

赛事总监协会 (TDA) 赛事规则

TDA Tournament Rules

一般概念

General Concepts

1: 赛事主管 (Floor People)

赛事主管在决策过程中，将以游戏的最佳利益及公平性优先考虑。不寻常的情况下，赛事主管可以有支配性的裁决，以公平性优先于技术性的规则。赛事主管的决定是最终决定。

(Floor people are to consider the best interest of the game and fairness as top priorities 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 floor person's decision is final.)

2: 官方语言 (Official Language)

在中国的竞技扑克赛事过程中，中文为唯一指定语言。在国际化的比赛中，中文和英文为官方语言，可伴随有当地语言。

(The Chinese-only rule will be enforced in China during the play of hands. Chinese and English will be used in international play along with the local or native language.)

3: 官方术语 (Official Terminology)

官方术语是：简单，明白无误的，为具有权威性的口令，如：下注，加注，跟注，弃牌，过牌，全押，底池（仅限底池限额游戏），和完成（跟注，加注），当地术语也可能达到这个标准。使用不标准的语言是玩家要自己承担裁决上的风险因为它可能导致玩家的误解。玩家有责任明确的表示他们的意图。见规则第 37 及 45。

(Official terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, pot (in pot-limit only), and complete. Regional terms may also meet this standard. The use of non-standard language is at player's risk because it may result in a ruling other than what the player intended. It is the responsibility of players to make their intentions clear. See Rules 36 & 44.)

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4: 通讯 (限制) (Communication)

选手将不能允许在牌桌上讲手机。并对所有其他形式电子设备限制。

(Players may not talk on the phone while at the Athletics Poker table. Same rules apply to all other forms of electronic devices.)

座位, 爆桌 / 并桌及平衡(每)桌子(人数)

Seating, Breaking & Balancing Tables

5: 随机纠正座位 (Random Correct Seating)

MTT 比赛及 SNG 卫星赛的席位将会随机分配。一个选手开始比赛就坐在错误的座位及正确的筹码额将被移动到正确的座位, 并可以把他与他的所有筹码一同带到正确的座位。

(Tournament and satellite seats will be randomly assigned. A player who started the tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take his current total chip stack with him.)

6: 特殊需求 (Special Needs)

将尽可能满足有特殊需要的选手。

(Accommodations for players with special needs will be made when possible.)

7: 爆桌 (Breaking Tables)

选手们从一个被爆的桌子去填补其他空位时将承担那个座位的权利和责任。他们可以获得大盲注, 小盲注, 或按钮位置的起手牌。他们不能得到起手牌的唯一位置是小盲和按钮之间。

(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. The only place they cannot get a hand is between the small blind and the button.)

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8: 平衡桌子 (Balancing Tables)

A: 在需要翻牌和混合的游戏，即将是大盲的选手将被移动到最差的位置，其中包括一个单一的大盲，即使这意味着座椅将有两次大盲注。最差的位置从来不会是小盲注。在唯有 7 张牌 Stud 赛事中，选手将根据位置而移动（最后一个座位造成缺人的位置是必须填满的座位）。选手被移开的桌子是具体预定的过程。短缺 3 个或更多的选手的桌子将暂停直至平衡补上选手。

(A: In flop and mixed games when balancing tables, the player who will be big blind next will be moved to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. In stud-only events, players will be moved by position (the last seat to open up at the short table is the seat to be filled). The table from which a player is moved will be as specified by a predetermined procedure. Play will halt on any table that is 3 or more players short.)

B: 在混合的游戏（例如：HORSE），从竞技扑克转换到 Stud 游戏时，竞技扑克的按钮转移到（竞技扑克）起始位置的前一个位置时（一圈或多圈），把按钮停留在那个位置。在 Stud 游戏中移动的选手将是相应 Hold' em 游戏的大盲位置。当 Hold' em 重新开始时，按钮应该在转换前停留的那个位置。

(B: In mixed games (example: HORSE), when the game shifts from hold' em to stud, after the last hold' em hand the button is moved exactly to the position it would be if the next hand was hold' em and then frozen there during the stud round. The player moved during stud is the player who would be the big blind if the game was hold' em for that hand. When hold' em resumes the button for the first hand will be at the position where it was frozen.)

