Intramural Sports
Texas Hold ’Em Poker Rules

GENERAL RULES:

1. All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. Each player must be an NIU student or current NIU Recreation Member (faculty/staff). All expired memberships must be updated before the individual may play in any game.
2. Participants must have their NIU OneCard at every game. Any games in which an ineligible player signs in will be considered a forfeit.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
5. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
6. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

Equipment

1. Campus Recreation will provide the cards and chips for the tournament.
2. We will not be providing “poker faces.”

The Shuffle, The Deal, and The Blinds

1. The dealer shuffles a standard 52-card deck.
2. (In casinos, the dealer never plays. A round disc -- known as a "dealer button" -- moves clockwise from player to player with each hand. The button marks which player would be the dealer if the deal were advanced from player to player as the game went along.)
3. Most Texas Hold ’Em Poker games start with the two players to the left of the dealer (the button) putting a predetermined amount of money into the pot before any cards are dealt, ensuring that there’s something to play for on every hand. This is called "posting the blinds." Most often, the "first blind" -- the player to the left of the dealer -- puts up half the minimum bet, and the "second blind" puts up the full minimum bet.
4. No wild cards will be administrative.
5. Each player is dealt two cards, face down. These are known as the "hole cards."

Betting Begins

1. A round of betting takes place, beginning with the player to the left of the two who posted the blinds.
2. Players can call, rise, or fold when it’s their turn to bet. **If you announce your call, rise, fold before your turn (out of turn), your hand will result in a fold.**

3. Binds will be raised every 20 minutes. The schedule is as follows:

<table>
<thead>
<tr>
<th>Round</th>
<th>Small Blind</th>
<th>Big Blind</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10</td>
<td>20</td>
</tr>
<tr>
<td>2</td>
<td>15</td>
<td>30</td>
</tr>
<tr>
<td>3</td>
<td>20</td>
<td>40</td>
</tr>
<tr>
<td>4</td>
<td>25</td>
<td>50</td>
</tr>
<tr>
<td>5</td>
<td>50</td>
<td>100</td>
</tr>
<tr>
<td>6</td>
<td>75</td>
<td>150</td>
</tr>
<tr>
<td>7</td>
<td>100</td>
<td>200</td>
</tr>
<tr>
<td>8</td>
<td>150</td>
<td>300</td>
</tr>
<tr>
<td>9</td>
<td>200</td>
<td>400</td>
</tr>
<tr>
<td>10</td>
<td>300</td>
<td>600</td>
</tr>
<tr>
<td>11</td>
<td>400</td>
<td>800</td>
</tr>
<tr>
<td>12</td>
<td>500</td>
<td>1000</td>
</tr>
<tr>
<td>13</td>
<td>600</td>
<td>1200</td>
</tr>
<tr>
<td>14</td>
<td>800</td>
<td>1600</td>
</tr>
<tr>
<td>15</td>
<td>1000</td>
<td>2000</td>
</tr>
</tbody>
</table>

The Flop

1. After the first betting round, the dealer discards the top card of the deck. This is called burning the card and is done to ensure that no one accidentally saw the top card, and to help prevent cheating.

2. The dealer then flips the next three cards face up on the table. These cards are called the "flop."

3. **NOTE: Eventually, a total of five community cards will be placed face up on the table. Players can use any combination of the community cards and their own two hole cards to form the best possible five-card Poker hand.**

4. After the flop, another round of betting takes place, beginning with the player to the left of the dealer (the button). During this and all future rounds of betting, players can check, call, raise, or fold when it’s their turn to bet.

Fourth Street

1. The dealer burns another card and plays one more face up onto the table. This, the fourth community card, is called the "turn" or "Fourth Street."

2. The player to the left of the dealer (the button) begins the third round of betting.
The dealer burns another card before placing the final face-up card on the table. This card is called the "river" or "Fifth Street."

**Final Betting and The Winner**

1. Players can now use any combination of seven cards -- the five community cards and the two hole cards known only to them -- to form the best possible five-card Poker hand.
2. The fourth and final round of betting starts with the player to the left of the dealer (the button).
3. After the final betting round, all players who remain in the game reveal their hands. The player who made the initial bet or the player who made the last raise shows their hand first.
4. The player with the best hand wins.
5. Standard five-card Poker hands are ranked here in order of strength, from the strongest Poker hand to the weakest.

**Hands**

- **Royal Flush**
  This is the best possible hand in standard five-card Poker. Ace, King, Queen, Jack and 10, all of the same suit.

