

**APPROVED RULES
FOR
TEXAS HOLDEM POKER**



TABLE OF CONTENTS

1.0 DEFINITIONS..... 3

2.0 TABLE LAYOUT 5

3.0 CONTROL OF THE GAME 6

4.0 THE CARDS 6

5.0 VALUE OF CARDS 6

6.0 THE DEAL..... 7

7.0 THE BETTING 7

8.0 THE FIRST ROUND OF BETTING 8

9.0 THE SECOND AND THIRD ROUNDS OF BETTING 8

10.0 THE FINAL ROUND OF BETTING 8

11.0 MISDEALS..... 9

12.0 BETTING LIMITS 9

13.0 WAGERS 10

14.0 CHECKING..... 10

15.0 ORDER OF HANDS 11

16.0 PROTECTING THE PLAYER’S HOLE CARDS 12

17.0 GOING “ALL-IN” 12

18.0 GOING THROUGH DISCARDS 12

19.0 IRREGULARITIES 13

20.0 BETTING/CALLING/RAISING IN ERROR..... 14

21.0 COLLUSION..... 15

22.0 SCALE FOR DEDUCTIONS OF COMMISSION..... 15

23.0 GENERAL PROVISIONS 15

24.0 TOURNAMENT PLAY 16

25.0 DEFINITIONS..... 16

26.0 CONDITIONS 17

27.0 ENTRY FEES 17

28.0 PLAY 17

29.0 RE-BUY’S AND ADD-ON’S 18

30.0 WINNERS/PLACE-GETTERS..... 18

31.0 PRIZES..... 19

32.0 COMMISSION..... 19

33.0 VALUE CHIPS 19

34.0 DISQUALIFICATION..... 19



1.0 DEFINITIONS

1.1. The following words and terms used in these Texas Holdem Poker rules shall have the following meanings:

- "All-In" Being all that is possessed by a player as table stake, but a wager of insufficient means to enable the player to continue in the betting but which is made so as to allow that player to remain active in the game.
- "Ante" Means a wager or pre-determined contribution to the pot made prior to any cards being dealt.
- "Bet" Means to make a wager by putting chips in the pot.
- "Blind" A wager or pre-determined contribution to the pot made prior to any cards being dealt.
- "Board" All the 'community cards' i.e. the five cards dealt face up in the middle of the table.
- "Boxed Card" A card found face up in the deck.
- "Burn" To remove the top card from the deck prior to dealing a community card.
- "Burn Card" The card removed from the deck prior to dealing a community card.
- "Call" A wager made in an amount equal to the immediately preceding wager.
- "Capped" The maximum amount of commission deducted from a pot or the maximum number of raises in a betting round.
- "Cards Speak" A pot is awarded by the dealer to the highest hand tabled regardless of any announcements made by a player regarding their hand.
- "Check" Means to abstain from betting, but continue to stay in contention for the pot by retaining the right to call after all other players have either wagered or folded. A check may not be made should a wager have been made in the round.
- "Commission" An amount deducted from a pot or pots by the house, usually a capped percentage of the pot.
- "Dead Blind Bet" A (small) blind bet that is inactive and forms part of the pot, does not constitute part of a players wager for the first betting round.
- "Dead Button" A method of button and blinds placement. With a dead button, the big blind is posted by the player due for it and the small blind and button are positioned accordingly – even if this means the small blind or button is placed in front of a vacant seat giving the same player the privilege of last action on consecutive hands.



