

TASMANIAN GAMING COMMISSION

# POKER RULES

Variation 07/06

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## A. GLOSSARY OF TERMS USED IN POKER

**All In**

To place all of a player's chips into the pot.

**Ante**

A pre-determined contribution to the pot made by every player before the start of a round of play.

**Approved**

Means approved in writing by the Tasmanian Gaming Commission.

**Bet**

The amount a player wagers when it is their turn to play.

**Big Blind**

Initial bet made by the player seated to the left of the small blind.

**Blind Bet**

A pre-determined contribution to the pot before the start of a round of play.

**Call**

The amount required to equal the last active player's bet.

**Management Representative**

A person responsible for supervising the operation of the game acting on behalf of the holder of the casino licence.

**Check**

The decision made by a player to pass the opportunity of betting while remaining an active player.

**Commission**

The amount the dealer collects from a player or players as payment to the casino for conducting the game.

**Communal Cards**

The cards dealt face up in the centre of the table and used by all active players to complete their hand.

<i>Flop</i>	<i>First three communal cards</i>
<i>Turn</i>	<i>Fourth communal card</i>
<i>River</i>	<i>Fifth and last communal card</i>

**Dealer**

A person responsible for the operation of the game.

**Fold**

A player stops contesting a round of play by passing the cards towards the dealer, face downwards on the table.

**Fold Line (Betting Line)**

A line marked on the table that denotes a point where a player's hand is folded.

**Full Deck**

A deck of cards containing 52 cards.

**Hand**

The five cards used by a player to contest the pot(s).

**Hole Card**

A card dealt face down to a player.

**Initial Deal**

The cards that are dealt before the first betting round begins.

**Misdeal**

A misdeal does not constitute a round of play. The puck is to remain in the same position and the cards are to be reshuffled and re-dealt.

**Puck**

The marker used to indicate the designated player to place the first blind or the player to receive the first card in a round of play.

**Pot**

The total amount the players have bet during a round of play.

**Raise**

That part of a player's bet which is greater than the last active player's bet.

**Reduced Deck**

A deck of cards containing less than 52 cards.

**Round of Play**

That part of the game that commences when a card is first dealt to a player and concludes with the winning of the pot(s).

**Showdown**

The disclosure of the player's cards after the final betting round to determine the winning hand.

**Small Blind**

Initial bet made by the player seated on the puck position.

**Table Stake**

The total amount of chips on the table in front of, and belonging to, any one player.

**Tapping Out**

To place all chips remaining of a player's table stake into the pot where the amount bet is not enough to match either a call or raise.

**Under-raise**

The total wagered by a player where the amount is greater than the amount required to call but less than the amount required to raise.

## **B. RULES OF POKER – 5 CARD STUD**

### **1. TABLE**

1. The table will have numbered spaces for up to:
  - a. Ten players and a seated place for a dealer, and will be marked similar to that shown in diagram "A"; or
  - b. Seven players and a seated place for a dealer, and will be marked similar to that shown in diagram "B".
2. The table will have a locked drop box attached, into which the deduction from the winning pots will be dropped at the conclusion of each hand.

### **2. CONTROL OF THE GAME**

1. A dealer acting on behalf of the holder of the casino licence will be responsible for the conduct of the game in accordance with these rules.
2. The dealer's decision will be final on all matters concerning the play and any dispute between the players.
3. The dealer will control all cards/hands.
4. A game will not continue should the number of players become fewer than three, except as provided in 'Alternative Conditions of Play'.

### **3. CARDS**

1. When a table has been made (a minimum of three players) or when a new deck of cards is introduced into the game, the cards (one pack with seals intact) will be broken open, checked card by card, spread in suits on the table by the dealer and checked by a management representative.
2. A new deck of cards will be introduced:
  - a. If a majority of players request a change; or
  - b. If a card or cards become mutilated; or
  - c. At the dealer's discretion.

Before a new deck is introduced, the old deck will be spread face up on the table, counted for completeness and stored in the original card box. These cards will be later destroyed.

3. Value of cards - there is no distinction among the suits.

Rank of cards - A:K:Q:J:10:9:8:7:6:5:4:3:2 except as provided in rule 14.1.f.

4. a. Notwithstanding the provisions of paragraphs (1), (2) and (3) of this rule, where not less than three or not more than five players remain in, or form a game, those players may agree to play with a deck of cards from which all cards, in each suit, with a value 2, 3, 4, 5 and 6 have been removed. The remaining cards will be known as a reduced deck. The provisions of this rule do not apply to a game played under the 'Alternative Conditions of Play'.
- b. Before any game commences in which a reduced deck of cards is used, the reduced deck will be laid out in suits by the dealer and checked by a management representative. The provisions of rules 4.1 and 4.2 will be complied with.

