



WSOPC at TCH Austin

Action Clock Rules and Procedures

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QUICK REFERENCE

15 SECONDS - Each Participant's First Preflop Decision
30 SECONDS - Every Subsequent Decision
+30 SECONDS - Each Time Extension
Keep Chips In Stack of 20 When Applicable

1. Scope and Activation

The Action Clock will begin at the point specified on the official structure sheet for each applicable event.

- Event #2 The Mini Main - At The Start of Day 2
- Event #7 Big Tex High Roller - At The Start of Play on Day 1
- Event #9 Monster Stack - At The Start of Day 2
- Event #11 Texas Trailblazer - At The Start of Day 2
- Event #13 WSOPC Texas Main Event - At The End of Level 15

2. Time to Act

Once the Action Clock is in use, each participant will have fifteen (15) seconds for their first decision preflop. Participants will have thirty (30) seconds for every subsequent decision, including any additional preflop decision and all postflop decisions.

3. Distribution of Time Extensions

When the Action Clock is introduced, each remaining participant will receive five (5) time extensions. Each time extension provides thirty (30) additional seconds to act. Each remaining participant will receive five (5) additional time extensions at a later point specified on the official structure sheet. Unused time extensions will accumulate and will not be reset.

4. Using Time Extensions

A participant may surrender a time extension to the dealer before their clock expires. If the clock expires and the participant has one or more time extensions remaining, one extension will be used automatically. If the participant does not act during the additional thirty (30) seconds, another available extension will automatically be used. The dealer will collect all extensions used at the completion of the participant's action.

5. Expiration Without a Time Extension

If a participant has no time extensions remaining and fails to act before the clock expires, their hand will be dead when facing a wager. If no wager is pending and checking is a legal option, the participant's action will be a check.

6. Starting and Resetting the Action Clock

- Preflop, the first participant's clock begins after the final card of the initial deal has been delivered.
- On the flop, turn, and river, the first participant's clock begins after the board cards for that street have been dealt.
- Following a check, call, or fold, the next participant's clock begins immediately after the action is completed.
- Following a bet or raise, the dealer will determine and announce the total amount before beginning the next participant's clock
- If the previous action is an All-In wager, the dealer will only count and announce the amount if they are asked by the next participant. In that case, the dealer will pause the clock, count and announce the wager, then resume the action clock.

7. Countdown and Valid Action

Dealers will audibly count down the final five (5) seconds. A participant will be considered to have acted in time when the participant makes a clear verbal declaration or begins an unmistakable physical action before the clock expires. If an action and the expiration of the clock occur simultaneously, the decision will favor the participant.

8. Participant Responsibilities

Participants should remain attentive and follow the action. Failure to realize that action is pending does not pause or reset the clock. Tournament chips must remain visible, countable, and in clean stacks of twenty (20) whenever applicable. Higher-denomination chips must remain clearly visible.

Time extensions must remain visible and must accompany the participant during table changes and overnight bagging. Time extensions have no monetary value, may not be wagered, and may not be transferred to another participant. Participants are responsible for their time extensions; replacement of a lost or damaged extension is at the Tournament Director's discretion.

9. Pausing the Clock and Equipment Issues

Only a floor supervisor may pause or suspend the Action Clock. Asking a question or requesting information does not automatically pause the clock. The clock may be paused for an equipment malfunction, a required floor ruling, or another circumstance that materially prevents the participant from acting. If the timing device fails, the dealer may use a verbal countdown or the floor may introduce an alternative device until timing can be reliably restored.

10. Dealer and Tournament Director Authority

The dealer's observation of the clock will govern at the table, subject to review by the Tournament Director. The Tournament Director may interpret, adjust, or suspend these procedures when necessary to protect the fairness and integrity of the event. These procedures supplement the official WSOP Tournament Rules and the applicable event structure sheet. All Tournament Director decisions are final.