9: 在决赛桌应有的玩家数量 (Number of Players at Final Table)

在翻牌游戏，决赛桌将 10 名选手组成。在 6 人赛的比赛，决赛桌将包括 7 名选手。决赛桌的在 Stud 游戏，将有 9 名队员组成。在 7 人赛的事件（例如：2-7 的抽牌 lowball）决赛桌可由 8 名选手组成。

(In flop games, the final table will consist of 10 players. In six-handed games, the final table will consist of 7 players. In stud games, the final table will consist of 9

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players. In a seven-handed event (example: 2-7 draw lowball) the final table will consist of 8 players.)

POTS / 摊牌

Pots / Showdown

10: 声明 (表明) (Declarations)

开牌才算。一个玩家口头所称的底牌内容是不能当真的，然而，任何选手故意误称他的底牌可能会受到惩罚。

(Cards speak. Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalling his hand may be penalized.)

11: 全下后需要开牌 (Face Up for All-Ins)

一旦选手全下，以及其他选手的投注行动全部完成以后，所有的牌将毫不拖延地开牌面朝上。

(All cards will be turned face up without delay once a player is all-in and all betting action by all other players in the hand is complete.)

12: 开牌顺序 (Showdown Order)

没有选手全下的开牌顺序，在最后一轮的下注，最后展示进攻行动（下注或加注）的玩家，在这一轮下注结束时，必须首先开牌。如果是在最后一轮没有下注，将顺着按钮的左侧第一位开始以顺时针方向开牌；在 Stud 游戏牌面最高的选手必须首先开牌，在 Razz 游戏牌面最低的选手须首先开牌。

(In a non-all-in showdown, at the end of the last round of betting, the player who made the last aggressive action in that betting round must show first. If there was no bet in the last round, the player to the left of the button shows first and so on clockwise. In stud, the player with the high board must show first. In razz, the lowest board shows first.)

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13: 玩公共牌须开牌。(Playing the Board at Showdown.)

选手必须出示所有的底牌参与玩公共的牌，才有机会分到一部分底池。

(A player must show all hole cards when playing the board in order to get part of the pot.)

14. 无争议的摊牌。(Uncontested Showdown.)

在一次没有全押的摊牌中, 所有对手的牌均埋牌没有展示时, 最后在局的手牌获胜。在摊牌中没有展示他们的手牌的对手也将失去要求看获胜的手牌的权利。

(In a non all-in showdown, when all opponent(s) cards have been mucked without being revealed, the last live hand wins. Opponents who muck at showdown without revealing their hands also lose the right to ask to see the winning hand.)

15: 要求看对手的牌 (Asking to See a Hand.)

除非当地扑克房对选手底牌有开牌的要求或提供有要求就可以看牌的权利, 要求看底牌是授予赛事总监的决定权以保护游戏的完整性(怀疑无效的底牌及相互勾结, 等)。这种特权不能被滥用。在开牌时, 选手如果把底牌面朝下丢弃或没有在桌上打开, 他将失去要求看任何对手牌的权利。

(Except where house policy requires a hand to be shown or provides an express right to see a hand on request, asking to see a hand is a privilege granted at TD's discretion to protect the integrity of the game (suspicion of invalid hand, collusion, etc). This privilege is not to be abused. A player who mucks his hand face down at showdown without fully tabling it loses any rights he may have to ask to see any hand.

16: 杀死赢的牌 (Killing Winning Hand)

发牌员无法杀死提交开牌后明显的赢家牌。提交开牌时, 如果出现了错误读牌, 鼓励选手们协助读出赢家的牌。

(Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.)

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17: 颁发多出的单一筹码 (Awarding Odd Chips)

单一筹码颁给高牌。当有 2 个或更多的高低牌或 2 个或更多的翻牌游戏，单一筹码 (S) 将颁给按钮最左边的选手。Stud 游戏，单一筹码颁给高牌并根据牌色 (依次为：黑桃，红桃，方片，梅花)。然而，当手中的牌有相同的强度 (例如：在奥马哈/ 8) 底池将被瓜分得尽可能均匀。

(The odd chip goes to the high hand. In flop games when there are 2 or more high hands or 2 or more low hands, the odd chip(s) will go to the left of the button. In stud, the odd chip goes to the high card by suit. However, when hands have identical value (ex: a wheel in Omaha/8) the pot will be split as evenly as possible.)

18: 边池 (Side Pots)

每个边池将分割后再分。

(Each side pot will be split separately.)

19: 有争议的底池 (Disputed Pots)

当一手新的牌开始时，有争议的底池将失去上诉的权利及机会。

(The right to dispute a hand ends when a new hand begins.)