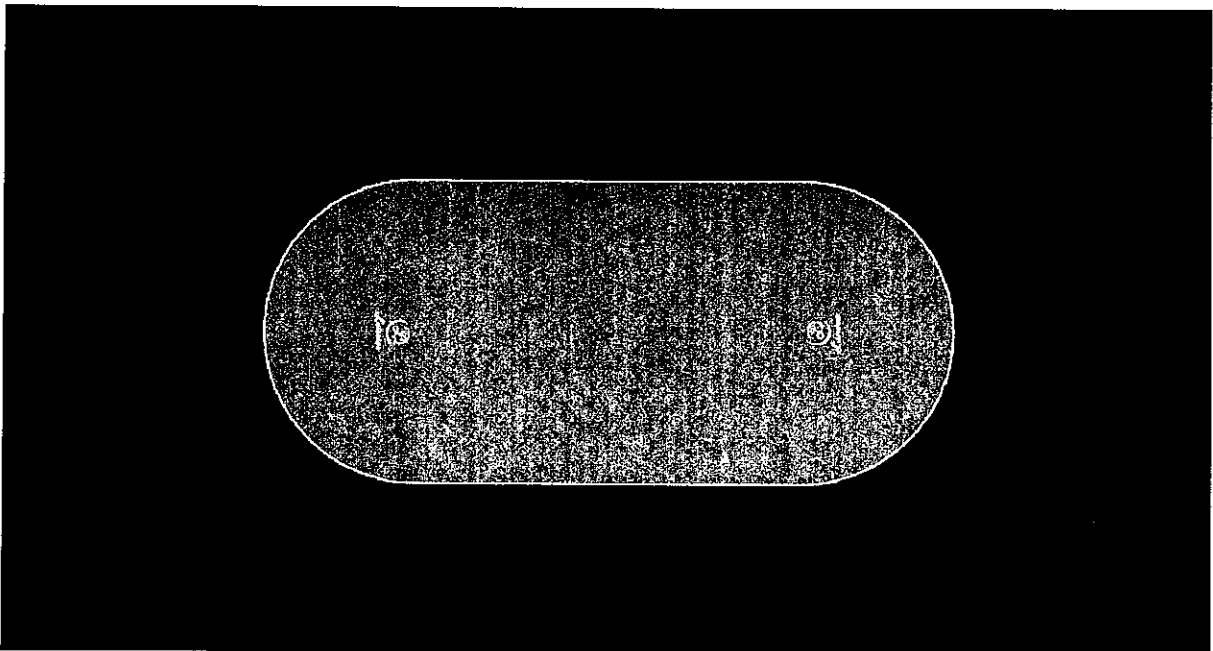
"Dead Hand"	A hand deemed void and having no claim to any part of the pot.
"Dealer"	Means the person responsible for dealing the cards at a Texas Holdem Poker table.
"Dealer Button"	Means a marker that designates who would have been the dealer had the players been rotating the dealing amongst themselves, which also indicates the player to receive cards last.
"Fixed Bet"	A bet of a designated amount made within the betting limits of a structured game.
"Flop"	The first three communal cards face up in the middle of the table.
"Fold"	Means the cards are placed face down on the table to be collected by the dealer. This indicates that the player no longer wants to continue in the game.
"Hand"	One game in a series, one deal in a Poker game or the cards held by a player.
"Heads-up"	When only two players remain in the betting.
"Hole Cards"	A players concealed cards.
"Kill"	The action of the dealer mucking a player's cards.
"Limit"	A wager made to a pre-determined amount greater than the immediately preceding wager.
"Live Blind Bet"	A blind bet made that is active (a live bet for the first betting round).
"Misdeal"	Means that the cards have been dealt incorrectly and the round of play will be void.
"Muck"	Means the discard pile.
"No-Limit"	No constraint is placed on the maximum bet.
"Open"	The first player to act in a betting round.
"Over-Chip"	A single chip of greater value than that required to call shall be deemed a call unless preceded by an announcement indicating an intention to raise.
"Pass"	A player refusing to match a bet would be required to fold but has the option of folding at his/her turn even though nobody has yet bet.
"Pit Boss"	Means a person other than a Table Inspector who is responsible for the supervision and management of gaming operations.
"Play"	Means that the player elects to remain in the game by placing an additional wager after the cards have been dealt and he/she has had an opportunity to look at his/her hand.
"Pot"	The total amount wagered by players during a hand.



"Raise"	To make a bet increase during a betting round.
"Rake"	The charges deducted by the house.
"River"	The fifth (final) community card.
"Short-buy"	A buy-in that when combined with players' existing chips is less than the table minimum buy-in.
"Side Pot"	An additional pot created when a player has gone All-In.
"String Bet"	A string bet is an unannounced bet or raise made in more than one motion. String bets are not a legitimate bet or raise.
"Structured Limits"	The betting range and structure designated for each game and variation.
"Stub"	The unused portion of a deck.
"Table Inspector"	Means the person responsible for the supervision of the operation of the game.
"Table Stakes"	The amount a player holds in chips. A player may not add any chips during a hand nor remove any from the table until they leave the table.
"Turn"	The fourth community card.

2.0 TABLE LAYOUT

- 2.1. The poker tables shall be similar to the design shown in diagram 2.2, and shall have places for a seated dealer and a maximum of eleven seated players (or as otherwise determined by Casino Management).



3.0 CONTROL OF THE GAME

- 3.1. The dealer shall be responsible for the conduct of the game in accordance with these rules. The dealer shall control all cards/hands, determine winners and distribute their winnings. The dealer shall be responsible for collecting any charges. Final control of the game lies with the Pit Boss or Table Inspector in charge of the Poker area, who shall correct any errors in procedures or payouts.

