red and Blue chips will be removed from play. Any  $\frac{1}{4}$ ,  $\frac{1}{2}$ , or  $\frac{3}{4}$  counts will be rounded up to a whole number.

At 2nd color up all yellow will be removed from play. Any  $\frac{1}{4}$ ,  $\frac{1}{2}$ , or  $\frac{3}{4}$  counts will be rounded up to a whole number.

### **Table Etiquette**

Please be respectful of your fellow players. Some new players may not be aware of standard table etiquette. If someone is not using proper "table etiquette" then simply make them aware (in a nice tone). Remember that we are here **to have fun, eat food, have some drinks, meet some new people and play some poker**. Also, please remember that table etiquette is not an enforceable poker rule, but if done disrespectfully, offending players can be removed from the tournaments. Please note: you may not like how someone plays, but this may not be breaking any rules. Table etiquette rules can be discussed with a TD and on a case by case basis, the Tournament Director can make a decision.

### **Respect**

Please be respectful of your fellow players. New players are new for a reason and get a pass. They may not be aware of correct play or etiquette. Any concerns can be discussed with the "TD" which will make a decision. Cursing, swearing, verbal abuse will not be tolerated. Players engaging in such behavior will be removed from the tournament. Refrain from criticizing another player's play. Please remember that we are here to have food, friends, and fun!!

### **Card covers**

We recommend that all cards be covered with a marker. This prevents hands being accidentally discarded or mucked. **Please do not cover your cards with your hands**. This leads to others playing out of turn and or not recognizing these hands. Cards must be kept in front of chips at the table.

### **No Coaching**

Players standing behind the table cannot help someone sitting at the table.

### **Cellular Phones**

Please be respectful of play at the table and do not use your cellular phone while playing. You can stand up, and step away from the table.

### **Smoking**

Smoking can be very bothersome to other players sitting at the table. Please be respectful and move away from the game area while you are smoking. Absolutely no smoking at the card table.

**ARRIVING LATE--Be On Time. We award the early so be early.**

Players arriving late can only take a seat if:

They arrive within 20 minutes of the posted start of the tournament AND, the player forfeits a Small & Big Blind for a blind missed. For example, if tournament blinds are 20 minutes and a player arrives 15 minutes into the tournament, they forfeit 750 (250 little blind and 500 big blind). They forfeit these chips regardless of where they are seated (in the blinds or not). These chips are taken prior to them receiving their stack and are not placed in the pot or divided among players. No player can enter into a tournament after the second blind has begun.

**The PLAY**

The start of the tournament each player will be assigned a table by the TD. Each player will draw a card from their tables deck of cards. The highest card drawn will become the dealer. If the same high card is drawn by multiple players, then those players will draw until there is a single high card.

**Cards On Table**

Cards must remain on the table at all times.

**Don't Show Your Cards**

If a player accidentally or intentionally exposes his/her cards during a hand, the **entire table must be shown the cards and play continues**. Do not show your cards to other people at the table, even if they are already out of the hand or the "audience", even if **you** are going to fold. Your cards are for your eyes only. **Any cards shown, at request, can be and will be shown to the entire table. Do not reach into the muck pile to pull out cards. Upon request the dealer will show mucked cards.**

**Shuffling**

We are considered a "**self delt**" card game. A player becomes the dealer and shuffles the cards, the player to dealers right must cut cards. If said player refused to cut the cards, cards fall to next player until cards are cut. If everyone refuses to cuts the cards, then dealer must cut the cards. **All decks will be cut before the cards are dealt.**

Prior to the deal, the player to the left of the dealer places a bet called the Little Blind, and a player to the left of the little blind places a bet called the Big Blind. These are forced "blinds". Players are required to place blinds before anyone may see any cards.

**Exposed cards**

If the dealer exposes a card while dealing, the exposed card now becomes the burn card. Dealing continues, in order, with the last card dealt, going to the person, whose card was exposed. In instances where two cards are exposed by the dealer while the cards are being dealt, a misdeal is declared and the cards are reshuffled and re-dealt.

Each player is then dealt two cards down. Play starts to the left of the blind and continues clockwise around the table.

Each player may bet, raise, or fold in turn. This round of betting ends when the player in the Big Blind position, takes action (checks, calls, or raises) - OR, in the case of a raise, when the last player to act makes a play.

**(The Flop)** The dealer then burns (puts out a card face down) Keep burn cards separate from discard pile. Dealer then places three cards face up in the center of the table. Another round of betting takes place, starting with the player to the left of the dealer.

