



TX DOUBLE DEUCE

BURLESON, TEXAS

Live Action Poker Rules

1. All games are table stakes. Cash does not play.
2. Players are responsible for always protecting their own hands.
3. English only at the table while a hand is in progress.
4. Cards must always remain over the table.
5. Seating and table changes will be controlled by TX Double Deuce Poker Staff.
6. Management reserves the right to make decisions that are as fair as possible. Under certain circumstances, it may be decided to award a pot or decision to a player who is clearly entitled to it in the spirit of the rule rather than using the literal interpretation.
7. Floor decisions are final.
8. Discourteous behavior, disrespect towards staff or other players, or abusive language or critical commentary, will not be tolerated and may result in loss of membership.
9. Management reserves the right to refuse business and revoke membership.
10. Bomb Pot is allowed on dealer changes.
 - A. In all games, a \$5 ante will be required in order to participate in the dealer change bomb pot. Bomb pots will be played as follows: \$1/2 games will be played as 2 card NLH double board; all other games will be Pot Limit Omaha 4 card High only double board. (Participation in bomb pots is completely optional)
11. A live 'straddle bet' is allowed in blind games. The straddle bet in 1-2 NL is \$5 to \$10, 1-3 NL is \$6 to \$15, 2-5 blind games or higher the straddle is 2 to 5 times the big blind. The straddle bet can be done from the button or the UTG positions with the button having precedence. Action will start under the gun. Only the button straddle bet will have the ultimate last action. (NO RESTRADDLE)
12. Running it 2 or 3 times is allowed in all flop games with the exception of split pot games.
13. The winning hand must table all cards before the pot is awarded, this includes if the board is being played, unless that hand is the only live hand remaining. Dealers will assist in reading hands and assigning the correct value to any tabled hand.
14. The betting line with chips is binding on active players. All chips that cross the betting line are considered the bet unless stated prior to betting.
15. Moving chips that are 1.5x to 2x more than the current action will be a raise to 2x the current action. More than 2x will be a raise to that amount. Less than 1.5x will be a call of the current action.
16. A participant who says "raise" is allowed to continue putting chips into the pot with more than one move, provided an amount has been verbally declared in advance. A participant may declare a raise, call the amount bet to them and then put the raise in with a single motion or simply put the chips across the betting line in a single motion, to avoid making a string bet. It is the dealer's responsibility to call all string bets, even during heads-up play. A participant may also call a string bet if the dealer fails to do so.
17. A verbal statement in turn of fold, check, call, raise or specific size bet is binding on all active players.
18. Action out of turn will be binding if the action to the 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 player 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.
19. Conditional statements of future action are strongly discouraged and may be binding.
 - A. E.g. "if then" statements such as "if you bet, then I will raise."
20. Only one player per hand. This means that no other player or spectator will do anything to affect decisions being made by active players about the hand in progress.
21. If the first or second card of the deal is exposed the hand will be declared a misdeal. If another card is exposed by the dealer during the deal, the dealer will continue dealing in order and will replace that card once the initial deal is complete. It will be replaced with the top card on the deck and the exposed card will be used as the first burn card. If a second card is exposed, the hand will be declared a misdeal.
22. Cell phones and other electronic devices are permitted in live games permitting it does not impede the progress or disrupt the flow of the game.