#### **4. SHUFFLE AND CUT**

1. Before the initial deal, the dealer will chemmy shuffle the new deck or reduced deck.
2. Before each hand, the dealer will shuffle the cards on the table without disclosing any card, and offer the cards for cutting to the player on the right of the player who is to receive the first card. If that player doesn't wish to cut the cards, the dealer will do so.
3. Under no circumstances will the cards be cut after a new deal has commenced. The only time for cutting is prior to each new hand.

#### **5. WAGERS**

1. Wagers may be made only with chips.
2. Under no circumstances will a player be permitted to bet for another player.
3. Minimum wagers may be increased only by the agreement of all players at the table. Each player must then hold the increased minimum bank in chips on that table. The provisions of this rule do not apply to a game played under the "Alternative Conditions of Play".
4. Prior to the cards being dealt on the initial deal, each player wishing to participate in the hand will contribute to the pot an ante, being an amount equivalent to that of the minimum wager. The maximum wager by the player making an opening wager and any subsequent wager will be an amount equal to half the pot.
5. All wagers including the antes will be placed in the middle of the table in front of the dealer. This money will be referred to as 'The Pot'.

## **6. LIMITS**

The minimum and maximum wagers will be displayed on a sign at or near the table.

## **7. SEATING**

1. The operator may make available a system to enable players to reserve a place at the table prior to the commencement of a game. Any player with a reserved place, who has not bought in by the nominated commencement time of the game, will forfeit that reservation.
2. If the operator does not use a reservation system to allocate players to seats, a card draw will take place to allocate seats.
3. When a player leaves the game, the remaining active players have priority in clockwise direction from the puck over any player waiting to join the game, to move to the vacated playing position.

## **8. BANK OF CHIPS**

1. Each player when joining the game will have the minimum bank required by the table, on the table in chips. The minimum bank will be displayed by notice at or near the table.
2. A player's bank will not be augmented or reduced by the player during any hand.
3. A player may augment, but may not reduce his bank between hands.
4. A player may not remove his bank of chips from the table whilst he remains an active player.
5. Before any hand is dealt, a player may buy more chips. The provisions of this paragraph do not apply to a game played under the 'Alternative Conditions of Play'.
6. Chips or money cannot be borrowed or lent whilst a hand is being played. It can only take place prior to each new deal. The provisions of this rule do not apply to a game played under the 'Alternative Conditions of Play'.

## **9. DEAL**

1. The puck will designate who receives the first card of each hand. The puck will be passed clockwise around the table at the end of each hand. The player on the left of the dealer will receive the first card of the first hand played.

2. The dealer will deal each player one card face down (which is known as the hole card) starting with the player holding the puck and so on clockwise around the table. Thereafter, one card face up to each player in the same order. There will then be a betting round. Thereafter all active players will receive a third card face up in the same order. A second round of betting will take place after which all active players will receive a fourth card face up in the same order. A third round of betting will take place then all active players will receive their fifth and final card face up.

## 10. MISDEALS

1. When a misdeal occurs, there will be a new shuffle and cut. The same player will receive the first card in the new deal as in the misdeal.
2. There is a misdeal if:
  - a. One or more cards are exposed in cutting or recutting the cut cards;
  - b. The wrong player has cut the pack and the error is noticed before the first wager is made;
  - c. Before any betting takes place, it is noticed that the cards were not offered for cutting prior to the deal. Once betting starts the hands will be played out; or
  - d. The dealer deals a hole card out of turn and the wrong player has looked at it.

## 11. BETTING

### 1. The First Round of Betting.

- a. When each player has received two cards, one face down and one face up, the player with the highest card showing will be the first to bet. In the event of two or more players having equal highest ranking card, the first to bet will be the player holding the highest ranking card if that player is in the puck position, or the first player holding the highest ranking card to the left of the puck.
- b. That player will place not less than the minimum wager into the pot. Thereafter, in a clockwise direction around the table, each player has three options:
  - i. Call (equal the amount wagered by the previous bettors).
  - ii. Call and raise (equal the amount of wager by the previous bettors plus an additional amount within the table limits). This additional amount or raise must not be lower than the amount required to call.
  - iii. Fold (turn cards face down on the table and take no further part in the hand).