4.0 THE CARDS

- 4.1. Texas Hold'em Poker shall be played with one complete (52 card) deck, without jokers and with backs of the same design and colour. When an automatic shuffler is used, the game shall be played using two complete (52 card) decks, without jokers and with backs of different colour.
- 4.2. When a table has been made (a minimum of two players) or when a new deck or decks of cards are to be introduced into the game, the cards shall be checked, card by card by the dealer. After the cards have been inspected by the dealer the cards may be inspected by a Table Inspector. Before the initial shuffle the dealer must chemmy shuffle the new deck or decks.
- 4.3. In the case of a manual shuffle, before each hand the dealer shall shuffle the deck of cards on the table without disclosing any card so that they are randomly intermixed. After the cards have been shuffled, the dealer shall cut the cards and place them on a cutting card in preparation for play. The cut must be made more than one card from either end of the pack and in full view of the players.
- 4.4. In the case of an automatic shuffler, prior to the first hand, the dealer shall shuffle one deck of cards on the table without disclosing any card so that they are randomly intermixed, once the shuffle is complete the dealer will insert that deck into the automatic shuffler and then repeat the same process with the second deck in preparation for play. The hand will commence once the dealer places the second deck into the shuffler therefore releasing the first deck.
- 4.5. If new cards are to be introduced, in the case of a manual shuffle they must be of a different colour, in the case of an electronic shuffle they must be of a colour different to the remaining deck.
- 4.6. Cards may be pre-checked and secured in a designated area until such time as they are required for use in play.
- 4.7. A new deck or decks of cards shall be introduced after a showdown if;
- a) A majority of players request a change, or
 - b) A cards or crads become mutilated, or
 - c) At the Table Inspectors discretion.

5.0 VALUE OF CARDS

- 5.1. There shall be no distinction between the suits and the game shall not be played with a reduced deck.
- 5.2. Rank of cards; A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, subject to Rule 15.1 (b) and 15.1 (f).



6.0 THE DEAL

- 6.1. A Dealer Button shall designate the player who is last to receive the cards of each hand. At the commencement of play the player to the dealers immediate left will be given the Dealer Button. The Dealer Button shall be passed clockwise around the table at the end of each hand.
- 6.2. Players will have choice of seat. In the event of two or more players desiring the same seat, a draw of cards will decide seating positions. When a player leaves the game the remaining active players have priority in an anti-clockwise direction from the Dealer Button, over any player waiting to join the game, to move to the vacated playing position
- 6.3. A player must be seated at the table prior to the first card being dealt in order to have an eligible hand for that round of play.
- 6.4. The game shall be played in the following sequence;
 - a) Prior to the cards being dealt on the initial deal, the two players to the immediate left of the dealer button will place blind bets as per Rule 12.1. Each player, including the blind bettors, prior to the cards being dealt on the initial deal, shall place antes (if used) as outlined in Rule 12.7.
 - b) The dealer shall then deal, in a clockwise direction to each player starting with the player to the immediate left of the Dealer Button position, one card face down. He/She shall then repeat this process until all players have four cards. These cards shall be known as the hole cards.
 - c) The first betting round shall then take place.
 - d) At the completion of the first betting round the dealer shall then burn a card then deal the flop - three cards face up in the middle of the table. Cards dealt to the middle of the table shall be known as communal cards.
 - e) The second betting round shall then take place.
 - f) At the completion of the second betting round the dealer shall burn a card then deal a fourth communal card face up in the middle of the table.
 - g) The third betting round shall then take place.
 - h) At the completion of the third betting round the dealer shall burn a card then deal a fifth communal card face up in the middle of the table.
 - i) The final betting round shall then take place.
- 6.5. A player's completed hand shall comprise the best five-card combination using none; one or two of his/her own hole cards plus three, four or five of the communal cards.
- 6.6. It is the player's responsibility to ensure his/her hand contains the correct number of cards

7.0 THE BETTING

- 7.1. Texas Holdem shall only be played using two blind bets per Rule 12.1, or any of the limits per Rule 12.7.
- 7.2. A raise shall not be lower than the amount required to call except where the person under-raising is a player going all-in (under Rule 17), or where the amount required to raise is less than the amount required to call under the provisions of Rule 12.



8.0 THE FIRST ROUND OF BETTING

- 8.1. When all players have received their hole cards, the player to the left of the big blind position, in accordance with Rule 12, shall have three options:
- a) Call (equal the amount wagered by the previous bettors).
 - b) Call and raise (equal the amount wagered by the previous bettors, plus an additional amount within the betting limits outlined in Rule 12).
 - c) Fold (turn his/her cards face down on the table, pass them in and take no further part in the hand).
- 8.2. Each player in turn (subject to Rule 8.3) shall follow the procedure in Rule 8.1 until;
- a) Only one player remains in the game. He/She wins the pot.
 - b) Two or more players have put an equal amount into the pot.
- 8.3. In the first betting cycle of the first round the players seated in the blind positions shall in accordance with Rule 12, at their turn, have the following options;
- a) Call (equal the amount wagered by the previous bettors).
 - b) Raise (an amount within the betting limits outlined in Rule 12).
 - c) Fold (keep his/her hole cards face down, pass them in, and take no further part in the hand).

9.0 THE SECOND AND THIRD ROUNDS OF BETTING

- 9.1. The first active player to the immediate left of the Dealer Button will be the first to bet, or check in accordance with Rule 14. Thereafter the other players may, in accordance with Rule 12 and Rule 14, have three options:
- a) Call (equal the amount wagered by the previous bettors).
 - b) Call and raise (equal the amount of the wager by the previous bettors plus an additional amount within the betting limits).
 - c) Fold (keep hole cards face down, pass them in, and take no further part in the hand).
- 9.2. Play continues until the pot is won or all five communal cards have been exposed.

