Ashland University  
Department of Recreational Services  
Intramural Texas Hold’em Rules  
Updated 7/26/2013

Playing Area and Conditions

- All games will be played in the Eagles Nest.
- Any personal items (ID’s, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.
- The Rec Services Department will provide all cards and chips needed to play
- The Intramural Supervisor will handle all rule disputes
- There is no teaming up or cheating of any kind allowed

The Game

- The two players to the left of the dealer put out blind bets. The player directly to the dealer’s left puts out the small blind while the player two to the dealer’s left puts out the big blind. (See blinds section for more information on blinds).
- Every player is dealt two cards, face down. These are called hole or pocket cards.
- The action, or the first move, falls on the players to the left of the big blind. This person can either call the bet, raise it, or fold. Betting continues around the table, clockwise. The amount that players bet depends on the individual. We will be playing NO LIMIT.
- After the betting is completed, three cards are dealt face up in the center of the table, which is referred to as the board. The first three cards in Texas Hold’em are called the flop. These cards are “community cards” meaning everyone can (and will) use them in combination with their own hole cards to make the best hand.
- From the flop on, betting begins with the player to the dealer’s left, who can check or bet.
- A fourth card is dealt face up onto the board. This is called the turn card.
- Another round of betting.
- The final card is dealt face up. This card is called the river.
- A final round of betting occurs. The remaining players show their cards and the person who can make the best five card hand by combining their pocket cards with the cards on the board wins.
  - Note: In some rare cases the five cards making up the board will actually be the best hand, in which case everyone left in the hand divides up the pot. Or if two individuals have the same cards, they split the pot
• If someone is all in, they can only win the amount they put in. Side pots will start after that.
• Once an individual runs out of chips, that individual is eliminated from the tournament.
• When tables go down to 3 players, Semi-Final tables will be formed

**Dealer**

• The dealer burns a card before placing any cards on the table for the flop. A card is burned before the turn and again before the river.
• The dealer rotates clockwise for each hand.
• Play always starts to the left of the dealer.

**Blinds**

• A “forced bet” is called a blind because you haven’t seen a card when you put in this bet.
• The two players to the left of the dealer pay the blinds. The player immediately to the dealer’s left places a smaller bet called the “little blind,” while the player two places to the left puts in the “big blind.”
• The amounts of the blinds are fixed and determined before the game begins. The list of blinds will be on the table.
• Blinds will be raised every 15 minutes to keep the game moving along
  - Blinds are set as the following
    - $2, $4 (15 minutes)
    - $3, $6 (15 minutes)
    - $5, $10 (15 minutes)
    - $10, $20 (15 minutes)
    - $20, $40 (15 minutes)
    - $30, $60 (15 minutes)
    - $40, $80 (15 minutes)
    - $50, $100 (15 minutes)

**Chips**

• Players will start with $100 worth of chips
  - 5-Blue ($10)
  - 7-Red ($5)
  - 15-White ($1)

**Checking, Calling, Raising, Betting**

• After the cards are dealt the person to the left of the big blind can do three things: 1. Call or see the bet (big blind) which means this person matches it exactly 2. Raise the bet or 3. Give up on their hand and fold
• This continues from player to player going around to the left. If someone raises a bet you made,
when it comes back to you, you have the same options as everyone else: call, raise, or fold. The round of betting is over when everyone simply calls the last bet and all the players (who haven’t folded) have put in the same amount of money.

What Beats What

1. Royal Straight Flush: a royal straight flush is when you have 10-J-A-K-A, all the same suit.
2. Straight Flush: five cards, of the same suit, in order, such as 4-5-6-7-8 all of hearts.
3. Four of a Kind: Four of the same card, such as 8-8-8-8-5.
4. Full House: A set of three of a kind plus a pair, such as 10-10-10-3-3 or K-K-K-2-2
5. Flush: Five cards all of the same suit, but not in order, such as 2-4-7-J-K of spades
6. Straight: Five cards in a row, such as 3-4-5-6-7, but not all of the same suit
7. Three of a Kind: Three cards of the same number or rank, such as 6-6-6-3-Q or J-J-J-2-5
8. Two Pair: Two pairs of cards of the same number or rank, such as 5-5-4-4-J.
9. One Pair: Two cards that match, like K-K-4-7-2
10. High Card: In no one has any of the above hands, the player with the highest card in their hand wins.