**(The Turn)** After betting is complete, the dealer burns another card, and places a card face up in the center of the table. Another round of betting takes place, starting with the player to the left of the dealer.

**(The River)** After betting is complete, the dealer then burns the final card, and deals the fifth and final card up in the center of the table. A final round of betting takes place.

Players remaining in the hand will then show their cards, and the player with the winning poker hand will be awarded the pot. Any combination of hole cards and community cards may be used to make the best five-card poker hand.

### **Don't Play Out Of Turn**

Participants may not intentionally act out of turn to influence play before them. Your action can change or influence the action(s) of other players at the table. If a person plays out of turn, that person's action is binding. Action out of turn will be binding, if the action to that participant has not changed. A check, call or fold is not considered action changing. If a participant acts out of turn and the action changes, meaning someone else raises, the person who acted out of turn may change their action by calling, raising or folding. A participant skipped by out of turn action must defend his right to act. If the skipped participant has not spoken up by the time substantial action occurs to his left, the out of turn action is binding.

If a player bets out of turn, they can pull their chips back, provided it was an honest mistake. If players are doing this intentionally or repeatedly, they can be issued a warning, which can include having that hand mucked

### **Betting-- declare your action**

All bets must be placed in front of that players cards for all to see. Do not throw (splash) chips into the pot. Verbal declarations for calls and raises are binding unless there is a gross misunderstanding of the previous action. These declarations must meet big blind minimums or current bet/raise commitments on table.

A minimum bet must always be equal to or greater than the big blind unless a player is all in for amount less than the big blind. If a player raises/calls--all in, but their bet amount is less than a full blind/raise, a side pot will be made up for the amounts covered by other players in hand.

### **Binding Action**

A bet is binding once the player verbally declares a bet or moves chips forward and releases them. Players that consistently make forward actions, with chips in hand, then make no bet or raise, and if other players complain, the original player will be considered "trying to gain a tell advantage" This player may be reprimanded and will be giving a warning by the "TD." If this conduct continues, this motion will be considered a raise and all chips in hand will be forced into the pot. Please remember this rule is trying to keep with a fun, recreational game and setting.

### **SINGLE CHIP BETS or RAISES**

Be safe - ALWAYS announce your action to eliminate confusion. Before the flop, if a player bets a single chip, greater than the big blind without announcing a raise, then this is only **a call**. If a pre-flop bet has already been made and a 2nd player tosses a higher-value chip without announcing their intention, this is also **only a call**.

After the flop, if a player bets a single chip that is more than the minimum bet without announcing their intent, then the bet is the value of that chip.

## **Collusion**

**Any player not in a hand, may not signal, discuss, make motion, or identify what cards they may have mucked.**

**“Show one show all” At any time a player shows another player their cards, they must also show the table, to prevent collusion. Any player at the table, may ask to see any cards shown to other players.**

## **Mucking/Discarding Hands**

Any player may muck (discard) his/her cards, that player is allowed to do so anytime that it is their time for action. This can happen without his/her opponent seeing the cards. Once a player's cards hit the muck, that player is no longer in the hand and that player cannot win any portion of the pot. No other player may see those mucked cards.

If a player bets and no other player calls (all other players muck their cards) the original bettor, does **not need to show ANY CARDS to win the pot.**

If a player is called at the river, the last bettor or raiser shows their cards first. If the caller cannot beat the bettor, they may muck their hand and bettor wins the pot.

## **Showing Both Hole Cards**

If a player is called at the river, in a “show down” a player shall not win the hand unless they show **both of their hole cards.**

## **“All In” Showing Your Cards**

### **Two player // Heads up:**

**Both hands** will be turned face up whenever a player is “all in” and the betting action has been completed. The cards speak for themselves.

### **Multiplayer hand All In:**

“All in” player will not turn over cards until final bet/call on the river is made. At that time **ALL players involved in “All IN” will turn over cards.** The cards speak for themselves. **No cards can be mucked with a player involved in an “All IN” hand.**

Play continues through raising of blinds at a determined period.

Tournament is completed when only one registrant is left standing.

**We encourage players to take pictures and make comments on our social media outlets.**

**FB: MissouriLegendsPokerLeague**

**Twitter:MoLegendsPoker**

**Youtube:MissouriLengendsPoker**

**Any questions or concerns may be emailed to: [missourilegendspoker@gmail.com](mailto:missourilegendspoker@gmail.com)**