- c. Each player in turn will follow this procedure until:
    - i. Only one more player remains in the game. That player wins the pot.
    - ii. Two or more players have put an equal amount into the pot.
  - d. If two or more players are still in the hand, and all bets have been met by those players, the dealer will continue the deal by giving all active players their third card face up.
- 2. The Second and Third Rounds of Betting.**
- a. The player with the highest hand showing will be the first to check in accordance with rule 12 or to bet up to the maximum allowed.
  - b. Thereafter, the other players have the same options as in the first round of betting.
  - c. Play continues under paragraph 1. of this rule until the dealer has dealt each active player a total of five cards (as in rule 9.2).
- 3. The Final Round of Betting or Showdown.**
- a. Active players having been dealt their fifth and final card face up, bet as provided in paragraphs 1. and 2. of this rule until, subject to 'Tapping Out', all remaining players have wagered an equal amount. They will then expose their hole cards for every player in the game to see. The dealer will announce the highest ranking hand.
  - b. Before passing the pot to the winning player, the dealer will add the chips and then deduct the correct house percentage as on the published list of commission. These chips will be placed into the table drop box.
  - c. When two or more players hold the highest hands of equal value, the pot, after the correct house percentage has been deducted, will be equally divided between them.
  - d. Where there is more than one pot in any one game, the house percentage will be deducted from each pot separately.
  - e. The pot cannot be divided by the agreement of two or more players. Each hand must be played to a conclusion.
  - f. A player cannot pass a turn to be the first player to receive the first card that is dealt in a new hand.
  - g. All players will bet/check/fold in turn.
  - h. On completion of each showdown, the game continues with a new deal as in rule 9.2.

## 12. CHECKING

1. The first player in all but the initial betting round may call "check" (which means that player desires to play but not to bet at present). The next player to the left, opens the betting. That player and other players to the left, in turn may also check. If all players check, that betting round will be over and the next card dealt.
2. No player can check if a bet has been made in that betting round.
3. If a player checks in the last betting round, all other players in order to check also must be able to beat the checking player's four open cards. The dealer may look at the hand of any player who no longer remains active.

## 13. TAPPING OUT

A player, who does not have enough chips to meet a wager and wishes to stay in the hand, must wager the remaining amount of their table stake and thus, tap out. The player 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 taps out, by other players will be placed in a separate pot. Should that player have the highest-ranking hand on the showdown, that player wins only the pot and not the separate pot (or pots if two players tap out during the same hand). That pot is won by the player having the highest-ranking cards amongst the remaining bettors.

## 14. ORDER OF HANDS

1. Where a full deck of cards is used, the order of hands in descending order is:
  - a. Royal Flush      Five top cards from the same suit in sequence e.g. A: K: Q: J: 10 all spades.
  - b. Straight Flush      Five cards of the same suit in sequence e.g. 8: 7: 6: 5: 4: all hearts.
  - c. Fours              Four of a kind e.g. 9: 9: 9: 9: Q.
  - d. Full House          Three cards of one kind plus two of another. e.g. A: A: A: 8: 8. All hands take their rank from the threesome.
  - e. Flush                Five cards of the same suit.
  - f. Straight             Any five cards in sequence. An Ace will count low in the combination 5: 4: 3: 2: A.
  - g. Threes                Three cards of one kind.

- h. Two pairs
- i. One pair
- j. Five odd cards

In (h), (i) and (j) above, all cards count e.g. Q: Q: 7: 7: 4 loses to Q: Q: 7: 7: 6.

2. Where a reduced deck of cards is used, the order of hands in descending order is:

- a. Royal Flush Five top cards from the same suit in sequence.
- b. Straight Flush Five cards of the same suit in sequence.
- c. Flush Five cards of the same suit.
- d. Fours Four of a kind.
- e. Full House Three cards of one kind and two cards of another.
- f. Straight Any five cards in sequence. An Ace will count as a 6 in the combination 10: 9: 8: 7: A.
- g. Threes Three cards of one kind.
- h. Two pairs
- i. One pair
- j. Five odd cards

In h), i) and j) above, all cards count.

3. The order of hands for play using a full deck of cards or using a reduced deck of cards will be displayed by a sign at or near the table according to the play then in progress.

## 15. COMMISSION

A scale of commission will be displayed by a sign at or near the table, and this commission will be extracted from the winning pot or pots at the conclusion of each hand. A management representative will determine the scale of commission by using one of the following two methods:

**a. Normal scale of commission:**

Up to \$50	\$2.00
Over \$50 and up to \$100	\$4.00
Over \$100 and up to \$150	\$6.00
Over \$150 and up to \$200	\$8.00
Over \$200 and up to \$250	\$10.00

Thereafter charges at the \$50 progressive rate.

