

NORTH JERSEY POKER LEAGUE RULES AND REGULATIONS - VERSION 6.0

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PREFACE

Thank you for interest in the North Jersey Poker League. The rules outlined in this document are to ensure the integrity of the tournament. By participating in any tournament, you agree to abide by the rules and behave in a courteous manner. A violator may be verbally warned, suspended from play for a specified length of time, or disqualified from the tournament. Chips from a disqualified participant will be removed from play and the entry fee will not be refunded.

ABOUT THE NORTH JERSEY POKER LEAGUE

The North Jersey Poker League started in January 2004, New Years Day, by a group of high-school friends in a nickel/dime ring game format. It wasn't long before a tournament style was adopted and Texas Hold'em became the game of choice. Rankings were then developed for the NJPL website¹ using a formula borrowed from Poker School Online². Play in any NJPL tournament is by invitation only; no walk-ins are permitted.

THE TOURNAMENT DIRECTORS

The Tournament Director(s) are responsible for the handling of the poker clock, seating, distributing chips, collecting the buy-in and coloring-up chips. Some of these tasks may be delegated to any dealer/player. In the case of disputes and rule interpretations, the Tournament Director(s) will have final authority. If the dispute directly involves the Tournament Director(s), a third-party will be appointed to resolve the dispute.

CONDUCT CODE

The house will attempt to maintain a pleasant environment for all players, but is not responsible for the conduct of any player. We have established a code of conduct and may deny play to anyone who violates it. Any player which has been disqualified will not have the entry fee refunded. The following is not permitted:

01. Collusion with any other player or any type or form of cheating.
02. Verbally or physically threatening anyone.
03. Intoxicated players will be asked to leave.
04. Creating a disturbance by arguing, shouting, or making excessive noise.
05. Throwing, tearing, bending, or crumpling playing cards.
06. Destroying or defacing property.
07. Stealing or taking any chips which are not yours.

¹ NJPL Website - <http://www.northjerseypoker.com>

² Poker School Online - <http://www.pokerschoolonline.com>

08. Violation of House Rules (varies from home to home) – See the House Rules section of this document.

POKER ETIQUETTE

The following actions are improper and grounds for warning, suspending, or barring a violator:

01. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
02. Showing cards to non-players or eliminated players.
03. Deliberately acting out of turn.
04. Splashing chips into the pot.
05. Agreeing to check a hand out when a third player is all-in.
06. Reading a hand for another player at showdown before it has been placed face-up on the table.
07. Revealing the contents of a live hand in a multi-handed pot before the betting is complete or revealing the contents of a folded hand before the hand is complete.
08. Needlessly stalling the action of a game.
09. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
10. Stacking chips in a manner that interferes with dealing or viewing cards.
11. Any player or dealer who see an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help us keep mistakes of this nature to a minimum.
12. Using a cell phone at the table. If you need to use your phone please step away from the table.

COLORING UP CHIPS

During tournament breaks the Tournament Director(s) will remove lower domination chips out of the tournament in exchange for higher domination chips. Chips that cannot be changed-up will remain in play.

NJPL TOURNAMENT RULES

The North Jersey Poker League tournament rules below are to be used in conjunction with Robert's Rules of Poker³. When there is a discrepancy between these rules and

³ Please visit http://www.northjerpoker.com/info/pdf/robs_rules.pdf

Robert's Rules of Poker, these rules shall take precedence. Some of these rules may be covered in other sections of this document.

01. **Player Deals:** Players are allowed to make deals as long as no players are left out.
02. **Card Visibility:** Players have to keep their cards in view at all times.
03. **Discussing Hands:** Players are not allowed to discuss hand while the hand is in play.
04. **Deck Changes:** Players are allowed to ask for deck changes.
05. **String Bet:** String bets are not allowed. When raising, a player must either put the amount of the raise out in one motion or state the raise amount. If the raise is unannounced then the raise must be made in one motion. If the raise is announced but no amount is announced, "I raise", then the amount of the raise must be in one motion. If both the raise and the amount are announced, "I raise 600", then the player can make several motions to put chips into the pot since there is no question about the details.
06. **Splashing:** Splashing the pot is not allowed. Please stack your chips after you have made you have verbally stated your raise and push them into the center of the table.
07. **Cheating:** Anyone caught cheating will be kicked out of the game.
08. **Unprotected Hands:** It is a player's responsibility to protect his/her hand.
09. **Calling Time:** Once a reasonable amount of time has passed and a clock is called for, a player will be given one minute to make a decision. If action has not been taken by the time a minute has passed, a ten second countdown will be started. If a player has not acted on his/her hand by the time the countdown is over, the hand will be dead.
10. **Sitting Out:** A player may sit out, provided his/her blinds are posted.
11. **Verbal Declarations:** If a player verbally announces a move then he/she will be required to play according to his/her verbal declaration - even if he/she has not moved his chips.
12. **Showing Hands - When All-In:** All cards will be turned face up once a player is all-in and all action is complete.
13. **Showing Hands - Who Shows First At The Showdown:** If everyone checks, then everyone must show their hand - in the order according to the button. If there is betting on the final round, then the player who puts in the final bet has to show first and the callers show next - in line with the button.
14. **Showing Hands - Showing Your Cards to Others:** You are not allowed to show your cards to another person - even if they are not involved in the current hand. If you show your cards to one player then you need to show them to all players, whether it is during a hand or after.

