

**RULES FOR
POKER
TEXAS HOLD'EM**

UPDATED SEPTEMBER 2008

DEFINITIONS

The following words and terms used in these Texas Hold'em Poker rules shall have the following meanings:

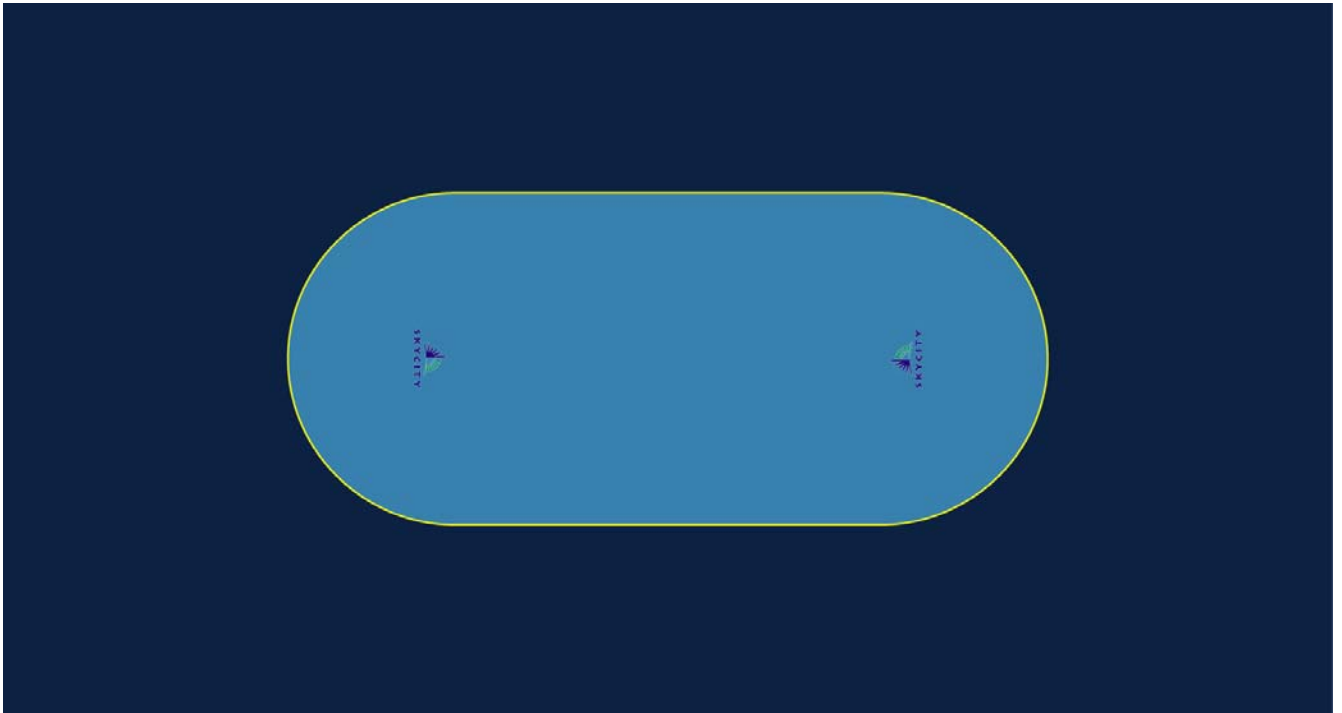
- **"Act"** To Check, call, bet, raise, re-raise, fold or to announce an intention to make such an action.
- **"Add-On"** An option during a tournament to purchase more chips.
- **"All-In"** Being all that is possessed by a Player as table stake, but a wager of insufficient means to enable the Player 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.
- **"Boxed Card"** A card face up in the deck
- **"Blind"** A wager or pre-determined contribution to the pot made prior to any cards being dealt.
- **"Call"** A wager made in an amount equal to the immediately preceding wager.
- **"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.
- **"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 Hand"** A hand to be killed.
- **"Dealer"** means the person responsible for dealing the cards at a Texas Hold'em Poker table.
- **"Dealer Button"** means a marker to indicate the Player to receive cards last.
- **"Entry Payment"** the total cost of entering a tournament
- **"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.
- **"Freeze Out"** a tournament without re-buys and/or add-ons
- **"Free Roll"** a tournament that does not have an Entry Payment
- **"Game Supervisor"** means the person responsible for the supervision of the operation of 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.
- **"In Kind"** A prize awarded to a player other than cash - paid for from the prize pool contributions.
- **"Killed"** Make a hand Null and Void.
- **"Limit"** A wager made to a pre-determined amount greater than the immediately preceding wager.
- **"Live Blind Bet"** A small or large 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"** Place in to discard pile.
- **"Over-Chip"** A single chip used that is equal to or greater than that required to make a legitimate raise.
- **"Pass"** A Player refusing to match a bet would be required to fold but has the option of folding at his turn even though nobody has yet bet.
- **"Pit Manager"** means a person other than a Game Supervisor who is responsible for the supervision and management of gaming operations.