General Procedures

一般程序

20: 新的手牌和新的盲注 (New Hand & New Limits)

在一个盲注时间段回合过去已经过去了，赛事工作人员的成员宣布一个新的盲注水平，新的盲注水平，适用于未来。发牌员的手开始的第一个 (Riffle) 牌的动作宣告了一手牌的开始。如果使用自动洗牌，绿色的按钮被按下时这手牌就开始了。

(When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand. A hand begins with the

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first riffle. If an automatic shuffler is being used, the hand begins when the green button is pushed.)

21: 筹码的升级 (Chip Race)

当它是颜色了芯片的时间，他们将进行比赛，最大的一个芯片去任何选手。在第一座芯片比赛将始终启动。一个选手不能被冲出一场比赛：选手失去他剩下的芯片 (S) 在一个芯片上的竞争将仍然在起作用的最小面额的一个芯片。鼓励选手们见证了芯片的种族。

(When it is time to color-up chips, they will be raced off with a maximum of one chip going to any player. The chip race will always start in the No.1 seat. A player cannot be raced out of a tournament: a player who loses his remaining chip(s) in a chip race will be given one chip of the smallest denomination still in play. Players are encouraged to witness the chip race.)

22: 筹码保持可见可数 (Chip Stacks Kept Visible & Countable)

选手都有权合理估计了对手的筹码数量，因此筹码应保持在可数叠栈。建议在 20 的倍数作为一个标准的清洁叠栈。选手必须保持其较高的面额筹码可见，在任何时候都能识别。赛事总监将控制在游戏中的筹码数量及面额，并可能在他们的自由裁量权下作筹码换筹码升级。酌情的颜色筹码换筹码升级将公布。

(Players are entitled to a reasonable estimation of an opponent's chip count; thus chips should be kept in countable stacks. The recommends clean stacks in multiples of 20 as a standard. Players must keep their higher denomination chips visible and identifiable at all times. Tournament directors will control the number & denomination of chips in play and may color up at their discretion. Discretionary color ups are to be announced.)

23: 比赛用牌的替换 (Deck Changes)

比赛用牌的替换是在 Dealer 替换及盲注升高时进行或者由赛事总监决定。选手不能要求换牌。

(Deck changes will be on the dealer push or level changes or as prescribed by the house. Players may not ask for deck changes.)

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24: 重新买入 (Re-buys)

选手可能不会错过一手牌。如果一名选手宣布一个重新买入意图之前，他可以玩预定的筹码，并必须作出重新购买。

(A player may not miss a hand. If a player announces the intent to rebuy before a new hand, he is playing chips behind and is obligated to make the re-buy.)

25: 记时要求 (Calling for a Clock)

一旦一个合理的时间已经过去了，被称为时钟，一个选手将获最多一分钟做出决定。如果尚未采取行动时间到期之前，会有一个 10 秒倒计时，随后由效果的声明，死牌。如果玩家还没有行动之前声明，死牌。

(Once a reasonable amount of time has passed & a clock is called for, a player will be given a maximum of one minute to make a decision. If action has not been taken before time expires, there will be a 10-second countdown followed by a declaration to the effect that the hand is dead. If the player has not acted before the declaration, the hand is dead.)

26: 猎兔 (查看未出的牌) (Rabbit Hunting)

查看未揭示的牌是不允许的。

(No rabbit hunting is allowed. Rabbit hunting is revealing any cards “that would have come” if the hand had not ended.)

选手在场 / 就有资格玩牌

Player Present / Eligible for Hand

27: 在您的座位 (At Your Seat)

所有选手都已经获得起手牌时，选手必须在自己的座位才能拥有活的起手牌。选手必须在自己的座位，才能请求延长时间 (Call Time)。

(A player must be at his seat by the time all players have been dealt complete initial hands in order to have a live hand. A player must be at his seat to call time.)

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28: 行动之前 (Action Pending)

如果选手拥有有效的牌，就必须留在座位上。

(A player must remain at the table if he has a live hand.)

按钮 / 盲注

Button / Blinds

29: 空位的按钮 (Dead Button)

比赛中将使用空位按钮

(Tournament play will use a dead button.)

30: 闪躲盲注 (Dodging Blinds)

选手从爆掉的桌子移驾到新位子时，故意回避盲注而消磨时间，将招致罚筹码。

(Players who intentionally dodge a blind when moving from a broken table will incur a penalty.)

