

NO LIMIT HOLD'EM TOURNAMENT

(RWS)
Game Rules

w.e.f. 30 May 2025, 08:00 hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “No Limit Hold'em Tournament” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Action** refers to a Participant acting in turn to Check, BET, Call, Raise, All-in or Fold.
- 1.2 **Active Participant** refers to a Participant who has not Folded during a Round of play.
- 1.3 **All-in** refers to a Participant investing all remaining chips of his Chip Stack in the outcome of a Hand. A Participant will be bound to All-in if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.4 **Bet** shall have the same meaning as wager.
- 1.5 **BET** refers to first Bet of the 2nd, 3rd, and 4th Betting Round which must be at least equal to the Big Blind and it excludes a Call, a Raise, and an All-In. A Participant will be bound to BET if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.6 **Betting Round** refers to any of the following periods of play, during which each Active Participant, in order, has the option to Check, BET (except in the 1st Betting Round), Call, Raise, All-in or Fold until all chips have been matched:
 - a. 1st Betting Round: after the Blind Bets have been placed but before the Flop Cards have been dealt;
 - b. 2nd Betting Round: after the Flop Cards have been dealt face down and flipped face up but before the Turn Card has been dealt;
 - c. 3rd Betting Round: after the Turn Card has been dealt face down and flipped face up but before the River Card has been dealt; and
 - d. 4th Betting Round: after the River Card has been dealt face down and flipped face up and will cease after all Active Participants have taken their Action and all chips have been matched.

A Betting Round may also end when all but one Participant have Folded their Hands.

- 1.7 **Blind** refers to a predetermined mandatory contribution to the Pot placed by selected Participants before the first card is dealt. A Blind can win the Pot if no further contributions to the Pot are made. There shall be two Blinds for each Round of play – the Small Blind and the Big Blind.
- 1.8 **Big Blind** refers to the larger of two Blinds in each Round of play, which shall be placed by the second Participant to the left of the Dealer Button position (except where there are only two Participants in the Round of play), and is equivalent to twice the amount of the Small Blind.
- 1.9 **Big Blind Ante** refers to a mandatory contribution to the Pot, placed by the Participant in the Big Blind position in addition to the Big Blind, before the first card is dealt in each Round of play.
- 1.10 **Breaking Order** refers to the predetermined sequence by the House in which tables are consolidated or closed as the number of Participants decreases throughout the No Limit Hold'em Tournament.
- 1.11 **Burnt Card** refers to the first card of the remaining deck prior to dealing the Flop Cards, the Turn Card and the River Card respectively that is being discarded.
- 1.12 **Call** refers to the placing of a Bet with an amount equal to the immediate preceding Blind, BET or Raise in that Betting Round or going All-in if the remaining chips of the Participant are equal or less than the amount of the immediate preceding Blind, BET or Raise. A Participant will be bound to Call if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.13 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.14 **Check** refers to the Participant not initiating a Bet but retaining all rights to act in the event a Bet is made. A Check will only be an option if no Blind is placed and no BET has been made except that the Participant who placed the Big Blind may Check when there is no Raise in the 1st Betting Round. A Participant may indicate a Check by knocking the table, tapping the table, or verbally declaring Check. A Participant will be bound to Check if he indicates his intention through the above-mentioned physical acts or verbally declaring his intention to do so.

- 1.15 **Chip Stack** refers to the amount of tournament chips a Participant has in their possession at any given point during the Round of play. These chips represent a Participant's tournament equity and are used to make BETs, Raises, Calls or All-in during the Round of play.
- 1.16 **Community Cards** refers to cards dealt to the centre of the table, which may be used by any of the Participants to complete his best possible Five-card Hand.
- 1.17 **Cut** refers to the action of separating the deck of cards into two or more portions such that the deck of cards is not in its original order. The deck of cards will then be placed between 2 black opaque cards before being inserted in the Card Shoe.
- 1.18 **Dead Hand** refers to a Hand that has no claim to the Pot. A Participant with a Dead Hand shall take no further Action in that Round of play.
- 1.19 **Dealer** refers to the person responsible for the dealing of the game.
- 1.20 **Dealer Button** refers to a marker that indicates the last Participant to receive cards. It then moves clockwise to the next Participant at the conclusion of each Round of play.
- 1.21 **Five-card Hand** refers to any five-card combination of the five Community Cards and a Participant's Hole Cards.
- 1.22 **Final Betting Round** refers to the 4th Betting Round or the Betting Round which precedes the Betting Round in which no option shall be given to Participants to place any Bets.
- 1.23 **Flop Cards** refers to the first three Community Cards dealt face down and subsequently flipped over by the Dealer.
- 1.24 **Fold** refers to the surrender of a Hand or a refusal to Call or Raise when Check is not an option. A Participant will be bound to Fold if he indicates his intention through physical acts or verbally declaring his intention to do so. A Participant who has Folded means the Participant will no longer continue in the Round of play and his Hand will be considered as a Dead Hand.
- 1.25 **Forced Blind** refers to a mandatory Blind and Big Blind Ante posted by a Participant in a No Limit Hold'em Tournament, when they are absent or miss their turn to act before any cards are dealt.