DEFINITIONS cont'd

- **"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.
- **"Prize Pool Contribution"** the portion of a tournament 'Entry Payment' that forms the prize pool
- **"Pot"** The total amount wagered by Players during a hand.
- **"Raise"** To make a bet increase during a betting round.
- **"Re-buy"** An option given to tournament players to buy more chips after dropping below a certain amount or losing all their chips.
- **"SKYCITY Adelaide Entry Fee"** the portion of a tournament 'Entry Payment' retained by SKYCITY Adelaide as a charge for conducting a tournament.
- **"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.
- **"Substantial Action"** Actions by two or more players, i.e. check, bet, raise, re-raise, call or fold.
- **"Tabled"** A hand laying face up on the table
- **"Unprotected"** Cards that have been left on the table that are positioned in such a way that it is not obvious that a Player wants to play them.

TABLE LAYOUT

2. The poker tables shall conform to the design shown below and shall have a place for a seated Dealer and places for seated Players.



CONTROL OF THE GAME

3. 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 Manager or Game Supervisor in charge of the Poker area, who shall correct any errors in procedures or payouts.

THE CARDS

4. The game of Texas Hold'em Poker shall be played with one complete (52 card) deck, without Jokers and with backs of the same colour and design. When a table has been made (a minimum of two Players) or when a new deck of cards is 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 Game Supervisor. Before the initial shuffle the Dealer must chemmy shuffle the new deck. 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.

An approved shuffling machine may be used to randomly intermix the cards prior to the initial deal. In the event of a complete machine failure the game will continue manually in accordance with the rules of Texas Hold'em Poker. At any time that cards become jammed in the shuffler, the cards will be removed from the machine to clear the jam, checked for damage then riffle shuffled once and placed back into the shuffler to allow the game to continue.

5. A new deck of cards shall be introduced after a showdown if: -
 - a. A majority of Players request a change, or
 - b. A card or cards become mutilated, or
 - c. At the Game Supervisor's discretion.
6. When a new deck is introduced the new deck shall be a different colour to the one used previously.
7. Cards may be pre-checked and secured in a designated area until such time as they are required for use in play.

VALUE OF CARDS

8. There shall be no distinction between the suits and the game shall not be played with a reduced deck.
9. Rank of cards - A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, subject to Rule 42 f.

THE DEAL

10. 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.
11. 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.
12. 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 outlined in Appendix 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 Appendix 1.
 - 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 shall then repeat this process until all Players have two 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 that 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.
13. A Player's completed hand shall comprise the best five card combination using none, one or two of his own hole cards plus five, four or three of the communal cards.
14. It is the Player's responsibility to ensure his hand contains the correct number of cards.

THE BETTING

15. Texas Hold'em shall only be played using two blind bets per Appendix 1 and Rule 29 whether the limits are 'Appendix 1 Texas Hold'em Limits' or any of the 'Appendix 1 Alternative Limits'.
16. A raise shall not be lower than the amount required to call except where the person under-raising is a Player going all-in (see Rule 47), or where the amount required to raise is less than the amount required to call under the provisions of Rule 29.