31: 二人对抗时的按钮位置 (Button in Heads-up)

在二人对抗时，小盲注是在按钮上并在翻牌前先动作，最后动作于所有随后的下注轮。最后一张牌是发给按钮的。二人对抗开始的时候，按钮可能需要进行调整，以确保没有选手连续两次大盲。

(In heads-up play, the small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.)

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发牌规则

Dealing Rules

32: 重发 (牌) (Misdeals)

在 Stud 的游戏, 如果选手二张底牌中的任何一张暴露是由于 Dealer 的错误, 这就需要重新发牌。在翻牌游戏, 重新发牌包括但不限于: a) 头两张牌曝光; b) 两个或两个以上的暴露或牌面向上; c) 第一张牌发给了错误的座位上; d) 发牌给了一个无权拿牌的座位; e) 有权玩牌的一个座位没有被发到牌。选手在按钮允许获得连续两张牌。如果发生实质性的注码, 不能被宣布发错牌且必须完成这手牌。

(In stud-type games, if any of the player's two down cards are exposed due to dealer error it is a misdeal. In flop games, misdeals include but are not necessarily limited to: a) exposure of one of the first two cards dealt; b) two or more exposed or boxed cards; c) first card dealt to the wrong seat; d) cards dealt to a seat not entitled to a hand; e) a seat entitled to a hand is dealt out. Players may be dealt two consecutive cards on the button. If substantial action occurs, a misdeal cannot be declared and the hand must proceed.)

33: 实质性的行动。(Substantial Action.)

实质性的行动被定义为两种: A) 任何两个有顺序的动作, 至少其中之一必须放筹码在底池中 (即除了二个过牌或二个弃牌); 或 B) 任何有顺序的三个动作组合 (过牌, 下注, 加注, 或弃牌)。

(Substantial Action is either: A) any 2 actions in turn, at least one of which must involve putting chips in the pot (i.e. any 2 actions except 2 checks or 2 folds); OR B) any combination of 3 actions in turn (check, bet, raise, call, or fold).)

34: 翻牌出现了 4 张牌 (Four-Card Flop)

如果翻牌包含 4 张牌 (而不是 3 张牌), 是否暴露与否, 发牌员应将 4 张牌洗混后面朝下。主管 floorperson 随机选择一张牌被用于未来的烧牌, 其余 3 张将成为翻牌。

(If the flop contains 4 (rather than 3) cards, whether exposed or not, the dealer shall scramble the 4 cards face down. A floorperson will be called to randomly select

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one card to be used as the next burn card and the remaining 3 cards will become the flop.)

打牌：下注 & 加注 Play: Bets & Raises

35: 口头声明 / 依次行动 (Verbal Declarations / Acting in Turn)

选手必须轮流行动。按顺序的口头声明具有约束力。在彩池内依次放置的筹码必须留在彩池中。

(Players must act in turn. Verbal declarations in turn are binding. Chips placed in the pot in turn must stay in the pot.)

36: 不依次的行动 (Action Out of Turn)

如果前面玩家的注码并不改变，后面没依次所下的注码将不能反悔。过牌，平根或弃牌算是不改变注码。如果前面注码变化，后面没依次下的注码将可以反悔，并可以拥有所有的选项包括：平跟，加注，或弃牌。没有依次弃掉的牌将无法反悔。

(Action out of turn will be binding if the action to that player has not changed. A check, call or fold does not change action. If action changes, the out of turn bet is not binding and is returned to the out of turn player who has all options including: calling, raising, or folding. An out of turn fold is binding.)

37: 加注的方法 (Methods of Raising)

无限注或限彩池注，加注必须由 (1) 放置在彩池的筹码一次性动作；或 (2) 筹码放入彩池前，口头声明下注的多少；(3) 把平根的筹码放入彩池时，必须声明“加注”，并一次完成加入额外注码的动作。这是选手的责任，使他的意图明显。

(In no-limit or pot-limit, a raise must be made by (1) placing the full amount in the pot in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips into the pot; or (3) verbally declaring “raise” prior to the placement of the amount to call into the pot and then completing the action with one additional motion. It is the player’s responsibility to make his intentions clear.)