- 1.26 **Hand** refers to the cards of a Participant in a Round of play.
- 1.27 **Heads-up Play** refers to a situation where only two Participants remain in a Round of play, actively competing against each other.
- 1.28 **Hole Cards** refers to the first two cards dealt face down to each Participant.
- 1.29 **House** refers to the Casino Operator.
- 1.30 **Initial Deal** refers to the dealing of the Hole Cards to each Participant.
- 1.31 **No Limit** refers to the Betting structure with no maximum Bet. Participants may Bet as many chips at any time, or choose to go All-in.
- 1.32 **Main Pot** refers to the initial Pot created prior to the creation of Side Pot(s).
- 1.33 **Minimum Raise Amount** refers to an amount as large as the immediate preceding Bet except in the case where the immediate preceding Bet is a Raise, in which case the Minimum Raise Amount refers to an amount as large as the difference between the two immediate preceding Bets.
- 1.34 **Misdeal** refers to a scenario where a new shuffle and Cut shall be performed when there are card(s) incorrectly exposed, playing cards are not shuffled or Cut as required, or card(s) are dealt incorrectly.
- 1.35 **One Motion** refers to a single and continuous motion of placing chips by a Participant, and is completed when the Participant's Hand backs off.
- 1.36 **Oversize Chip** refers to a Bet other than a BET made with a single chip that is in excess of the previous Bet made.
- 1.37 **Out of Turn** refers to a situation whereby a Participant acts before his turn to act during a Betting Round.
- 1.38 **Participant** refers to a person who officially enters into a No Limit Hold'em Tournament by meeting the registration requirements and placing a Bet during a Round of play. Participants are responsible for following all tournament rules and regulations.

- 1.39 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.40 **Pot** refers to the total sum of chips contributed by Participants as Blinds, BETs, Calls, Raises, or All-In.
- 1.41 **Raise** refers to the placing of a Bet that is in an amount greater than an immediate preceding Bet made during a Betting Round by at least the Minimum Raise Amount except in the case of an All-in Raise in accordance with paragraph 3.19.1. A Participant will be bound to Raise if he indicates his intention through physical acts or verbally declaring his intention to do so.
- 1.42 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.43 **River Card** refers to the fifth and final Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.44 **Round of play** refers to the period of play commencing with the announcement "Place your Blinds, please" and concluding when the settlement for all Participants are made.
- 1.45 **Seated Participant** refers to the Participant sitting at the betting box who has placed a BET, Raise, Check, Call or All-in on a betting box and makes the decision for that betting box.
- 1.46 **Shot Clock** refers to a timer assigned to each Participant during a Round of play, giving them a fixed amount of time to take an Action.
- 1.47 **Showdown** refers to determining the winner of the Pot and this automatically occurs after the completion of Final Betting Round when there are no further decisions to be made by any Participant in the Round of play, i.e. BET, Call, Check, Raise, All-in or Fold.
- 1.48 **Side Pot(s)** refers to a separate Pot or Pots created due to one or more Participants going All-in.

- 1.49 **Small Blind** refers to the smaller of the two Blinds in each Round of play, which shall be made by the Participant to the left of the Dealer Button position (except where there are only two Participants in the Round of play), and shall be of a fixed amount as stipulated by the House at display board.
- 1.50 **Substantial Action** refers to (a) any two Actions, where at least one of which involves the placing of a Bet in the Pot; or (b) any three Actions, where the first two Actions do not involve placing of any Bet in the Pot (i.e. Check and Fold), followed by any Action completed prior to the discovery of an irregularity or error, and does not include any Action(s) by any Participant which a Participant or Dealer has attempted to stop upon discovery of an irregularity or error.
- 1.51 **Turn Card** refers to the fourth Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.52 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

- 2.1.1 No Limit Hold'em Tournament may be played only on tables displaying the layout as shown in Appendices A, B and C.

