

General Rules

1. INTRODUCTION OF THE SHOT CLOCK

- a. The shot clock is a time element that can be activated during certain phases of a tournament – or throughout the entire tournament – after announcement by the tournament management.
- b. It can be used flexibly by the tournament management – depending on time or stage.

2. DECISION TIME

- a. Each player has 30 seconds to make a decision (call, raise, fold, etc.).
 - i. In some tournaments, the clock can also be set to 20 seconds preflop (**CAPT/EM, High Roller**).
- b. The time starts as soon as the previous player's action is complete and the action is clearly with the player.
- c. If a chip count is requested, the time starts after the count.
- d. The dealer(s) may announce the last 10 seconds.

3. TIME EXTENSIONS / TIMEBANK-CARDS

- a. At the start of the shot clock phase, each player receives a fixed number of timebank cards (e.g., **CAPT 4 cards - 30 seconds**).
- b. Each timebank card always has a value of 30 seconds.
- c. The tournament management determines how often additional timebank cards are dealt.
 - i. In **CAPT/EM**, one additional timebank card is dealt during each break.
 - ii. At the final table, each participant receives two additional time bank cards.
- d. The cards must be clearly visible at the player's seat.
- e. Passing a card to other participants may result in disqualification.

4. PROCEDURE IN THE EVENT OF TIME EXCEEDING

- a. If the 30 seconds elapse without action, a time bank card is automatically drawn. Only when there are no more time bank cards left is the hand automatically considered a fold ("hand is dead").

5. SPECIAL RULES

- a. In all-in situations with a showdown, the shot clock may be suspended or extended by the tournament management.
- b. The tournament management reserves the right to grant additional time in special or complex game situations (e.g., at the final table).
- c. In multi-day tournaments, the time bank cards remain valid for the next day of play.

6. RESPONSIBILITY

- a. Each player is responsible for keeping an eye on the shot clock and acting in a timely manner.
- b. Dealers may optionally give an audible warning when 5 seconds remain, but are not obliged to do so.

7. EVENTS

- a. The shot clock is normally used one or two tables before reaching the prize money.
- b. The decision on the exact time of use is at the discretion of the tournament management at all times.
- c. The following rule applies to all-ins: the shot clock (time clock for decision-making) may be stopped, in particular if:
 - i. One player goes all-in and the other player has to count the number of chips or make a decision about a call.
 - ii. As soon as a player goes all-in, the dealer calls "all-in" and counts the chips upon request. During this time, the shot clock is paused or not started at all. Once the amount is known, the shot clock is restarted and the opponent then has, for example, 30 seconds to make their decision (plus any time bank cards).