10.0 THE FINAL ROUND OF BETTING

- 10.1. After the fifth communal card is exposed the first active player to the left of the Dealer Button will play as provided in Rule 9.1 until, subject to Rule 17, all remaining players have wagered an equal amount. The player being called shall then expose his/her hole cards. Should a player or players have, or believe they have a hand of higher value, these should then be shown and the dealer will announce the winning hand.
- 10.2. Should the final betting round be 'checked', the first player to expose his/her hole cards shall be the first player to the left of the dealer button. Should a player or players have, or believe they have a hand of higher value, these should then be shown and the dealer will announce the winning hand.



- 10.3. Before passing the pot to the winning player the dealer will deduct the correct house commission in accordance with rule 22.2.
- 10.4. When two or more players hold the highest hands of equal value, the pot, after the house commission has been deducted, shall be equally divided between them subject to Rule 19.6 and 19.7.
- 10.5. On completion of each showdown the cards will be shuffled in accordance with Rule 4.1 and then the game continues with a new deal as per Rules 6.1 and 6.3.

11.0 MISDEALS

- 11.1. Wherever a misdeal occurs there must be a new shuffle and cut. The same player will be first to receive cards in the new deal as in the previous misdeals. There is a misdeal;
 - a) If one or more cards are exposed in cutting.
 - b) If the dealer deals the hole cards out of turn and the wrong player has looked at either.
 - c) If two or more cards are exposed during the initial deal.
 - d) If the dealer deals too few or too many hands and the deal cannot be reconstructed (see Rule 11.2).
 - e) As per Rule 19.1.
- 11.2. If a dealer deals a player out or deals an extra hand in and it is discovered before the players have looked at their hole cards and if the error can be corrected so that each player receives his/her proper cards (by shifting a card from one player to another and placing the extra cards or card back on top of the pack or dealing one or more cards from the pack without any of the cards being exposed to any player) there is not a misdeal. If the above conditions cannot be met then that hand is a misdeal.

12.0 BETTING LIMITS

- 12.1. There shall be two blind bets, one from the player to the immediate left of the Dealer Button, another, double the first blind bet from the player second from the immediate left of the Dealer Button.
- 12.2. There shall be a maximum of three raises (subject to Rule 12.5 below) in the first round. Each raise shall be equal to the big blind bet. Remaining players may call or fold.
- 12.3. In the second round the opening bet shall be equal to the big blind bet. There shall be a maximum of three raises (subject to Rule 12.5 below). Each raise shall be equal to the big blind bet.
- 12.4. There shall be a maximum of three raises (subject to Rule 12.5 below) in the third and final rounds. All bets and raises shall be equal to double the big blind bet.
- 12.5. If any round is being contested by only two players, they shall be permitted to raise and re-raise each other until their table stake is expended.



12.6. Alternative Limits

- a) The maximum betting limits may be altered by Casino Management to any of the following, provided that all active players at the table agree:
 - i Half Pot Limit
 - ii Full Pot Limit
 - iii No Limit
- b) All of the above alternative betting limits shall require the use of two blind bets and may be played with or without antes.

12.7. Antes may be used at the discretion of Casino Management with the agreement of all players commencing a game.

- a) An ante shall be a nominal amount not exceeding the big blind bet, agreed to by all players commencing a game.

13.0 WAGERS

- 13.1. Each player, when joining the game, shall have the minimum bank required by the table, on the table in chips. The minimum bank will be displayed by a notice at or near the table.
- 13.2. Wagers may only be made with chips.
- 13.3. A player shall not augment his/her bank during any hand.
- 13.4. Before any hand is dealt a player may buy more chips and/or augment his/her bank.
- 13.5. A player shall not remove any of his/her chips from the table until he/she finishes playing the game and leaves the table, save to purchase goods or services from a Casino employee.
- 13.6. Under no circumstances shall a player be permitted to bet for another player.
- 13.7. The minimum and maximum wagers shall be displayed by notice at or near each table.
- 13.8. Minimum and maximum wagers may be increased only by the agreement of all players at the table. Each player must then hold the increased minimum bank required by the table, on the table in chips.
- 13.9. All wagers including the blinds shall remain in front of the players until a betting round is complete. Upon completion of the betting round the dealer shall draw the chips into the middle of the table. Wagers from player's who have folded may be collected immediately.

14.0 CHECKING

- 14.1. The first player, in all but the initial betting round, may call check and let the player on his/her immediate left open the betting. He/She in turn may also check. If all players check, that betting round shall be over and the next card dealt.
- 14.2. No player can check after a bet has been made in that betting round.
- 14.3. All players will check, bet or fold in turn.