15. **Showing Hands - Just Showing One:** You must show both cards in order to win the pot unless the pot is uncontested.
16. **Killing Hands of Absent Players:** A player must be at the table at the end of the showdown in order to have the hand considered live. If the dealer does not kill the hand, it will still be considered dead. If the absent player is in the blind, the blind will be posted and the hand is considered dead.
17. **Rabbit Hunting:** When a player wins a pot without a showdown, some players want to know if they would have won had they stayed in the hand longer. To "rabbit hunt" means to ask the dealer to expose what cards would have come if the player decided to play his hand. Generally, these players want to see if they would have hit their straight, flush, etc. Rabbit hunting is prohibited.
18. **Dead Button:** If the big blind busts out and is not replaced by a player from another table, the button moves to the player who posted the small blind and the player to the left of the former big blind assumes the big blind. There is no small blind for that hand. On the following deal, the button moves to the now empty seat (the seat vacated by the eliminated big blind player) and the two players to the left post the normal blinds. This will result in the same player being the dealer two hands in a row.
19. **Minimum Raise:** The minimum amount of a raise must be the amount of the previous raise, not the amount of the previous bet. If the blinds are 100 and 200 and the opener raises to 600, the minimum re-raise is now 400.
20. **Side Pots:** A player can only win from each player as many chips as he/she bets. This is called a main pot. A side pot is created with any subsequent bets
21. **All-In on a Blind:** The blinds are 500 and 1,000. The player who is going to post the big blind has 400 in chips. Another player raises to 1,000 and the small blind calls. There is a main pot of 1,200 (400+400+400) and a side pot of 1,200 (600+600).
22. **Seating:** Each table will seat a maximum of 10 players and will be distributed evenly between all the tables. A player may be chosen, at random, to move from one table to another, so that the tables can be balanced. Seating at the final table is determined randomly.
23. **Arriving Late:** Any player that has confirmed to get into a tournament will have to right to have his/her stack on the table and be blinded down and has the right to join the tournament before an hour has expired. After one hour from the set start time said player's remaining chips will be removed from the table.
24. **Drawing for the Button:** Players will be dealt one card each and the highest card gets the button - first Ace wins.
25. **Tournament Ties:** If two or more players go all-in and get knocked out then the player with the most chips will place higher than the player with the lesser chips. If both have an equal number of chips then they will finish in a tie.

26. **One Player to a Hand:** Only one person may play a hand.
27. **Less Than A Full Raise:** Less than a full raise (when all-in) does not reopen the betting to a player who already has acted.
28. **Misdeal While Dealing:** When a card is accidentally turned up during the deal the hand will be declared a misdeal. The player whose card was turned up does not have the right to keep that card. Under no circumstances will the burn card replace a player's hole card.
29. **Robert's Rules:** For rules concerning misdeals, irregularities, dead hands, and other formats/games, please see Robert's Rules of Poker, Version 6.

RANKING SYSTEM

NJPL uses a system borrowed from Poker School Online to rank each player's position. Every quarter a new cycle starts allowing anyone to achieve top ranks. Cumulative statistics are also recorded.

The Natural "Logarithm Rankings" system gives no advantage to simply playing more often; it gives more weight to good results, and less weight to bad results, such that one exceptionally bad result does not kill your ranking and one exceptionally good result will not boost your ranking dramatically.

Calculation details:

Where "X" is finishing place out of "N" players, each player's individual tournament result is valued at:

$$\ln ((N + 1) / X)$$

ln = "natural" base for logarithms - a universal number known as "e" = 2.718282.

and "natural logarithms" are logarithms "to the base e" - that is, numbers expressed as powers of "e".

For example, with 300-player tournaments, a player finishing 1st, 300th, and 300th would rate 1.9046, just slightly better than a player finishing 45th every time, 1.9004.

Then these natural logarithms are converted back into percentiles.

To convert the natural log score back to percentile, you need to use this formula:

$$(1 - \exp (-L)) * 100$$

The variable L is the average of all the natural log score. The 'exp' means the inverse of natural log.

For example:

Log scores from 3 different tournaments: 1.5, 2.0, and 1.0. The average of these three tournaments is 1.5. Then plug that number into the above formula:

$$= (1 - \exp (-1.5)) * 100$$

$$= (1 - 0.22313016) * 100$$

$$= 77.686984$$

BLINDS SCHEDULE⁴

Level	Small	Big	Length
1	10	20	20 min.
2	15	30	20 min.
3	25	50	20 min.
4	50	100	20 min.
5	75	150	20 min.
6	100	200	20 min.
7	150	300	20 min.
8	200	400	20 min.
9	300	600	20 min.
10	400	800	20 min.
11	500	1000	20 min.
12	1000	2000	20 min.