**b. Capped scale of commission:**

Up to \$50	Nil
Over \$50 and up to \$100	\$4.00
Over \$100 and up to \$150	\$6.00
Over \$150 and up to \$200	\$8.00
Over \$200 and up to \$250	\$10.00
Over \$250 and up to \$300	\$12.00
Over \$300 and up to \$350	\$14.00
Over \$350	\$15.00

## 16. ALTERNATIVE CONDITIONS OF PLAY

### Freeze Out

With the knowledge and consent of all the players, the game may be conducted under the following conditions known as 'freeze out', that is to say:

1. Each player will buy in for the same amount.
2. There will be no addition to or removal of chips from any player's bank after the game has commenced.
3. No player will join the game after play has commenced.
4. No player will leave the game unless that player's bank is exhausted or there are reasonable grounds in the opinion of a management representative for that player being unable to continue.
5. Each time a player is eliminated, the amount of ante will increase by the amount of the original minimum wager.
6. Play will continue until only one player is left in the game.
7. At the close of gaming, the players left in the game will have the option of concluding the freeze out or continuing at a later time during gaming hours. The freeze out game will only continue at a later time if all of the remaining players are present and wish to play.
8. A freeze out will always be played with a full deck.
9. Each player will wager the ante on every hand.

## 17. IRREGULARITIES

### 1. Betting out of turn

A player betting out of turn is subject to the following restrictions:

- a. If the player or players who should have wagered before the out of turn bettor, check or make wagers smaller than, or equal to, the wager indicated by the player betting out of turn, the out of turn bettor may call the check or wager but is not permitted to raise.
- b. If the player who should have wagered before the out of turn bettor do not play, the out of turn wager must stand.

**2. Calling a wager**

If a player calls a wager on the final round of betting and cannot possibly win, the wager will be returned only if the player is the last player to call on that hand.

**3. Dead hands**

If a player holds too few or too many cards during or after the first betting round, then that player's hand is void. If it is at the showdown and there is only one other player, then that player wins the pot.

**4. Dealing in more or fewer players**

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 the 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.

**5. Dealing an exposed card**

If a card is found face up in the pack and the betting has started, the player must take that card in his/her turn of play, except if it is the first card to be dealt of a new round. Then that card is immediately burned. (Put with discards). After the betting has been completed on that round, the dealer must burn enough other cards from the top of the pack so that the total number of burned cards equals the active number of players in the game.

**6. Exposing the first card of a round**

If a dealer exposes the top card of the pack before the betting has been completed on the previous round, the dealer will leave the card face up on the pack until the betting on that round is completed. After the betting has been completed on that round, the dealer must burn from the top of the pack as many cards, including the exposed card, as there are active players left in the game. Under no circumstances are the players permitted to look at the burned cards. Thereafter the play continues according to these rules.

**7. Improper dealing**

A dealer is not allowed to deal the first card face up and the second face down. The first card must always be dealt face down. However, where in the initial deal of closed cards, a card or cards is accidentally exposed by the dealer, the deal will stand and the recipient of the exposed card will be dealt a closed card on the second round. Should a recipient of an exposed card in the first round be dealt in error a further exposed card, that hand will become null and void and all cards will be collected by the dealer, shuffled, cut and re-dealt as in rules 4 and 9.

**8. Protecting the player's hole card**

Players are in no way obligated to expose their hole card unless called by the dealer at the showdown. If a folding player's hole card is passed incorrectly, the dealer will expose the card to the table.

**9. Going through discards**

Under no circumstances will a player be permitted to look at discards either before or after the showdown, even if that player is an inactive player at the time.

**10. Looking at undealt cards**

Looking at the top card or any of the undealt cards is not permitted by any player at any time.

**11. Forfeiture of seat**

If a player offends against the requirements of paragraphs (9) and (10) of this rule, the dealer will advise that player that a repetition will result in the player's seat being forfeited.

**12. Advice prohibited**

Only one player is permitted to play a hand and that player must make all decisions affecting the hand without assistance or advice from any other person.