THE FIRST ROUND OF BETTING

17. When all Players have received their hole cards, the Player to the left of the big blind position, in accordance with Appendix 1, 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 29).
 - c. Fold (turn his cards face down on the table, pass them in and take no further part in the hand).
18. Each Player in turn (subject to rule 19) shall follow the procedure in Rule 17 until: -
 - a. Only one Player remains in the game. He wins the pot.
 - b. Two or more Players have put an equal amount into the pot.
19. In the first betting cycle of the first round the players seated in the blind positions shall in accordance with Appendix 1, 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 29).
 - b. Fold (keep his hole cards face down, pass them in, and take no further part in the hand).
 - d. Check, if in the big blind position and no one has raised.
20. If two or more Players are still in the hand and all bets have been met by these Players, the Dealer will deal three communal cards face up, and the second round of betting will take place in accordance with Rule 16 and Rule 17 a., b., and c.

THE SECOND AND THIRD ROUNDS OF BETTING

21. The Player to the immediate left of the Dealer Button will be the first to bet, or check in accordance with Rule 39. Thereafter the other Players may, in accordance with Appendix 1 and Rules 39 and 40, have four options: -
 - a. Check;
 - b. Call (equal the amount of the wager by the previous bettors);
 - c. Raise (bet an additional amount within the betting limits);
 - d. Fold (keep hole cards face down, pass them in, and take no further part in the hand).
22. Play continues until the pot is won or all five communal cards have been exposed.

THE FINAL ROUND OF BETTING

23. After the fifth communal card is exposed the first active Player to the left of the Dealer Button will play as provided in Rule 21 until, subject to Rule 47, all remaining Players have wagered an equal amount. The Player being called shall then expose his 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.
24. Should the final betting round be 'checked', the first player to expose his hole cards shall be the first player to the left of the dealer button. When there can be no betting during the final round of betting because a player or players are "all-in", the first player to open their cards shall be the called player in the earlier betting round in which the remaining player or players became "all-in". 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.
25. Before passing the pot to the winning Player the Dealer will deduct the correct house commission in accordance with rule 77, and place these chips in a separate commission tube prior to being accounted for in the table inventory.
26. 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 57 and Rule 58 a. and b.
27. On completion of each showdown the cards will be shuffled in accordance with Rule 4 and then the game continues with a new deal as per Rules 10 and 12.

MISDEALS

28. 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.

A hand may only be deemed a misdeal (per below) prior to substantial action taking place.

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 45).
- e. As per Rule 53.

BETTING LIMITS

29. The game is played with two blind bets and betting limits as outlined in Appendix 1.

TABLE STAKES/WAGERS

30. 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.
31. Wagers may only be made with chips.
32. A Player shall not augment his bank during any hand.
33. Before any hand is dealt a Player may buy more chips and/or augment his bank.
34. A Player shall not remove any of his chips from the table until he finishes playing the game and leaves the table, save to purchase goods or services from a Casino employee.
35. Under no circumstances shall a Player be permitted to bet for another Player.
36. The minimum and maximum wagers shall be displayed by notice at or near each table.
37. 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.
38. 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.

CHECKING

39. The first Player, in all but the initial betting round, may call check and let the Player on his immediate left open the betting. He in turn may also check. If all Players check, that betting round shall be over and the next card dealt.
40. No Player can check after a bet has been made in that betting round.
41. All Players will check, bet or fold in turn.

ORDER OF HANDS

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

- a. Royal Flush: Five top cards from each suit in sequence.
eg. A:K:Q:J:10: all spades
- b. Straight Flush: Five cards of the same suit in sequence.
eg. J:10:9:8:7: all hearts
- c. Fours: Four of a kind. eg. 9:9:9:9:Q:
- d. Full House: Three cards of one kind plus two of another.
eg. J:J:J:7:7:
- e. Flush: Five cards of the same suit.eg. K:J:10:8:7: All Clubs
- f. Straight: Any five cards in sequence not being a Flush.
An ace will count low in the combination 5:4:3:2:A
- g. Threes: Three cards of one kind. eg. 10:10:10:9:7:
- h. Two Pairs eg. J:J:10:10:8:
- i. One Pair eg. K:K:Q:9:8:
- j. Five odd cards eg. K:J:9:8:7:

43. In Rule 42 the rank of all cards count eg. Q:Q:9:9:7 loses to Q:Q:9:9:8:

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

DEALING IN MORE OR FEWER PLAYERS

45. 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 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.