2.2 The Cards

- 2.2.1 The game shall be played with a single deck consisting of 52 cards.

3. How to Play

3.1 The objective of the game is to obtain the highest-ranking Five-card Hand at the end of the Final Betting Round.

3.1.1 All suits have the same rank. The ranking of the cards, from the highest to the lowest, shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except in the context of a straight sequence consisting of “5, 4, 3, 2 and Ace”, where the Ace may be counted as 1.

3.1.2 The rankings of Five-card Hands from the highest to the lowest are as follows:

No Limit Hold'em Tournament Ranking List (Descending order)	
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush, an Ace may count high or low in a Straight Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥
Straight (any five cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 5♣, 4♦, 3♣, 2♥, A♠
Three of a Kind	e.g. Q♠, Q♥, Q♣, 8♥, 3♦
Two Pairs	e.g. 7♠, 7♥, 4♣, 4♥, J♦
One Pair	e.g. 10♣, 10♥, K♦, 6♥, 3♠
Five Odd Cards	e.g. Q♣, 10♥, 6♦, 4♠, 2♥

3.1.3 The No Limit Hold'em Tournament Ranking List for Five-card Hands of equivalent No Limit Hold'em Hand value but consisting of different card values are illustrated by the following examples:

- a. K, Q, J, 10, 9 (Straight) beats J, 10, 9, 8, 7 (Straight);
- b. 5, 5, K, 10, 2 beats 5, 5, Q, J, 10 as the next highest card after Pair of 5 is a King, which ranks higher than a Queen; and

- c. A, K, J, 5, 2 beats A, K, 10, 6, 4 as the next highest card after the Ace and the King is a Jack, which ranks higher than a 10.
- 3.2 This game is only for Seated Participants. No Standing Participant is allowed.
- 3.3 No Participant shall be permitted to make a decision on another Participant's behalf.
- 3.4 The Betting structure shall be No Limit. The Blind structure shall follow the Tournament's defined amounts and progression, with Blinds increasing at regular intervals.
- 3.5 If a registered Participant is absent at the start of a specific tournament session, all Forced Blinds will be deducted from their Chip Stack as normal. If, after five minutes, only one Participant is present at the table, the Dealer Button will move forward by one position every two minutes, and the present Participant will receive the Small Blind, Big Blind and Big Blind Ante. In a Heads-up Play, the Dealer Button will advance every minute, and the Participant will collect their opponent's Blind, regardless Big Blind or Small Blind, which includes Big Blind Ante.
- 3.6 A Raise must be made either by placing the full amount of chips in One Motion or verbally declaring Raise prior to placing chips. It is the responsibility of Participants to make their intention clear. There is no cap on the number of Raises allowed in each Betting Round.
 - 3.6.1 A Participant who verbally declares Raise immediately followed by an amount where the difference between the total Bet amount and the immediate preceding Bet:
 - a. is less than the Minimum Raise Amount, will be treated as making a Raise of the Minimum Raise Amount and the Participant shall place chips to the Minimum Raise Amount, unless the Participant is All-in in which case the All-in rules in paragraph 3.19 shall apply;
 - b. exceeds the Minimum Raise Amount, will be treated as making a Raise to the declared Raise amount, and the Participant shall place chips to the declared Raise Amount. In the event that the Participant does not have sufficient Chip Stack to meet the declared Raise amount, the Participant must All-in and the All-in rules in paragraph 3.19 shall apply.

