

ECPL Code of Conduct

1. No Loitering in Bars! Bar owners have the right to ask you to leave. Ensure that you pay your tabs, unpaid tabs and walkouts are unacceptable and WILL result in suspension.
2. Be respectful of people around you. Please do not purposely be loud or annoying. Any profanity directed toward another player will result in punishment. ANY discriminatory remarks WILL result in IMMEDIATE loss of chips and 1 night suspension minimum!
3. As long as it is within ECPL guidelines, the TD's input/decisions are FINAL! If there is a problem, contact Joey at 757-585-1350 after the event.
4. In line with venue rules, players 15 and under MUST be accompanied by parent/guardian. Venue rules always trump ours, so if it is a 21+ venue, no one under 21.
5. Game will start promptly at 7PM (or 1PM), as soon as TD starts game and you are not seated, chip deductions are in effect. This goes for 2nd game as well, so please be seated!
6. Dealer is in charge of the pot. If there is a problem, call TD and the dealer will describe the problem.
7. For finding dealers: High Card, reverse ABC suit. (Ex. Ace of spades wins always...spades, hearts, diamonds, clubs). Final table AND final 2 tables must also be high-carded for a new dealer.
8. All-ins that are 50% or more of the TOTAL bet must be completed to a full raise. Anything than 50%, and the action must be called if you've already acted. (Ex. Blinds 200/400, raise to 1200, all-in for 1900, to "call" everyone else has to complete the original raise to 2400). ALL min raises must be at least double the TOTAL of the bet, not the margin. (Ex. 200/400, raise to 800, min-raise would be 1600, NOT 1200).
9. Nobody has earned points until after first break, even if you are at final table.
10. You must be seated, or within arm's length of your chair, when your first card is dealt, otherwise you will be mucked. If you have a lit cigarette, you will be mucked, no matter where it is. NO SMOKING AT THE TABLE!!!! However, "E-cigarettes" ARE allowed.
11. Venue must host at least 3 times in the month in order to give the monthly venue coin.
12. Must have at least 12 players 1st game for jackpot pull, and must play 1st game. 20 players = \$20 add
13. If you flop 4 cards, all burn and flop cards get reshuffled, cut and reflopped.
14. If dealer flips first two cards or either of his cards, it is a misdeal. Cards that go off the table are automatically dead.
15. Please do not act out of turn, expose cards on purpose to get a reaction, dig into muck piles, show cards to other players during the hand, or rabbit hunt cards. All these things are slow the game flow, and will not be tolerated.
16. If you are out of the game, please do not railbird. (i.e. do not stand over the table and tell players what they should do). If the TD needs help to deal, they will say so.
17. If all players still in the hand are all-in, all hole cards must be shown before the rest of cards are dealt.
18. If a hand goes to the river, ANY player at THAT table can request to see all ummucked hands at the end of action.
19. If the hand goes to a showdown (check-check, bet-call), all players still in the hand MUST show their cards, even if you know you lost. NO MUCKING!!!!!!!!
20. No chip dumping (losing a pot on purpose to give another player free chips). If caught, player will receive an automatic minimum one week suspension.
21. No cell phone use at table AT ANY TIME!

Disciplinary Action Format

- Verbal warning
- 10 min Time out Penalty
- Lose of chips (1 night suspension)
- 1 week suspension
- 1 month suspension
- Banned (Reviewed in 6 months)