PROTECTING THE PLAYER'S HOLE CARDS

46. a. A Player must protect the identity of his hole cards (first cards dealt face down) at all times, regardless of whether he 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 does not possess the winning hand, then he should pass his cards into the Dealer without exposing his hole cards.
- b. If a Dealer mucks an unprotected hand, the player will have no redress and will not be entitled to his money back. An exception would be if a player raised and his raise had not been called yet, he would be entitled to receive his raise back.
- c. A tabled hand that was obviously the winning hand cannot be killed.

GOING ALL-IN

47. 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 bank of chips and thus go all-in. He 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 have the highest-ranking hand on the showdown he 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.

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.

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.

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 wager 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.

GOING THROUGH DISCARDS

48. Under no circumstances can a Player be permitted to look at discards, either before or after showdown, even if he is an inactive Player at the time.

LOOKING AT UNDEALT CARDS

49. A Player shall not be permitted to look at the top card or any of the undealt cards at any time.

CHIP LENDING

50. Chips cannot be borrowed or lent from a Player's table stakes whilst at a Poker table.

DIVISION OF POTS

51. The pot cannot be divided by the agreement of two or more Players. Each hand must be played to a conclusion.

TIME

52. 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 hand by the time the countdown is over, the hand will be dead.

BOXED CARDS

53. a. 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.
- b. A card to be used as a burn card or a community card found face up in the deck shall be burned and replaced with the next card from the top of the deck

FLOP/TURN/RIVER

54. 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 re-shuffling and re-cutting the flopped cards together with the burnt cards and the remainder of the deck. If betting has commenced then the flop shall remain.
55. At the exposing of the fourth or fifth communal cards;
- a. If two (or more) cards are exposed when dealing the fourth communal card, 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 fifth communal card 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.
56. If a Player holds too few or too many cards during the betting round or at the showdown then his hand is void. 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.

SPLIT POTS

57. Where more than one Player is to share a pot or pots in accordance with Rule 26 and if after the deduction of commission each Player's share of the pot or pots is not wholly divisible by the number of such Player's who are to share the pot or pots, then the Player closest to the immediate left of the Dealer Button shall receive the higher value pot.
58. a. Where all the Players who commence a hand finish the hand and win the pot and the pot is divided in accordance with Rule 26 then no commission shall be deducted from the pot or pots.
- b. Where the deduction of commission would result in a winner of a pot losing, then no commission shall be deducted.

SEATING

59. a. Permission is required from the Game Supervisor or delegate before taking a seat at any table.
- b. A Non-Player may not sit at a table.
60. If a Player returns to a game within 1 hour, then their buy-in must be equal to the amount they removed.
61. a. If a player has left the table, a game supervisor or delegate may make the away player's seat available to a waiting player, when the away player is about to miss posting a big blind for a second time.
- b. A Game supervisor or delegate may make the seat of a third player away from a table available to a waiting player.
62. A Game Supervisor or delegate may require that any two Players not play in the same game. (Husband and wife, relatives, business partners and so forth).
63. To avoid a seating dispute a Game Supervisor or delegate may decide to start the game with one extra Player over the normal amount permitted.

POSTING BLINDS

64. A Player cannot pass his turn to post either blinds
65. a. 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 :–
- i. Are joining a game that is in its' first lap of blinds from commencement of play;
 - ii. Arrived from a table of the same game and betting limits that has become defunct;
 - iii. Were required to move tables as directed by a table Game Supervisor or Delegate.
- b. A hand dealt to a player joining the game that has failed to post their blind bet is dead if there has been any action. If the player that has failed to post has acted, then they shall be required to post prior to the next hand.
66. a. If a Player has left the table and thereby fails to post their blind bet or bets, they must upon return post their missed blind bets 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.
- b. A hand dealt to a player re-joining the game that has failed to post their blind bet or bets, is dead if there has been any action. If the player that has failed to post has acted, then they shall be required to post prior to the next hand.

RAISING – 'HEADS-UP'

67. 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.

OUT OF TURN BETS

68. a. 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 call any raise then the amount already wagered by the out of turn player shall be forfeit to the pot.
- b. A player checking out of turn may not raise.

BETTING/CALLING/RAISING IN ERROR

69. 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.

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.

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.

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.

STRING BETS

70. '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.

OVER-CHIP

71. 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.

TABLE TALK

72. 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.

DECLARATIONS

73. a. Verbal declarations – fold, check, call, bet, raise, re-raise, all-in are binding.
- b. A player's hand knocking or tapping the table is deemed a declaration of 'check' and is binding.