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## **C. RULES OF POKER - HOLD-EM**

### **1. TABLE**

1. The table will have a locked drop box attached into which the commission from the winning pots will be dropped at the conclusion of each round of play.
2. The table will have numbered spaces for up to:
  - a. Ten players and a seated place for a dealer, and will be marked similar to that shown in diagram "A"; or
  - b. Seven players and a seated place for a dealer, and will be marked similar to that shown in diagram "B".
3. Management reserves the right to close any table with 30 minutes notice.

### **2. CARDS**

1. Hold-Em Poker shall be played with a full deck. One cutting card shall be used.
2. A full deck of 52 cards consists of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2 in each of spades, hearts, diamonds and clubs.
3. The cards shall be checked individually by the dealer prior to the commencement of gaming and at or after the conclusion of gaming.
4. A new deck of cards will be introduced:
  - a. If a majority of players request a change; or
  - b. If a card or cards become mutilated; or
  - c. At a management representative's discretion.

Before a new deck is introduced, the old deck will be spread face up on the table, counted for completeness and stored in the original card box. These cards will be sorted at a later stage prior to being destroyed.
5. A management representative and dealer shall check each replacement deck prior to introduction into play.
6. A management representative may at any time instruct the dealer to check and verify the number of cards.

### 3. CONTROL OF THE GAME

1. A management representative will be responsible for the conduct of the game in accordance with these rules.
2. The management representative decision will be final on all matters concerning the play and any dispute between the players.
3. The dealer will control all cards/hands.
4. A minimum of three players are required for a game to commence, and a game will not continue should the number of players become fewer than three.

### 4. ORDER OF HANDS

1. All suits have the same rank. The rank of cards from highest to lowest is as follows:  
Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.
2. A player's completed hand shall consist of five cards. All cards count in determining the value of hands, e.g. Q, Q, J, J, 10 beats Q, Q, J, J, 9.
3. The order of hands, highest to lowest shall be as follows:
  - a. Royal flush      The five top cards, all of the same suit, e.g. A, K, Q, J, 10, all spades.
  - b. Straight flush    Five cards of the same suit in sequence, e.g. Jack, 10, 9, 8, 7, all hearts. An Ace may count high or low in a straight flush, e.g. 5, 4, 3, 2, A.
  - c. Four of a kind    e.g. A, A, A, A, 4.
  - d. Full house        Three cards of one kind plus two of another, e.g. K, K, K, J, J. All hands take the rank from the threesome.
  - e. Flush             Five cards of the same suit, not in sequence, e.g. K, J, 9, 7, 5, all diamonds.
  - f. Straight          Any five cards in sequence not of the same suit, e.g. K (hearts), Q (clubs), J (clubs), 10 (spades), 9 (diamonds). An Ace may count high or low in a straight, e.g. 5, 4, 3, 2, A.
  - g. Three of a kind   e.g. Q, Q, Q, 8, 5.
  - h. Two pairs         e.g. Q, Q, 4, 4, J.

- i. One pair e.g. 10, 10, K, 6, 2.
- j. Five Odd Cards Five cards not of the same suit and/or rank, e.g. Q (hearts), 10 (clubs), 7 (clubs), 4 (diamonds), 2 (spades).

## 5. WAGERS AND LIMITS

1. A management representative shall display the minimum table stake and minimum bet for each table on a sign near the table and may change these limits provided that 30 minutes prior notice of the change is given to the players (unless all players agree to change earlier).
2. Before the start of a round of play, a management representative shall, where necessary, determine:
  - a. The minimum and/or maximum table stake;
  - b. Whether to use blind bets or ante bets;
  - c. The number of players to make blind bets to be one, two or three;
  - d. The betting limits;
  - e. The level of each blind bet;
  - f. The minimum and maximum bets;
  - g. If the dealer shall burn a card and how many cards shall be burnt whilst dealing the communal cards.
  - h. The minimum and maximum for players augmenting their stake.
3. At the start of play, each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required. Each player's table stake shall remain in full view of the dealer and all other players during all rounds of play.
4. A player shall not increase or reduce this table stake during any round of play.
5. A player may augment but not reduce their stake between hands.
6. All bets shall be made with chips.
7. A management representative may at any time instruct a player that they have ninety seconds to act on their hand. If the player does not act on their hand during the ninety seconds, the player's hand is folded and all bets made by that player shall remain in the pot.

## **6. SEATING**

1. The casino operator may make available a system to enable players to reserve a place at the table prior to the commencement of a game. Any player with a reserved place, who has not bought in by the nominated commencement time of the game, will forfeit that reservation.
2. If the casino operator does not use a reservation system to allocate players to seats, a card draw will take place to allocate seats.
3. When a player leaves the game, the remaining active players have priority in clockwise direction from the puck over any player waiting to join the game, to move to the vacated playing position.