- 3.6.2 A Participant, who does not verbally declare his intention and Bets (excluding a BET) two or more chips in One Motion where every chip is needed to Call the immediate preceding Bet, shall be treated as making a Call unless the Participant is All-in and the All-in rules in paragraph 3.19 shall apply.
- 3.6.3 A Participant who does not verbally declare his intention and Bets (excluding a BET) two or more chips in One Motion where not every chip is needed to Call the immediate preceding Bet,
- a. if the difference between his Bet and the immediate preceding Bet is less than 50% of the Minimum Raise Amount, the Participant shall be treated as making a Call, and the Participant shall remove the chips in excess to make the Call unless the Participant is All-in and the All-in rules in paragraph 3.19 shall apply;
 - b. if the difference between his Bet and the immediate preceding Bet is between 50% to 100% of the Minimum Raise Amount, the Participant will be treated as making a Raise by the Minimum Raise Amount, and the Participant shall place chips to the Minimum Raise Amount unless the Participant is All-in and All-in rules in paragraph 3.19 shall apply;
 - c. if the difference between his Bet and the immediate preceding Bet exceeds the Minimum Raise Amount, the Participant will be treated as making a Raise to the amount of his Bet.
- 3.6.4 If a Participant has placed any amount of chips in One Motion into the Pot and subsequently chooses to Fold in the same turn that he had placed his chips, the chips that were placed in the Pot shall remain in the Pot.
- 3.7 A Participant who Bets a single Oversize Chip without verbally declaring his intention shall be treated as making a Call.

- 3.7.1 A Participant who verbally declares Raise before Betting with a single Oversize Chip by placing the Oversize Chip in One Motion shall be treated as making a Raise equivalent to the full amount of the Oversize Chip, or where the amount of the Oversize Chip is insufficient to meet the Minimum Raise Amount, then the Participant shall be treated as making a Raise equivalent to the Minimum Raise Amount and the Participant shall place chips to the Minimum Raise Amount, unless the Participant has no chip remaining in his Chip Stack or the chips remaining in his Chip Stack are not sufficient to meet the Minimum Raise Amount, in which case the Participant shall be treated as making an All-in Bet and the All-in rules in paragraph 3.19 shall apply.
- 3.8 A Participant who wishes to participate in the game has to place the Chip Stack on the table, in full view of the Dealer and all other Participants.
- 3.8.1 Increasing or reducing the Chip Stack is not allowed at any time throughout the tournament.
- 3.9 At the start of a new game, the Dealer will deal one card at a time face up to each Seated Participant starting from the Participant immediately to the left of the Dealer. The Participant with the highest card by rank and suit (Spades, Hearts, Diamonds and Clubs, with Spades being the highest suit and Clubs being the lowest suit) will receive the Dealer Button. The cards dealt to the Participants shall be collected by the Dealer and shuffled together with the remaining cards in the deck. Before the commencement of play, the Dealer shall Cut the shuffled deck before placing the deck in the Card Shoe. Commencement of play shall begin when the Dealer announces "Place your Blinds, please". The Dealer Button shall move in a clockwise direction to the next Participant with each subsequent Round of play. In the event that the Dealer does not place the Dealer Button at the commencement of play, the Dealer shall do so immediately once noticed.
- 3.10 The Participant to the left of the Dealer Button position shall place the Small Blind and the second Participant to the left of the Dealer Button position shall place the Big Blind and Big Blind Ante.

- 3.10.1 In a Heads-up Play, the Participant with the Dealer Button shall place the Small Blind and the other Participant shall place the Big Blind and Big Blind Ante. The Participant sitting on the Dealer Button shall be the first to act in the 1st Betting Round, and shall be the last to act during all other Betting Rounds. When starting Heads-up Play, the Dealer Button may need to be adjusted to prevent either Participant from being the Big Blind twice consecutively.
- 3.11 The Dealer shall discard the opaque black card and deal one card at a time face down to each Participant, starting from the Participant to the left of the Dealer Button position and continuing in a clockwise direction around the table, until each Participant receives two cards (the Hole Cards), before the commencement of the 1st Betting Round. All Participants shall ensure that they have been dealt two Hole Cards. Participants shall prevent other Participants from viewing their Hole Cards, prevent revealing their Hole Cards to other Participants, and prevent the Dealer from taking their Hole Cards away in the event the Dealer wrongly concludes that the Participant had Folded.
- 3.12 The 1st Betting Round shall proceed as follows:
- 3.12.1 The Participant to the left of the Participant in the Big Blind position shall be the first to act and may Call, Raise, or Fold. In the event where there are only two Participants, the Participant with the Dealer Button shall be the first to act and may Call, Raise or Fold.
- 3.12.2 Betting continues in a clockwise direction around the table until each Participant has had an opportunity to Call, Raise or Fold. The Participant in the Big Blind position has the option to Check (if no other Participant has Raised) or Raise. If the Participant in the Big Blind position Raises, the 1st Betting Round shall continue during which each Active Participant, in order, has the option to Call, Raise, All-in or Fold until all chips have been matched.
- 3.13 After the 1st Betting Round ends, the Dealer shall discard the Burnt Card and deal the Flop Cards which are flipped face up before beginning the 2nd Betting Round.
- 3.14 The 2nd Betting Round shall proceed as follows:
- 3.14.1 The Participant to the left of the Dealer Button position shall be the first to act and may BET, Check or Fold.