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38: 加注 (Raises)

加注，必须至少是以前的最大下注额或加注额的一倍或以上。如果一个选手增加了 50% 或更多的注码，但小于最低加注的注码，他必须做成一倍的加注。加注将允许最低额加注（见多个同面额筹码的例外，第 39 条）。在没有限制和彩池的限制游戏，所有筹码的下注少于完整加注将不能重新给予已下过注的选手重新加注的机会。

(A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed (see exception for multiple same-denomination chips, Rule 39). In no-limit & pot limit, an all-in wager of less than a full raise does not reopen the betting to a player who has already acted.)

39: 超值的筹码 (Oversized Chip Betting)

任何时候面对下注或盲注，没有口头声明而往彩池放置在一个单一的超值筹码是当作平跟。用一个超值的筹码加注就必须在筹码投到桌面上前先声明。如果提出加注的声明（但不包括金额），加注就是该筹码的最大允许值。如没有面对别人的下注，不作声明地把超值筹码放入彩池就是下注筹码的最大允许值。

(Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.)

40: 多棵筹码的下注 (Multiple Chip Betting)

当面对一个下注，除非宣布加注，多个相同面额的筹码只是平跟如果删除一个筹码后留下的筹码额少于平跟额。调用的例子：翻牌前，盲注是 200-400：A 加注到 1200 共（800 加注），B 没有声明而放了两个 1000 的筹码，这仅仅是一个平跟，因为删除一个 1000 筹码小于平跟 1200 下注所需金额。在第 37 条标准的 50% 是由放入混合面额筹码下注。

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(When facing a bet, unless a raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. Example of a call: preflop, blinds are 200-400: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring raise. This is just a call because removing one 1000 chip leaves less than the amount needed to call the 1200 bet. Placing mixed denomination chips in the pot is governed by the 50% standard in Rule 37.)

41: 允许加注的次数 (Number of Allowable Raises)

没有加注次数限制无限制和彩池限制扑克游戏。在有限制的扑克游戏会有一个极限，甚至二位选手间，直到比赛剩下最后 2 名选手；当地规则的限制适用。

(There is no cap on the number of raises in no-limit and pot-limit play. In limit events there will be a limit to raises even when heads-up until the tournament is down to 2 players; the house limit applies.)

42: 接受了的行为 (Accepted Action)

扑克是一种警示，连续观测的游戏。它是跟注者的责任，以确定之前下注者正确的金额，无论是由发牌员或对手声明的注码。如果跟注者请求计数，但收到发牌员和对手的信息不正确，然后放置在彩池的金额，假定了跟注方接受了正确的行为及正确的下注或所有筹码。所有比赛的情况下，第 1 条，可能会由赛事总监定夺。

(Athletics Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action & is subject to the correct wager or all-in amount. As with all tournament situations, Rule 1 may apply at TD's discretion.)

43: 彩池的大小与彩池极限投注 (Pot Size & Pot-Limit Bets)

选手都有权被告知彩池的大小，仅在限彩池游戏。发牌员将不会计算有限额和无限额游戏彩池。宣称“我下彩池注”不是一个有效的投注在无限彩池的游戏，但它绑定玩家要下注。

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(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. Declaring “I bet the pot” is not a valid bet in no-limit but it does bind the player to making a bet.)

44: 伸缩性下注和加注 (String Bets and Raises)

发牌员有责任指出选手的伸缩性下注和加注。

(Dealers will be responsible for calling string bets and raises.)

45: 非标准和不清楚的下注 (Non-Standard & Unclear Betting)

玩家使用非官方的博彩术语和手势，将自己承担风险。这些可能被解释成的意图与其他选手的理解不同。此外，每当宣告注码的大小可以有多重意义，它会被裁定为较低的价值。例如：“我下注，五”。如果目前还不清楚是否意味着“五”是 500 或 5,000，注码将被定为 500 元。见规则第 3 及 36 条。

(Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can have multiple meanings, it will be ruled as the lesser value.

Example: “I bet five”. If it is unclear whether “five” means \$500 or \$5,000, the bet stands as \$500. See Rules 3 & 36.)

46: 不规范弃牌 (Non-Standard Folds)

在一手牌的最后一回下注前的任何时候，弃牌都要按顺序轮流。在面对一个不按顺序的过牌或弃牌时，两者将均被视为弃牌，同时可能遭到处罚。

(Anytime before the end of the last betting round of a hand, folding in turn when facing a check or folding out of turn are both binding folds and may be subject to penalty.)

47: 情况声明 (Conditional Statements)

关于即将采取行动的情况声明是绝对不允许的；他们是被限制的，且有可能被处罚。举个例子：如“如果你下注，那么我将加注”。

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(Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to penalty at TD' s discretion. Example: "if - then" statements such as "If you bet, then I will raise".)