- 14.4. A rapping of knuckles or a slapping on the table by a player in a betting position will be deemed to be a checking action.

15.0 ORDER OF HANDS

- 15.1. The order of hands in descending order shall be:

- a) Royal Flush ace, king, queen, jack and ten of the same suit.
- b) Straight Flush five cards of the same suit in sequence, other than a royal flush. An ace will count low in the combination of 5:4:3:2:A.
- c) Four of a Kind four cards of the same value, and one other odd card.
- d) Full House three of a kind and a pair.
- e) Flush five cards of the same suit, not in sequence. The highest card to decide between two flushes; where the highest cards in both hands are the same value, the next card; and so on.
- f) Straight any five cards in sequence not being a Flush. An ace will count low in the combination of 5:4:3:2:A.
- g) Three of a Kind three cards of the same value and two other odd cards.
- h) Two Pairs two cards with the same face value, another two cards with the same value (other than the value of the first two cards) and one other odd card.
- i) One Pair two cards of the same value, and three other odd cards.
- j) Five Odd Cards any combination of five cards other than a hand mentioned in this section.

- 15.2. Hands of the same poker hand value, with cards of different face values, shall be ranked according to the card values prescribed in Rule 5.2. For example:

- a) A king, queen, jack, ten, nine straight (or straight flush) beats a jack, ten, nine, eight, seven straight (or straight flush, as the case may be);
- b) In the event of two hands each containing two pairs, the hand holding the highest pair in terms of card value shall be ranked the higher. If both hands hold the highest pair, the respective card values of the second pairs shall determine the outcome. In the case of a draw, the card values of the fifth card of the hands determines which shall be higher;
- c) Where two hands hold single pairs of the same card value, the value of the highest of the remaining cards in each hand shall determine the outcome. If the highest of the remaining cards in each hand are of the same card value, the value of the next highest cards shall determine the outcome, and so on;
- d) In the case of five odd cards, the respective card values of the highest card in each hand shall determine the ranking; if these are the same, the values of the next highest cards, and so on.

- 15.3. The order of hands shall be displayed by a notice at or near each table.



16.0 PROTECTING THE PLAYER'S HOLE CARDS

- 16.1. A player must protect the identity of his/her hole cards (first cards dealt face down) at all times, regardless of whether he/she is an active player or has folded. If the folding player's hole cards are exposed, the dealer will expose the cards to the table. At the showdown the only hole cards that are required to be exposed are those of the player called and those of any player or players calling who hold a winning hand. Should a player calling at the showdown be satisfied he/she does not possess the winning hand, then he/she should pass his/her cards into the dealer without exposing his/her hole cards.
- 16.2. If a dealer mucks an unprotected hand, the player will have no redress and will not be entitled to his/her money back. An exception would be if a player raised and his/her raise had not been called yet, he/she would be entitled to receive his/her raise back.
- 16.3. Dealers cannot muck a winning hand that was turned face up and was obviously the winning hand.
- 16.4. A person going All-in may stand from the table without forfeiting their hand once they have declared their intent to go All-in

17.0 GOING "ALL-IN"

- 17.1. A player who does not have a bank of chips of sufficient value to meet a wager and wishes to stay in the hand must wager the remaining amount of his/her bank of chips and thus go all-in. He/She remains in the hand as an active player until the Showdown, taking no further part in any subsequent betting round or rounds. Any surplus above the amount wagered, at the time the person goes all-in, by other players will be placed in a separate pot. Should he/she have the highest-ranking hand on the showdown he/she wins only the initial pot and not the separate pot (or pots if two players go all-in during the same hand), which is won by the player having the highest-ranking cards amongst the remaining bettors.
- 17.2. Any wager must be at least the same size of the previous bet or raise in that round, unless a player is going all-in.
- 17.3. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half the bet may fold, call or complete the wager. An all-in wager of a half bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- 17.4. For half-pot, full-pot or no-limit games all raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already acted and is not facing a full size raise may not subsequently raise an all-in bet that is less than the minimum bet or less than the full size of the last bet or raise.

18.0 GOING THROUGH DISCARDS

- 18.1. Under no circumstances can a player be permitted to look at discards, either before or after showdown, even if he/she is an inactive player at the time.
- 18.2. A player shall not be permitted to look at the top card or any of the undealt cards at any time.