COLLUSION

74. a. Each Player in a poker game is required to play only in his own self-interest. Any behaviour designed to assist one or more Players over another is prohibited.
- b. Only one Player is permitted to a hand, and he must make all decisions without advice from anyone else.
- c. 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.
75. Conversation in a foreign language at or near a Poker table is forbidden.

SCALE FOR DEDUCTIONS OF CHARGES

76. The house shall display a sign depicting the method by which charges shall be collected. Any changes to this will be subject to a minimum notice of three hands.
77. The charges shall be collected by the Dealer using any of the following methods: -
- a. Commission
- (i) On any fixed limit game with a big blind less than \$10, 10% of the pot capped at \$10.
 - (ii) On any fixed limit game with a big blind not less than \$10, 5% of the pot capped at \$20.
 - (iii) On any half-pot, pot, no limit or combination of betting limits game with a big blind less than \$5, 10% of the pot capped at \$10.
 - (iv) On any half-pot, pot, no limit or combination of betting limits game with a big blind not less than \$5, 5% of the pot capped at \$20.
- b. Fee per hand
- \$1 on any game per person.
- c. Time
- i. Outside the Private Room or other designated Private VIP playing area \$12 per person per Half Hour payable in advance.
 - ii. Within the Private Room or other designated Private VIP playing area, a minimum of \$15 and a maximum of \$20 per person per half Hour, (at the VIP/Private Room Manager's discretion), payable in advance.

GENERAL PROVISIONS

78. 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.
79. No Player shall be advised by any employee of the Casino on how to play his hand, except to ensure compliance with these Rules.
80. 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.
81. In any dispute not covered by the provisions of these Rules, the house decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
82. In any dispute arising from these Rules, the house decision shall be final, subject to a review by the Manager Government Casino Inspectorate, if requested.
83. Complainants in all unresolved disputes under Rules 81 and 82 shall be advised of the presence of and their right to consult a Government Casino Inspector.
84. a. 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.
- b. Players may not use a mobile phone, personal audio or video or similar electronic, electrical or mechanical devices whilst sitting at a poker table
85. A copy of these Rules shall be made available upon request for perusal in SKYCITY Adelaide, or for purchase.

TOURNAMENT PLAY

86. 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.

DEFINITIONS

87. The following definitions apply only for the purposes of the rules of tournament play set out hereunder.
- a. "Hand" shall mean a period of play concluding when the Dealer announces a result and pay out winnings in accordance therewith.
 - b. "Session" shall mean a period of play of a duration determined by time, or a number of hands.
 - c. "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.

CONDITIONS

88. 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 Payment
 - b. The amount of a Prize Pool Contribution
 - c. The amount of a SKYCITY Adelaide Entry Fee
 - d. Table limits.
 - e. The number of Players who can enter the tournament
 - f. The allocation of Players to sessions.
 - g. The seating of Players.
 - h. The duration of each session.
 - i. The prize list.
 - j. When, or the amount of times a patron may enter any tournament.
89. An Entry Payment to enter the tournament may be required and may include a Prize Pool Contribution and a SKYCITY Adelaide Entry Fee. The Prize Pool Contributions so charged are to be paid out by the Casino as prizes in accordance with these Rules (subject to Rules 101, 102, 103 and 104)
90. 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.

PLAY

91. A player must be at the table by the time all players have been dealt complete hands in order to have an eligible hand for that round of play.
92. Players not present shall be dealt cards and will have their blinds posted (and antes if used) until their table stake has been exhausted.
93.
 - a. During play all chips used by a Player in a session are to be placed on the table in front of the Player in readable stacks in clear view of all Players at the table.
 - b. Players may not have chips in their pockets at any time. A player who has chips in his pocket will forfeit the chips and they will be taken out of play.
94. A Player shall not augment or reduce his bank during any session unless as an add-on or re-buy.
95. When only two players remain in the Tournament the button shall post the small blind and act first in the opening round
96. All cards will be turned face up once a player is all in and all action is complete.