## **7. BETTING**

1. In the first three rounds of betting there shall be a maximum of three raises unless there are only two players contesting a pot, in which case they may continue to raise each other until they expend their table stakes.
2. In the last round of betting, there shall be no limit on the number of raises allowed.
3. Each raise shall be within the table limits and shall be not less than the opening bet or any previous raise in the betting round, except when tapping out.
4. The opening bet or raise for each round of betting shall be in accordance with the determinations made under 'Wagers and Limits'.
5. In games where the limit is expressed by a pot ratio or is designated no limit; there shall be no limit on the number of raises.
6. Players must place their bets in one movement towards the fold line (betting line).

## **8. ANTE BETTING**

1. The opening bet shall be not less than the table minimum and shall be in accordance with the determinations made under 'Wagers and Limits'.
2. A raise shall be in accordance with the determinations made under 'Wagers and Limits' and shall not be less than the opening bet or any previous raise in the betting round.

## **9. SHUFFLE AND CUT**

1. Before the first round of play for the gaming day, and before using any new deck, the dealer shall chemmy shuffle the cards.
2. The dealer shall shuffle the cards in preparation for each round of play.
3. After shuffling, the player seated to the right of the puck player shall cut the cards once. The cut shall be made more than one card in from either end of the deck.

## **10. COMMENCEMENT OF PLAY**

1. The first active player to the left of the dealer will receive the puck for the first round of play. The puck will be passed in a clockwise direction to the next player in turn at the conclusion of each round of play.
2. A player cannot refuse to post a blind.
3. Before the start of each round of play, the dealer will collect the small and big blind bets with these chips placed in front of the dealer.

## **11. DEAL**

1. A player's completed hand shall consist of five cards in any combination of the two hole cards and the five communal cards.
2. Hold-Em shall consist of a maximum of four rounds of betting.
3. The dealer shall deal each player, in a clockwise direction starting with the puck player, one card face down and continue until each player receives two cards face down.
4. There shall be a round of betting after each active player receives two cards face down.
5. If two or more players are still in the round of play and all bets have been met by these players, the dealer shall deal the flop after the first round of betting. The flop shall consist of three cards.
6. There shall be a round of betting after the dealer deals the flop.
7. The dealer shall deal the turn card and this is followed by a round of betting.
8. The dealer shall deal the river card and this is followed by a round of betting.

9. Play shall continue until a player has won the pot or the active players, after all five communal cards have been dealt, complete the final round of betting.

## **12. THE FIRST ROUND OF BETTING**

1. After the initial deal, the player in sequence in a clockwise direction from the last blind player shall comply with one of the following options:
  - a. Call;
  - b. Call and Raise; or
  - c. Fold.
2. Thereafter, players in sequence in a clockwise direction from the opening player shall;
  - a. Call;
  - b. Call and Raise; or
  - c. Fold.
3. Each player shall follow the procedure in Rule 12.2 until:
  - a. One player remains in the game, in which case this player shall win the pot; or
  - b. All active players have put an equal amount into the pot, in which case the first betting round shall conclude.
4. The player in sequence in a clockwise direction from the last blind player shall continue the first round of betting. The puck player will open the betting in the following and final rounds of betting.
5. If the puck player is an inactive player, the first active player in a clockwise direction from the puck player will be the first person to act in relation to Rule 12.2 and 12.4.
6. The player in the big blind position may raise if no other player has raised in the first round of betting.

## **13. CHECKING**

1. The first player in all but the first round of betting may check and each player in sequence may also check.
2. No player can check if a bet has been made in that round of betting.
3. If all players check, the betting round shall end.

#### **14. ADDITIONAL ROUNDS OF BETTING**

1. Hold-Em shall consist of a maximum of four rounds of betting.
2. The opening player shall either:
  - a. Open the betting by placing a bet;
  - b. Check; or
  - c. Fold.
3. Each player in sequence in a clockwise direction from the opening player shall either:
  - a. Call;
  - b. Call and raise;
  - c. Check; or
  - d. Fold.
4. Each player shall follow the procedure in Rule 14.3 until:
  - a. Only one player remains in the game, in which case this player shall win the pot; or
  - b. All active players have put an equal amount into the pot, in which case that round of betting shall conclude.