- 3.14.2 If the Participant to the left of the Dealer Button position has opted to Check, the subsequent Active Participant(s) may opt to BET, Check or Fold.
- 3.14.3 In the event a Participant BETs after a Participant or a series of Participants Checks, the next Participant shall be allowed to Call, Raise or Fold and this shall continue for all Participants ending with the last Participant who had Checked.
- 3.14.4 Once a Participant has BET in a Betting Round, subsequent Active Participant(s) (continuing in a clockwise direction around the table) can only Call, Raise or Fold and is not allowed to Check.
- 3.15 After the 2nd Betting Round ends, the Dealer shall discard the Burnt Card and deal the Turn Card which is flipped face up before beginning the 3rd Betting Round.
- 3.16 After the 3rd Betting Round ends, the Dealer shall discard the Burnt Card and deal the River Card which is flipped face up before beginning the 4th Betting Round.
- 3.17 Betting for the 3rd Betting Round and the 4th Betting Round shall proceed in a similar manner as the 2nd Betting Round.
- 3.18 The Participants shall show their Hands upon Showdown.
 - 3.18.1 If only one Active Participant remains, the Participant shall win the Pot and is not obligated to show his Hand.
 - 3.18.2 If two or more Active Participants remain:
 - a. It shall be the obligation of the Participant who last Raised in the Final Betting Round to show his Hand first.
 - b. If a Participant shows his Hand at any time before Showdown, that Hand shall still be considered valid but that Participant may only Call, Check, Fold, or All-in (if the chips in his Chip Stack is equal or insufficient to Call) for the remainder of the Round of play.

- c. If all Participants had opted to Check in the Final Betting Round, the first Active Participant on the left of the Dealer Button position shall be obligated to show his Hand first. In the event that no Participant Raises in the Final Betting Round, the Participant who was the first to place a BET in the Final Betting Round shall be obligated to show his Hand first.
- d. If there is a Side Pot, Participants involved in the Side Pot should show their Hands before the Participant who is All-in for only the Main Pot. If there are more than one Side Pots, the Side Pot that is created the latest will be resolved first. A Side Pot is necessary and will be created when one Participant is All-in and one or more of the remaining Active Participants Bets more than the All-in amount in the same Betting Round or Bets in subsequent Betting Round(s), and those additional Bets go into this Side Pot. Further Side Pot(s) shall be created if any one or more of the remaining Active Participants is All-in and one or more of the remaining Active Participants Bets more than the All-in amount in the same Betting Round or Bets in subsequent Betting Round(s), and so on. Only Participants who contribute to a Side Pot can win it.
- e. If Betting has ended on a round prior to the River Card being dealt, the Participant who first Bets the highest value of chips in the Final Betting Round is responsible to show his Hand first.
- f. All remaining Participants shall, if holding a Five-card Hand of equal or higher ranking, show their Hands.
- g. The winning Hand shall be the highest-ranking Five-card Hand consisting of any combination from the five Community Cards and the Participant's two Hole Cards.

3.19 In any Betting Round, a Participant may go All-in to BET, Call or Raise by Betting the full remaining amount of his Chip Stack. The Dealer shall then place the chips into the Pot. If a Participant chooses to go All-in, this shall be accompanied by placement of an All-in button in front of him. In the event the Dealer fails to place the All-in button, the Round of play shall continue.