- **Straight Flush**
  Any five-card sequence in the same suit (e.g.: 8, 9, 10, Jack and Queen of clubs; or 2, 3, 4, 5 and 6 of diamonds).

- **Four of a Kind**
  All four cards of the same value (e.g.: 8, 8, 8, 8; or Queen, Queen, Queen, Queen).

- **Full House**
  Three of a kind combined with a pair (e.g.: 10, 10, 10 with 6, 6; or King, King, King with 5, 5).

- **Flush**
  Any five cards of the same suit, but not in sequence (e.g.: 4, 5, 7, 10 and King of spades).

- **Straight**
  Five cards in sequence, but not in the same suit (e.g.: 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of diamonds).

- **Three of a Kind**
  Three cards of the same value (e.g.: 3, 3, 3; or Jack, Jack, Jack).

- **Two Pair**
  Two separate pairs (e.g.: 2, 2, Queen, Queen).

- **Pair**
  Two cards of the same value (e.g.: 7, 7).
**High Card**
If a Poker hand contains none of the above combinations; it's valued by the highest card in it.

---

**Sportsmanship**

1. Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 1 to 5 with 5 as an excellent rating. Teams must average a 3.0 during the regular season to qualify for the playoffs.

2. Teams are responsible for keeping their spectators under control. Misconduct of spectators and players may result in ejection and/or forfeiture of the game. Spectators must remain in the out-of-play areas. Only players are permitted in the playing area.

3. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.

4. If at any time a team has 2 players or spectators ejected from the game, the offending team will immediately forfeit the game.

5. Teams shall assist in removing trash and equipment from their game area at the conclusion of their game, if the area is determined to be not picked up by the team, the team will face a deduction of sportsmanship rating.

6. Officials and supervisors are college students employed by Campus Recreation to provide a service to the participants of Intramural Sports. Officials are employed regardless of experience to fulfill a need for a large number of officials to cover all the games being played. Officials undergo clinics and evaluations to help them to constantly improve in their abilities. Supervisors are trained to handle conflicts that occur during games and are there to answer questions that participants may have regarding Intramurals. The supervisors can be identified by the IM polo they will be wearing. IM supervisors are veteran officials or trained tournament personnel who have complete authority to make decisions regarding problems or special situations. Supervisors have been selected for their knowledge of intramural sports regulations and rules, maturity, professionalism and a sincere interest in intramural sports.

**5 - Excellent** - Players and spectators were positive throughout the game and completely respectful towards the supervisors/officials, and opposing team. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. No verbal warnings. No instances of unsportsmanlike physical contact. The team captain has full control of his/her teammates/fans. Players and spectators show appreciation toward Intramural Staff and opponents at the end of the game.

**4 - Good** - Players and spectators cooperate with the supervisors and officials and show respect for opposing team members most of the game. Emotions were kept under control. No instances of excessive physical contact. Team members respectfully disagree about some decisions made by Intramural Staff or show minor dissent which may not receive an unsportsmanlike penalty (technical foul, yellow card). Shows respect toward opponents throughout game and pre game.
captains meetings. All complaints or concerns are filtered through captain to voice to Intramural Staff.

3 - Average – Team/spectators show minor verbal dissent toward Intramural Staff or opposing team, which may or may not merit an unsportsmanlike penalty. Most complaints or concerns are filtered through captain to voice to Intramural Staff. A few instances of physical contact. A few instances of vulgar language and/or profanity are displayed by members of the team. Captain exhibits control over team and spectators. Teams receiving one unsportsmanlike penalty and/or warning will receive no higher than a “3” rating.

2 - Poor – Teams/spectators constantly commenting disrespectful verbiage to Intramural Staff or opposing team. Captain exhibits minor control over team and spectators. Vulgar language and/or profanity are displayed by members of the team. Players/Team/Spectators use racial insults, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game. Teams receiving three unsportsmanlike penalties and/or warning or one player ejection will receive no higher than a “2” rating.

1 - Extremely Poor – Team is completely uncooperative toward Intramural Staff. Captain has absolutely no control over team, spectators, and/or his/herself. Team, player or spectator makes intimidating physical contact with a staff and/or opposing team. A team, player or spectator threatens harm or violence toward the staff. Any team causing a game to be forfeited by result of unsportsmanlike behavior or have multiple unsportsmanlike penalties and or having more than one player ejected will receive no higher than a “1”