#### **15. DETERMINATION OF WINNING HAND(S)**

1. The player being called in the final round of betting shall expose his/her hole-cards. The remaining player(s) shall then expose their hole-cards or fold. The dealer will announce the winning hand(s) in accordance with the 'Order of Hands'.
2. When two or more players hold winning hands of equal value, the dealer will divide the pot(s) equally in units of the table minimum. The dealer shall return any amount that they cannot equally divide to the winning player seated to the left or closest, in a clockwise direction, to the puck.
3. The players cannot agree to divide the pot between them. The players must play each round of play to its conclusion.

## **16. TAPPING OUT AND ALL-IN**

1. A player who does not have enough chips to meet a wager and wishes to stay in the hand must wager the remaining amount of their table stake and thus tap out. The player 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 taps out, by other players will be placed in a separate pot. Should that player have the highest ranking hand on the showdown, that player wins only the pot and not the separate pot (or pots if two players tap out during the same hand), which is won by the player having the highest ranking cards amongst the remaining bettors.
2. In games where the bet limit is fixed or structured and a player goes all in, if the total wagered by the player is greater than the amount required to call but less than the amount required to raise, then this excess amount will be considered an under-raise. Subsequent players will be permitted to call for less than the structured amount or raise to the structured level. Any active player previous to the all in may only call if there has been no raise subsequent to the under-raise.
3. In games where the bet limit is expressed by a pot ratio or designated no limit and a player goes all in, if the total wagered by this player is greater than the amount required to call but less than the amount required to raise, then this excess amount will not be considered a raise. No other active player will be allowed to call and raise the under-raise wagered by this player.

## **17. COMMISSION**

1. A scale of commission will be displayed on a sign at or near the table and will be extracted from the winning pot or pots at the conclusion of each hand.
2. Commission shall be charged at a rate of \$2.50 for every \$50 or part thereof.
3. Commission on pots that total \$20 or less shall only attract commission of \$1.

## **18. COLLUSION**

1. Players shall only play in their own self-interest.
2. A player shall play only one hand in any round of play.

3. Players shall only speak English at the table.
4. A player must protect the identity of his or her cards at all times, regardless of whether or not the player is an active player or has folded. All cards shall remain within the playing area in view of the dealer.
5. The dealer or players must share with all players at the table any information concerning a folded hand that is given to one active player in a round of play.
6. The dealer or players must share any information already given to a player in a round of play concerning a hand held by another player.
7. No player shall look at discards or any undealt cards, either before or after the showdown.
8. A player will not:
  - a. Exchange cards; or
  - b. Exchange or communicate or cause to exchange or communicate information regarding his or her hand.

The penalty for either of the above will be forfeiture of the player's seat.

## **19. IRREGULARITIES**

1. A misdeal occurs if the dealer:
  - a. Exposes one or more cards during the cut.
  - b. Fails to ensure the cutting of the cards before a player places the first bet.
  - c. Exposes one of a player's hole cards during the initial deal.
  - d. Deals a hole card to any player out of turn and another player not entitled to that card looks at it before the start of a betting round. Where another player has not looked at the hole card, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal.
  - e. Misses a player or deals any extra hole cards during the initial deal. If the players have not looked at the hole cards, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal.
2. Should the dealer prematurely expose a communal card before the conclusion of a round of betting, the dealer shall shuffle the exposed communal card with the remaining cards.

3. If at the conclusion of any round of betting the dealer exposes the first card, that card shall be used in the normal sequence of play.
4. Where a management representative decides to burn a card before exposing the communal cards under Rule 5.2(g) and the dealer exposes one hole-card during the initial deal, the dealer will replace that card with the first burn card. The dealer will discard the exposed hole card and shall not burn a card before dealing the flop.
5. Where a management representative decides not to burn a card before exposing the communal cards under Rule 5.2(g) and the dealer exposes one hole card during the initial deal, the dealer shall declare a misdeal.
6. Where a misdeal occurs there will be a new shuffle and cut. A misdeal does not constitute a round of play. The player in the puck position shall receive the first card in the new deal, after a misdeal has occurred.
7. All new players joining an existing game must pay the big blind on entry to the game. The new player(s) may not enter the game until the blinds have passed the entry position.
8. A player moving seats, and thereby gaining advantage in regard to payment of blinds, must wait until they are in the big blind position to begin playing or they may elect to place an additional big blind to receive cards.
9. If the player who is due to post the small blind leaves the game, the first active player clockwise from the vacating player will place the big blind and that round will proceed without a small blind. In this case the puck will move to the player placing the big blind and remain there for the following round.
10. Should a player miss their turn at paying any blind bets during the game, regardless of whether they have played in a round or not, that player shall only rejoin the game when it is their turn to post the big blind or the player may elect to post any missed blind bets into the pot for the next round of play.
11. Should a player bet out of turn and the player or players who should have bet before the out of turn player fold, check or make bets smaller than or equal to the out of turn player, then the out of turn player can only call or fold, not raise.
12. Should a player bet out of turn and the player or players who should have bet before the out of turn player raise or make a bet in excess of the out of turn bet, then the out of turn player may only call or fold, not raise. If the player folds, the dealer shall return the out of turn bet.
13. If a player's bet is greater than the amount to call and less than the amount to raise, then the dealer shall deem that bet as a call, and return the excess to the player, unless the player is tapping out.