19.0 IRREGULARITIES

- 19.1. If a card to be used as a hole card is found face up in the pack or if the dealer exposes a hole card in dealing the cards, then the card is to be put aside until the deal has been completed then the exposed card is to be swapped with the first burn card. If a second card is found face-up in the deck or exposed by the dealer then it is a misdeal.
- 19.2. If a player bets, calls, or raises out of turn and the player or players who should have wagered before the out of turn player, fold, check or make wagers smaller than, or equal to the wager indicated by the out of turn player, then the out of turn player's wager must stand, provided it is within the table limits. Should the out of turn player not wish to complete any raise then the amount already wagered by the out of turn player shall be forfeit to the pot.
- 19.3. If the flop;
 - a) Has too many cards; it shall be re-dealt after reshuffling and recutting the flopped cards together with the burn card and the remainder of the deck.
 - b) Has been dealt prior to the previous betting round has been completed, it shall be re-dealt after reshuffling and recutting the flopped cards together with the burn card and the remainder of the deck.
 - c) Has been dealt after more than one card has been burnt, or if the dealer failed to burn a card and there has been no betting, it shall be re-dealt after reshuffling and recutting the flopped cards together with the burnt cards and the remainder of the deck. If betting has commenced then the flop shall remain.
- 19.4. At the exposing of the fourth (turn) or fifth (river) communal cards;
 - a) If two (or more) cards are exposed when dealing the turn, the correct card shall remain in play and the superfluous card shall be reshuffled together with the burn card and the remainder of the deck. If two (or more) cards are exposed when dealing the river the correct card shall remain and the superfluous card shall be discarded. If it is not possible to determine the correct card, the communal card shall be re-dealt after reshuffling and recutting the two (or more) exposed cards together with the burn card and the remainder of the deck.
 - b) If a communal card has been dealt prior to the previous betting round being completed, it shall be re-dealt after reshuffling and recutting the communal card together with the burn card and the remainder of the deck.
 - c) If a communal card has been dealt and the dealer burnt more than one card, or fails to burn a card, the communal card shall be re-dealt after reshuffling and recutting the communal card and those burn cards only, together with the remainder of the deck if no betting has commenced. If betting has commenced, the communal card shall remain.
- 19.5. If a player holds too few or too many cards during the betting round or at the showdown then his/her hand is void and all wagers made by them during that hand are forfeited to the pot. If it is at the showdown and there is only one other player, then the player holding the correct number of cards wins the pot. If there is no other player remaining then the last player or players who folded during the final betting round wins the pot.
- 19.6. Where more than one player is to share a pot or pots in accordance with Rule 10.4 and each player's share is not wholly divisible by one, then each player's share shall be increased by the lowest amount required to allow each player's share to be wholly divisible by one. The amount required to increase the pot or pots shall be deducted from the Commission payable for that particular game.



- 19.7. Where all the players who commence a hand finish the hand and win the pot and the pot is divided in accordance with Rule 10.4 then no commission shall be deducted from the pot or pots.
- 19.8. Permission is required from the Table Inspector or delegate before taking a seat at any table.
- 19.9. If a player returns to the same game within one hour of leaving that table then their buy-in must be equal to or greater than the amount that they removed from that game and equal to or greater than the minimum buy in for that table.
- 19.10. A non-player may not sit at a table, or be inside the designated Poker area.
- 19.11. A Table Inspector or delegate may require that any two players not play in the same game. (Husband and wife, relatives, business partners and so forth).
- 19.12. Players joining a game must either post a big blind or wait until they are in the big blind position to receive cards unless they;
 - a) Are joining a game that is in its' first lap of blinds from commencement of play.
 - b) Arrived from a table of the same game and betting limits that had become defunct.
 - c) Were required to move tables as directed by a Table Inspector.
- 19.13. A player cannot pass his/her turn to post either blinds
- 19.14. A person who missed two big and two small blinds in a row may have their chips removed from the table and forfeit their seat at that table.
- 19.15. If a Player has left the table and thereby fails to post a big blind bet they must upon return post a big blind bet to resume playing or wait until they are in the big blind position. A player wishing to resume playing immediately must post a dead small blind in addition to a live big blind
- 19.16. Unlimited raising is allowed in heads-up play. This applies at any time where action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be un-capped by a subsequent fold that leaves two players heads-up.

20.0 BETTING/CALLING/RAISING IN ERROR

- 20.1. A player calling in error with an amount half or more of that required to make a legitimate call shall be required to complete the call or forfeit their hand and those chips already used.
- 20.2. A player calling in error with an amount less than half of that required to make a legitimate call may withdraw those chips already used.
- 20.3. A player betting or raising in error with an amount half or more of that required to make a legitimate raise, shall be required to complete the raise or forfeit their hand and those chips already used.
- 20.4. A player betting or raising in error with an amount less than half that required to make a legitimate raise may withdraw those chips already used.
- 20.5. "String bets" are not a legitimate bet or raise and will not be accepted. Players when betting or raising, must either put the amount of the bet or raise out in one motion or announce their intention to raise by stating 'raise'. In half-pot, pot-limit or no-limit games a player must announce the amount of the bet or raise, or place the bet or raise out in one motion.