CHIP VALUE⁵

Color	Value	Starting
Red	5	5
Blue	10	10
Green	25	15
Black	100	10
Purple	500	0
Yellow	1000	0

⁴ Version 2.4 - Revised – 2006-01-23 - Subject to Change

⁵ Version 1.2 – T1500 - Revised - 2005-06-22 - Subject to Change

PAYOUT STRUCTURE⁶

7 Players		
1st	\$75	54%
2nd	\$40	29%
3rd	\$25	18%

8 Players		
1st	\$80	50%
2nd	\$50	31%
3rd	\$30	19%

9 Players		
1st	\$90	50%
2nd	\$55	31%
3rd	\$35	19%

10 Players		
1st	\$100	50%
2nd	\$60	30%
3rd	\$40	20%

11 Players		
1st	\$110	50%
2nd	\$65	30%
3rd	\$45	20%

12 Players		
1st	\$120	50%
2nd	\$75	31%
3rd	\$45	19%

13 Players		
1st	\$115	44%
2nd	\$75	29%
3rd	\$45	17%
4th	\$25	10%

14 Players		
1st	\$125	45%
2nd	\$80	29%
3rd	\$50	18%
4th	\$25	9%

15 Players		
1st	\$130	43%
2nd	\$90	30%
3rd	\$55	18%
4th	\$25	8%

16 Players		
1st	\$140	44%
2nd	\$90	28%
3rd	\$60	19%
4th	\$30	9%

17 Players		
1st	\$150	44%
2nd	\$100	29%
3rd	\$60	18%
4th	\$30	9%

18 Players		
1st	\$160	44%
2nd	\$105	29%
3rd	\$65	18%
4th	\$30	8%

19 Players		
1st	\$165	43%
2nd	\$110	29%
3rd	\$70	18%
4th	\$35	9%

20 Players		
1st	\$170	43%
2nd	\$115	29%
3rd	\$75	19%
4th	\$40	10%

⁶ \$20 Buy-In - Version 1.4 - Revised 2005-08-04 - Subject to Change

HOUSE RULES

House rules may vary from home to home and are listed below. All rules are subject to change.

Chuck F's Place⁷

- The game starts promptly at 8 pm, always!
- No smoking in the building or on the grounds.
- No cash games
- No Alcohol at all
- Carry out what you carry in
- If you make a mess in the lavatory you clean it up

⁷ Version 1.0 – Revised 2006-12-29 – Subject to change

CHANGE LOG

2005-03-01	Version 1.0	<ul style="list-style-type: none">Released
2005-03-05	Version 1.1	<ul style="list-style-type: none">Updated Blinds Schedule to Version 2.1
2005-04-04	Version 1.2	<ul style="list-style-type: none">Updated Payout Structure to Version 1.1
2005-04-14	Version 1.3	<ul style="list-style-type: none">Added Bounty Hunt section
2005-04-18	Version 1.4	<ul style="list-style-type: none">Updated Payout Structure to Version 1.2
2005-05-18	Version 1.5	<ul style="list-style-type: none">Updated Payout Structure to Version 1.3 (Added 17th and 18th place)
2005-06-04	Version 1.6	<ul style="list-style-type: none">Blind Schedule to Version 2.2 (Added 1000/1500 level)Updated Chip Value to 1.1 (Revised chip starting stack to T1500)
2005-06-22	Version 1.7	<ul style="list-style-type: none">Updated Chip Value to Version 1.2 (Additional Green chips, changed value of Yellow chips to 1000)Updated Blind Schedule to Version 2.3 (Increased first two levels from 20 min. to 25 min.)
2005-08-04	Version 3	<ul style="list-style-type: none">The version numbering for this document has changed to match the version number in the document management system this document is stored in. Each release will be in whole numbers.Updated the Payout Structure to Version 1.4 (Removed 5 and 6 players added 19 and 20 players)Removed Bounty Hunt SectionUpdated Rule 22 to reflect the new maximum number of players per table, 10.Updated Rule 23 calling for the removal of a late/no-show player's chips after an hour has expired.Updated Rule 28 to reference Robert's Rules of Poker Version 6.
2005-09-22	Version 4	<ul style="list-style-type: none">Changed Rule 17 – Rabbit Hunting is now prohibitedCorrected Blind Schedule 2.3. The Big Blind in round 11 is 2000, not 1500.Changed Rule 28 to Rule 29. Rule 28 now addresses misdeals while dealing.
2006-01-23	Version 5	<ul style="list-style-type: none">Updated Blind Schedule to Version 2.4 (Added 150/300 level / Decreased first two levels from 25 min. to 20 min.)Added House Rules section (Keith R's House – Version 1.0)Added Rule 8 to Conduct Code which adds the appropriate House Rules. See the House Rules section for more information.
2007-01-01	Version 6	<ul style="list-style-type: none">Added Chuck F's Place Rules