- 3.19.1 A Participant who does not have a Chip Stack of sufficient value to meet a BET, Call or Raise and who wishes to continue in the Round of play as an Active Participant must Bet the remaining amount of his Chip Stack (All-in). He remains in the Round of play as an Active Participant, but does not place any further Bets in any subsequent Betting Round(s).
 - 3.19.2 When a Participant goes All-in for less than the amount required to BET, Call or Raise, all subsequent Participants who wish to Call or Raise, shall Call or Raise based on the Bet amount of the preceding Participant except the Participant who goes All-in for less than the amount required to BET, Call or Raise.
 - 3.19.3 When a Participant goes All-in with chips which is in excess of the amount required to Call but is less than the Minimum Raise Amount, this excess amount shall be accepted as a Bet but shall not be considered a Raise. All subsequent Participants may Call to the All-in amount or Fold, or Raise if they have not yet placed a Bet for this Betting Round. Participants who Raise in this scenario shall Raise based on the Bet amount of the preceding Participant except the Participant who goes All-in with chips which is in excess of the amount required to Call but is less than the Minimum Raise Amount. If one or more Participants Raise in this way, all subsequent Participants shall have the full options of Action (except BET or Check).
 - 3.19.4 A Participant who has gone All-in is only eligible to win the Pot(s) he has contributed to.
- 3.20 Bets are made by a Participant's verbal declaration or placing chips in One Motion or both. If a Participant does both, whichever occurs first defines the Bet. If a Participant simultaneously makes a verbal declaration and places chips in One Motion, a clear and reasonable verbal declaration where the Participant's remaining Chip Stack is sufficient to meet the verbally declared Bet takes precedence, otherwise the Participant's Bet shall be determined by the chips placed in One Motion. Unless a Participant has verbally declared his intended Bet amount, a Participant is not allowed to place Bets other than in One Motion and subsequent Bets after the Bet in One Motion shall not be accepted. An Action in turn is binding and commits chips to the Pot that stay in the Pot.

- 3.21 After a reasonable amount of time has passed, any Active Participant in the Round of play may request to call for a clock or the Pit Employee may call for a clock. If a clock is called, the House shall have the reasonable discretion to impose a time limit and grant the Participant up to 30 seconds to take an Action. If the Participant does not act during the additional time granted, a 5-second countdown will begin, followed by a declaration by the House or stopwatch alarm. If no Action is taken during the countdown or when the alarm sounds or the House makes the declaration, this Participant's Hand shall be considered as a Dead Hand.
- 3.21.1 Where a Shot Clock is implemented, the Shot Clock assigns each Participant a fixed amount of time to take each Action during a Round of play. As each Participant acts, the Dealer advances the clock to the next Participant, who will have the same predetermined time to take an Action. This continues until the Round of play is complete. Any Participant assessed by the House to be deliberately stalling may be placed on a clock for all future decisions.

4. Settlement

- 4.1 Each Hand shall be played to the conclusion and the Pot or Pots shall not be divided by agreement between two or more Participants.
- 4.2 The Active Participant who obtains the highest-ranking Five-card Hand shall win the Pot(s).
- 4.3 When two or more Participants hold winning Hands of equal ranking, the Pot or Pots shall be divided equally to the lowest chip denomination in the Pot(s). In the event there is an extra chip after the split, the extra chip shall be given to the first Active Participant to the left of the Dealer Button position.
- 4.4 In the event that one or more Participants go All-in, the Main Pot and Side Pot(s) shall be resolved as follows:
 - 4.4.1 If an All-in Participant has the highest-ranking Five-card Hand, he shall win the Main Pot and the Side Pot(s) which he has contributed to.
 - 4.4.2 The Side Pot(s) shall be won by the Participant with the highest-ranking Hand amongst those who have contributed to the Side Pot(s).

5. Irregularities

5.1 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:

5.1.1 Showdown has taken place, play shall continue and the Round of play shall be concluded; or

5.1.2 in any other scenario, the Round of play shall be Voided.

5.2 In the event that any of the following situations occur:

5.2.1 If a card that does not form part of the set of cards is found; or

5.2.2 If there is any shortage or excess of cards in the deck; or

5.2.3 If there are insufficient cards in the Card Shoe to complete a Round of play.

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.3 There is a Misdeal:

5.3.1 if one or more cards are exposed in Cutting; or

5.3.2 if, before any Substantial Action takes place, and it is noticed that the playing cards are not shuffled or Cut prior to the Initial Deal; or

5.3.3 if two or more cards are exposed in the Initial Deal, regardless of whether the cards can be Reconstructed; or

5.3.4 if the cards are dealt incorrectly and this is noticed prior to Substantial Action, and an incorrect distribution of cards cannot be Reconstructed;

5.3.5 if the cards are dealt incorrectly and this is noticed prior to Substantial Action, and any Participant has seen their cards.