WINNERS/PLACE-GETTERS

97. 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.
98. 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 99.
99. 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 on the same table cease participation in a tournament during the same hand, then the player that had gone all-in for the highest amount shall receive the higher placing. Should two players in a tournament cease participation in the same hand had gone all-in for the same amount, the player that went all-in first shall receive the higher amount. Should two players or more players cease participation in a tournament at the conclusion of hands dealt on separate tables players, then the player or players that had gone all-in for the higher amount shall receive the higher placing. Should two or more players cease participation in a tournament at the conclusion of hands dealt on separate tables, had gone all-in for the same amount, the player closest to the dealer button shall receive the higher placing.
100. 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.

ENTRY PAYMENT/PRIZES

101. a) Freeze-out Tournaments
A minimum of 70% of an Entry Payment shall be a Prize Pool Contribution in Freeze-out Tournaments
- b) Re-Buy / Add-on Tournaments
A minimum of 50% of an Entry Payment shall be a Prize Pool Contribution in Tournaments that have Re-buys and or Add-ons made available
- c) Free-roll Tournaments
A minimum of 70% of a Prize Pool (consisting of Re-buys and or Add-ons) in tournaments not requiring an Entry Payment shall be the Prize Pool Contribution.
102. The Prize Pool Contribution shall be distributed as prizes. Prizes may be either cash and/or in kind.
103. Notwithstanding the foregoing, SKYCITY Adelaide may offer other prizes to players but they are to be in addition to those prizes allocated from the prize pool contributions.
104. If an ineligible player is deemed a winner and realized after the fact, SKYCITY Adelaide reserves the right to offer the applicable Prize to the next runner-up.
- a. If a Player is deemed to be ineligible due to being underage then the prize is forfeit to the Crown.
105. A list of prizes shall be made available during tournaments once the total prize pool is known.

TIME/HAND PENALTIES/DISQUALIFICATION

106. The Tournament Director may invoke penalties for players contravening the rules for tournament play or failing to abide by the Poker Zone's Code of Conduct.

These penalties may include any of the following :-

- a. A Warning
- b. Time penalties of 5, 10, 15, 20, or 30 minutes. A player given such a penalty would be required to move away from the table for the duration of the time penalty. A player under such a time penalty will be dealt (dead) hands and the dealer shall take all blinds and antes as required.
- c. Hand Penalties of 3, 5, 10, 15 or 20 hands. Alternatively, a player may be given a 1,2 or 3 hand penalty for every player at the table. A player given such a penalty would be required to move away from the table for the duration of the hand penalty. A player under such a hand penalty will be dealt (dead) hands and the dealer shall take all blinds and antes as required.
- d. Disqualification. No such Player shall be entitled to a refund of any 'Entry Payment', 'Prize Pool Contribution' or 'SKYCITY Entry Fee'.

APPENDIX 1 - TEXAS HOLD'EM - LIMITS

Blind Bets

1. a. A game supervisor or delegate shall determine the amount and the size of the blind bets prior to the commencement of play.
- b. The size of the blind bets may be changed only by the agreement of all Players at the table.
- c. There shall be a minimum of two blind bets, one from each of the two players to the immediate left of the dealer button. Additional blind bets (if required) shall be made from the player to the immediate left of the previous blind bet.
- d. No blind bet shall be an amount greater than the blind bet to its' left.

FIXED LIMIT BETTING

First Round

2. There shall be a maximum of three raises (subject to Rule 67). Each raise shall be equal to the big blind bet. Remaining Players may call or fold.

Second Round

3. The opening bet shall be equal to the big blind bet. There shall be a maximum of three raises (subject to Rule 67). Each raise shall be equal to the big blind bet.

Third and Final Rounds

4. There shall be a maximum of three raises (subject to Rule 67). All bets and raises shall be equal to double the big blind bet.

Two Players Only

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.

Antes

6. a. All of the above betting limits shall require the use of two blind bets and may be played with or without antes.
- b. Should antes be used, they are in addition to blind bets. The two players to the immediate left of the dealer button would be required to post their blind bets in addition to an ante.
- c. A Game Supervisor or delegate shall determine the use and size of an ante prior to the commencement of play.
- d. An ante shall be a nominal amount not exceeding the small blind bet.

APPENDIX 1 - TEXAS HOLD'EM - LIMITS

Alternative Limits

7. The maximum betting limits per betting round, may be any of the following:-
 - a. Limit Betting
 - b. Half Pot Limit
 - c. Full Pot Limit
 - d. No Limit