21.0 COLLUSION

- 21.1. Each player in a poker game is required to play only in his/her own self-interest. Any behaviour designed to assist one player over another is prohibited.
- 21.2. Only one player is permitted to a hand, and he/she must make all decisions without advice from anyone else. Conversation in any language other than English at or near a Poker table is forbidden. Players, whether in the hand or not, may not discuss a hand in progress until the action is complete. Discussing hand possibilities or cards discarded is not allowed.
- 21.3. Any information about a folded hand that is given to one active player in a pot must be shared with all the active players in a pot. Any information about the hand of a player who made an uncalled bet that is given to one player must be shared with all the other players.
- 21.4. Chips cannot be borrowed or lent from a player's table stakes whilst at a Poker table.
- 21.5. The pot cannot be divided by the agreement of two or more players. Each hand must be played to a conclusion.

22.0 SCALE FOR DEDUCTIONS OF COMMISSION

- 22.1. The scale of deductions of Commission from a pot or pots shall be:

From any pot not exceeding \$19.00	Zero
From any pot exceeding \$19.00	5% of the highest amount of that pot as is wholly divisible by twenty, provided that where the pot exceeds one hundred times the big blind, no commission shall be deducted in respect of the excess.
- 22.2. Notwithstanding Rule 22.1, Casino Management may vary the method of calculation of the Commission so that the Commission charged for any game is less than that specified in Rule 22.1. Any variation approved in accordance with this Rule shall be notified to the players before the commencement of the game and a sign displaying the approved method of calculation shall be posted in close proximity to the table.

23.0 GENERAL PROVISIONS

- 23.1. The house reserves the right to invalidate an outcome of the game under the following circumstances:
 - a) If any cards are found to be short or in excess of those originally issued at the start of play.
 - b) If the game is disrupted by civil commotion, fire, riot, brawl, robbery or an Act of God.
 - c) If there is any fraudulent act by any player or dealer.
- 23.2. No player shall be advised by any employee of the Casino on how to play his/her hand, except to ensure compliance with these Rules.



- 23.3. Once a reasonable amount of time as indicated by Casino Management has passed a clock may be called for. A player will then be given one minute to make a decision. If no action has been taken at the conclusion of one minute, there will be a 10 second count down. If a player has not acted on his/her hand by the time the countdown is over, the hand will be folded, with all prior wagers from that player remaining in the pot.
- 23.4. The House reserves the right to close any gaming table at its own discretion, subject to prior notification of 15 minutes notice or a declaration of the last three rounds of play being made. In the instance where last 15 minutes is called signage will be displayed at the table, which indicates the table's imminent closure.
- 23.5. In any dispute not covered by the provisions of these Rules, the house decision shall be final, subject to a review by the Director of Justice, Licensing and Regulation, if requested.
- 23.6. In any dispute arising from these Rules, the house decision shall be final, subject to a review by the Director of Licensing, if requested.
- 23.7. Complainants in all unresolved disputes under Rules 23.5 and 23.6 shall be advised of their right to consult The Department of Justice, Licensing and Regulation.
- 23.8. No player shall possess with the intent to use or actually use at the game, or communicate during the game with any other person or persons possessing with the intent to use or actually using at the game or elsewhere, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting or affecting an outcome at the game or in keeping track of or analysing the cards having been dealt, the changing probabilities of the game or the playing strategies to be utilised at the game.
- 23.9. Players, whether in the hand or not, may not discuss a hand in progress until the action is complete. Discussing hand possibilities or cards discarded is not allowed.
- 23.10. A copy of these Rules shall be made available upon request for perusal in Lassetter's Hotel Casino

24.0 TOURNAMENT PLAY

- 24.1. In addition to the rules set out in the preceding paragraphs hereof the following rules are to apply in the case of tournament play. Where the rules for tournament play are inconsistent with the rules in the preceding paragraphs hereof then the rules for tournament play shall prevail to the extent of the inconsistency and only during the playing of a tournament.

25.0 DEFINITIONS

- 25.1. The following definitions apply only for the purposes of the rules of tournament play set out hereunder.

- "Hand" shall mean a period of play concluding when the dealer announces a result and pay out winnings in accordance therewith.
- "Session" shall mean a period of play of a duration determined by time, or a number of hands.



"Heat" shall mean the completion of a session or series of sessions at which a winner or winners and place-getters, as applicable, are determined for advancement to further heats or a final.

26.0 CONDITIONS

26.1. Management reserves the right to cancel or alter any event at its' sole discretion in the best interests of the casino or its' players

The Casino may determine the following;

- a) The amount of any entry fee.
- b) The amount of buy-in.
- c) Table limits.
- d) The number of players who can enter the tournament
- e) The allocation of players to sessions.
- f) The seating of players.
- g) The duration of each session.
- h) The prize list.
- i) When or the amount of times a patron may enter any tournament.

27.0 ENTRY FEES

27.1. An entry fee to enter the tournament may be charged. The entry fees so charged are to be paid out by the Casino as prizes in accordance with these Rules.

27.2. A player may enter more than one session in the first heat on a seat available basis. Where applicable, an entry fee and buy-in shall be required for each session entered.

28.0 PLAY

28.1. Players not present shall be dealt cards and will have their blinds posted (and antes if used) until their table stake has been exhausted. That person may play once they arrive or return to the table subject to rule 6.3.