Play: Other 其他

48: 筹码管理 (Chips in Transit)

玩家不能以任何方式持有或**兑换**监视范围以外的筹码。这样做的玩家将被没收筹码, 并取消其参赛资格。没收的筹码将不能进入到比赛中。

(Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.)

49: 意外被扼杀/犯规牌 (Accidentally Killed / Fouled Hands)

玩家必须时刻保护自己的牌。如果一位发牌员错误的扼杀了一手牌, 或者手牌犯规, 那家将没有补救措施, 并无权拿回下注金额。如果玩家发起一次下注或加注, 同时抑制没有被跟注, 那么无跟注下注或加注将放回给玩家。

(Players must protect their own hands at all times. If a dealer kills a hand by mistake, or a hand is fouled, the player will have no redress and is not entitled to a refund of bets. If the player initiated a bet or raise and hasn' t been called, the uncalled bet or raise will be returned to the player.)

50: “每人 7 张牌” 游戏中的死牌 (Dead Hands in Stud)

“每人7张牌” 游戏中的死牌。在“每人7张牌” 游戏中, 如果一位玩家面对行动, 拿起面上的牌, 那么这手牌被视为死牌。

(In stud poker, if a player picks up the upcards while facing action, the hand is dead.)

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行为规范&惩罚

Etiquette & Penalties

51: 处罚及取消资格 (Penalties and Disqualification)

一位玩家在等待行动的过程中, 泄露他的牌、将牌扔出牌桌、违反一位玩家一手牌的规则, 或者类似事件的发生, 将受到相应的处罚。在存在弱玩、滥用、破坏行为、或欺骗的情况下, 也有相应的惩罚。赛事总监给予的惩罚包括口头警告、“没收手牌”的惩罚、以及取消参赛资格。除了一手牌处罚, 取消牌权惩罚标准如下: 对牌桌上的每位玩家来说, 受罚人都将失去一手牌的操作权利, 包括受罚人自己。惩罚数将乘以指定回合数。在受罚时间, 受罚人应该与牌桌保持一定距离, 但是会继续为其发牌。

(A penalty may be invoked if a player exposes any card with action pending, throws a card off the table, violates the 1-player-to-a-hand rule, or similar incidents occur. Penalties will be invoked in cases of soft play, abuse, disruptive behavior, or cheating. Penalties available to the tournament director include verbal warnings, “missed hand” penalties, and disqualification. Except for a one-hand penalty, missed hand penalties will be assessed as follows: The offender will miss one hand for every player, including the offender, who is at the table when the penalty is given multiplied by the number of rounds specified in the penalty. For the period of the penalty, the offender shall remain away from the table but will continue to be dealt in.

Tournament staff can assess a 1-hand penalty, 1-, 2-, 3-, or 4-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play. Repeat infractions are subject to escalating penalties.)

52: 不能泄露信息 (No Disclosure)

玩家有责任在比赛中时刻保护其他玩家。因此无论玩家是否在局, 都不能:

1. 讨论在局或已弃的手牌;
2. 建议或批评玩法
3. 读没有露出的手牌。 严格执行一位玩家一手牌规则。

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(Players are obligated to protect other players in the tournament at all times. Therefore, players, whether in the hand or not, may not:

- 1: Disclose contents of live or folded hands,
- 2: Advise or criticize play at any time,
- 3: Read a hand that hasn't been tabled.

The one-player-to-a-hand rule will be enforced.)

53: 亮牌 (Exposing Cards)

在行动等待的过程中, 亮出他的牌的玩家将受到处罚, 但是不会死牌。惩罚将在这手牌最后时进行。

(A player who exposes his cards with action pending may incur a penalty, but will not have a dead hand. The penalty will begin at the end of the hand.)

54: 游戏道德规范 (Ethical Play)

扑克是一种个体的游戏。弱玩将导致惩罚。惩罚将包括没收筹码以及/或者取消参赛资格。筹码倒卖 以及/或者其他形式的勾结都将被要求退赛。

(Athletics Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping and/or all other forms of collusion will result in disqualification.)

55: 违反礼节规范 (Etiquette Violations)

重复违反礼节规则将受到处罚, 包括但不限于, 不必要的摸其他玩家的牌或筹码、游戏延迟、多次不按顺序操作或经常喋喋不休。

(Repeated etiquette violations will result in penalties. 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.)