14. If a player's bet is less than the amount required to call, then that player can either fold or bet the additional amount required to call, unless a player is tapping out. If the player folds then the dealer shall return the player's bet.
15. If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is folded and all bets made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards, the player who last folded shall win the pot.
16. Should a player's cards enter the discard pile, those cards will take no further part in the round of play.
17. Any cards that cross the fold line face down during a round of play shall be deemed a fold.
18. A management representative may offer the players options to decide on the action taken for an irregularity not covered in these rules. The action taken must not contravene any existing rules.
19. A management representative may offer players options regarding amalgamation of tables. These options can include seating and table stakes. A management representative may also exempt a player, who has been moved from a table that has closed, from placing a blind when entering a game in progress.

**D. DIAGRAMS**

Diagram "A"

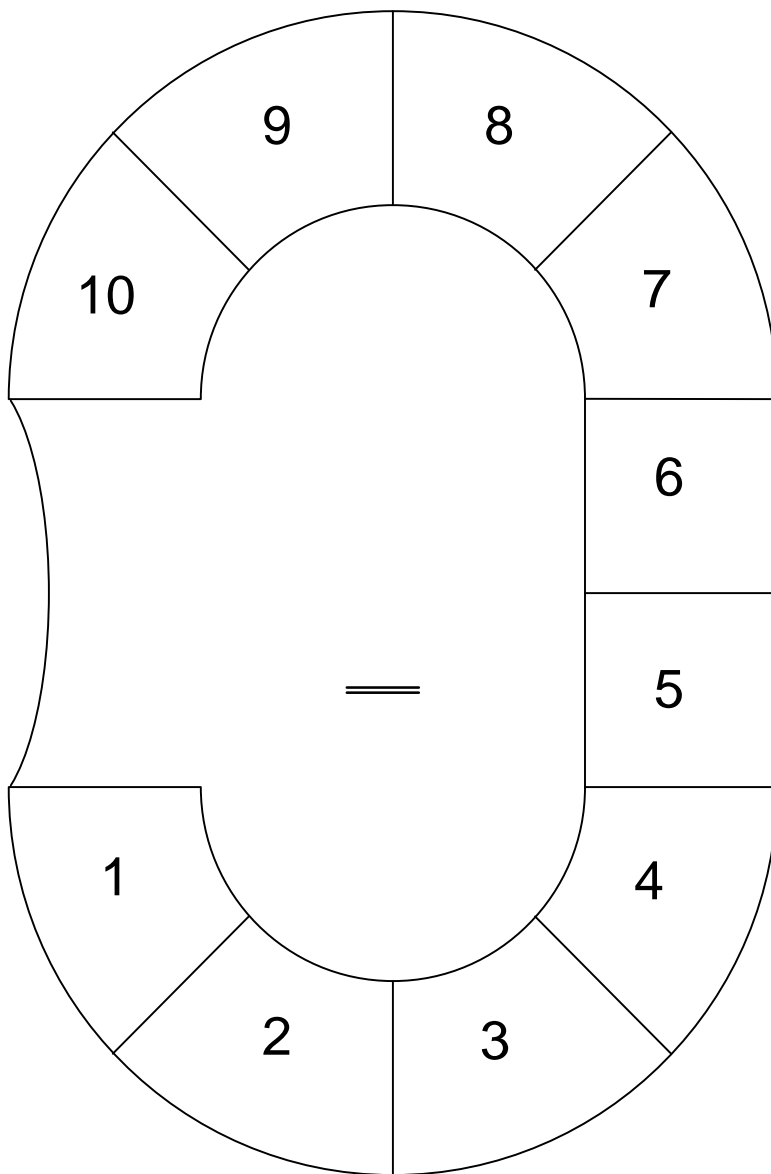


Diagram "B"