28.2. During play all chips used by a player in a session are to be placed on the table in front of the player in clear view of all players at the table. Players may not have chips in their pockets at any time. A player who has chips in his/her pocket will forfeit the chips and they will be taken out of play.

28.3. A player shall not augment or reduce his/her bank during any session, if allowed, as an add-on or re-buy.

28.4. When only two players remain in the Tournament the button shall post the small blind and act first in the opening round.

28.5. All cards will be turned face up once a player is all in and all action is complete.



29.0 RE-BUY'S AND ADD-ON'S

- 29.1. Tournaments can have Re-buys and/or Add-ons depending on the format of the tournament.
- 29.2. In the case where Re-buy's are permitted the following rules apply:
- a) The Re-buy will only be available to a player who has no chips left and the Re-buy period is still open.
 - b) The Re-buy will cost equal to the entry for the Tournament excluding any commission charged.
 - c) The Re-buy shall entitle the player to an amount equal to the initial starting chip bank for the Tournament
 - d) The Re-buy shall be handled the same as a cash change in a live game.
- 29.3. In the case where Add-ons are permitted the following rules apply:
- a) The Add-on will only be available at the end of the Re-buy period and will be available to all players regardless of their chip stack.
 - b) The Add-on will cost equal to the entry for the Tournament excluding any commission charged.
 - c) The Add-on shall entitle the player to an amount equal to the initial starting chip bank for the Tournament.
 - d) The Add-on shall be handled the same as a cash change in a live game.
 - e) A double Add-on may be available, this will cost equal to double the entry amount for the Tournament excluding any commission charged and will entitle the player to an amount double the initial starting chip bank in addition to their current chip holding.

30.0 WINNERS/PLACE-GETTERS

- 30.1. The winner/s of each session will be the player/s at each table who has the highest value of chips remaining at the conclusion of the duration of the session.
- 30.2. Where at the conclusion of a session two or more players have chips of equal value, the winner and the placing's of the other players (if applicable) shall be determined by the players cutting a card from a shuffled deck of cards. The winner and place-getters (where applicable) shall then be declared in order of the players with the successively highest value card. Should two or more players have cards of the same value, then those players shall repeat this procedure until the place-getters are determined. Other place-getters (if applicable) shall be determined in accordance with Rule 31.2.
- 30.3. Where for the purposes of a particular tournament, place-getters are to be declared they shall be declared in order as follows:
- a) The players with the successively highest value of chips after the winner to the extent required by the particular tournament.
 - b) Where at the conclusion of a session, heat or final, there are less active players remaining than places as shown on the prize list, then the players who were successively the last to cease participation in the game shall be awarded the places after the last place awarded to an active player in the particular tournament.
 - c) Where two or more players cease participation in the session in the same round of betting, then their places shall be determined by the highest value of chips leading into that hand, if they had an equal chip value leading into



that hand then their places shall be determined at the completion of the session, heat or final by the players cutting a card from a shuffled deck of cards. Places shall then be declared in order of the players with the successively highest value card in accordance with sub-rule b. above. Should two or more players have cards of the same value then those players shall repeat this procedure until the place-getters are determined.

- 30.4. Where at the end of a session, heat or final a hand is still in progress the hand shall continue until that hand is completed at which time the winner and place-getters (if applicable) shall be announced.

31.0 PRIZES

- 31.1. A list of all prizes available at the conclusion of the tournament shall be published and made available by the Casino prior to the commencement of the tournament.
- 31.2. Prizes may be either cash and/or in kind. Where prizes other than cash are offered they must be purchased from the entry fees for the tournament for which they are received. Entry fees are to be allocated as follows:
- a) Where commission is deducted from the pot or pots, 100% of the entry fees are to be expended.
 - b) Where no commission is deducted from the pot or pots a minimum of 70% of the entry fees is to be expended. No commission is to be deducted from a re-buy or an add-on.
- 31.3. Notwithstanding the foregoing, other prizes may be offered but they are to be in addition to those prizes allocated from entry fees.
- 31.4. The winner and place-getters in any tournament shall be awarded the prizes published by the Casino in the prize list for the tournament.

32.0 COMMISSION

- 32.1. Where a tournament is played with tournament chips no commission shall be deducted from the pot or pots.
- 32.2. Where a tournament is played with value chips then the commission may be deducted from the pot or pots in accordance with the rules of the game.

33.0 VALUE CHIPS

- 33.1. Where value chips are purchased and used in a tournament, a player shall retain such chips as the player is holding at the end of a session or heat.

34.0 DISQUALIFICATION

- 34.1. A player may be disqualified if he/she deliberately contravenes any of the rules of tournament play or the terms and conditions of the Tournament. No such player shall be entitled to a refund of any entry fee paid or value chips lost during the course of the tournament but may retain any value chips in his/her possession that have been purchased or won in accordance with these rules.

