

SHOT CLOCK

WEEKLY TOURNAMENTS/EVENTS | CASINO SEEFELD / INNSBRUCK

1. INTRODUCTION OF THE SHOT CLOCK

- 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.
- It can be used flexibly by the tournament management – depending on time or stage.

2. DECISION TIME

- Each player has 20-30 seconds to make a decision (call, raise, fold, etc.).
- The time starts as soon as the previous player's action is complete and the action is clearly with the player.

3. TIME EXTENSIONS / TIMEBANK-CARDS

- At the start of the shot clock phase, each player receives a fixed number of time bank cards (e.g. 4 cards – 20-30 seconds).
- At the final table, the number is automatically replenished to 4 cards.
- A maximum of four cards per decision may be used.
- The use of a card must be announced verbally in a timely and clear manner or by handing the card to the dealer.

4. PROCEDURE IN CASE OF TIME EXPIRATION

- If the 20 or 30 seconds elapse without action and no timebank card is used, the hand is automatically considered a fold ("hand is dead").

5. SPECIAL RULES

- In all-in situations with a showdown, the shot clock may be suspended or extended by the tournament management.
- The tournament management reserves the right to grant additional time in special or complex game situations (e.g. at the final table).

6. RESPONSIBILITY

- Each player is responsible for keeping an eye on the shot clock and acting in good time.
- The dealers may optionally give an acoustic warning when 9 seconds remain, but are not obliged to do so.

7. EVENTS

- The shot clock is used at a table before the prize money is reached.
- The decision on the exact time of use is at the discretion of the tournament management at all times.

8. ALL-IN

- The following rule applies to an all-in: the shot clock (time clock for decision-making) is stopped, especially when:
 - One player goes all-in and the other player has to count the number of chips or make a decision about a call.
 - As soon as a player goes all-in, the dealer calls "all-in" and counts the chips.
 - Meanwhile, 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 e.g. 20 or 30 seconds to make their decision (plus any time bank cards).

NOTE

This rule is intended to ensure more dynamism and fairness at the table. Players are asked to familiarize themselves with the procedure and to respect it.