- 5.3.6 Whenever a Misdeal occurs, all Bets placed shall be returned and there will be a new shuffle and Cut except as described in paragraph 5.3.7. The Dealer Button shall not be moved, and the Round of play will proceed in accordance with paragraph 3.11. No new Participant shall be allowed to join this Round of play.
- 5.3.7 Once Substantial Action occurs, a Misdeal cannot be declared and the Round of play shall continue.
- 5.3.8 In the event of a Misdeal, the outcome and settlement of all previous Round(s) of play shall stand.
- 5.4 If a Participant whose right to take Action has been mistakenly passed over in a Betting Round and Substantial Action has occurred after his turn has been mistakenly passed over, the Participant may only Check, Call, or Fold in this Betting Round and will not be able to BET, Raise, or All-in unless the All-in is equal or less than the value of the immediate preceding Blind, BET or Raise. If the Participant whose right to take Action has been mistakenly passed over in a Betting Round and Substantial Action has occurred and the next Betting Round has commenced, this Participant's Hand shall be considered as a Dead Hand.
- 5.5 During the Initial Deal, if a card is found face up in the Card Shoe or is exposed while the Dealer is distributing the cards to the Participant, the exposed card shall be used as the Burnt Card prior to the dealing of the Flop Cards and the affected Participant shall be dealt another card in place of the exposed card.
- 5.6 In the event a Participant is dealt an incorrect number of cards, and:
 - 5.6.1 there has been Substantial Action before it is discovered, but the affected Participant has not taken an Action, all Blinds placed by the affected Participant will be returned to the affected Participant and the affected Participant's Hand is a Dead Hand. The Round of play shall continue.
 - 5.6.2 the affected Participant has taken an Action before it is discovered, the Participant's Hand is a Dead Hand and all Bets and Blinds placed by the affected Participant will remain in the Pot. The Round of play shall continue.
 - 5.6.3 only one Participant remains in the game at the completion of the Showdown and that Participant has the incorrect number of cards, that Round of play will be Void and all Bets will be returned.

- 5.6.4 the affected Participant is the Participant with the Dealer Button and is dealt fewer Hole Card(s) than he should receive, the affected Participant may be dealt his remaining Hole Card(s) even after Substantial Action has taken place if the 1st Betting Round is not completed, no Flop Card has been exposed, and the affected Participant has not taken an Action. If the affected Participant has taken an Action by Check, Bet, Call or Raise, the affected Participant's Hand is a Dead Hand and all Bets and Blinds of that Participant will remain in the Pot. The Round of play shall continue.
- 5.7 If, before any Substantial Action takes place, a Participant accidentally throws their Hole Cards into any Hand, and the cards cannot be Reconstructed. All Bets placed shall be returned and there will be a new shuffle and Cut except as described in paragraph 5.7.1. The Dealer Button shall not be moved, and the Round of play will proceed in accordance with paragraph 3.11. No new Participant shall be allowed to join this Round of play. The offending Participant will still receive cards, but their Hand will be considered as a Dead Hand.
- 5.7.1 If, after any Substantial Action takes place, and Reconstruction is not possible, the Round of play shall continue and both Participants Hand will be considered as a Dead Hand.
- 5.8 In the event a Participant is relocated by a Pit Employee to another table with an ongoing game, the Participant is not required to pay the Big Blind or Small Blind to join the game, with the exception of the situation where the Participant sits on the Big Blind or the Small Blind position, then he shall pay the respective Blind to join the table. The Participant is not allowed to join the Round of play between the Small Blind and the Dealer Button position. The House reserves the right to alter the Breaking Order at its reasonable discretion.
- 5.9 If a Participant is absent from the table when he is due to place the Blinds and/or Big Blind Ante, the absent Participant Hand shall be considered as a Dead Hand and their Forced Blind are forfeited to the Pot.

5.10 In the event that the Dealer fails to discard the Burnt Card,

- 5.10.1 and proceeds to deal the Flop Cards and Reconstruction is not possible, the Flop Cards dealt in error, be it turned face up or not, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and the other card(s) shall be the Flop Card(s). The Dealer shall deal the remaining Flop Card(s) (if any) from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.10.2 and proceeds to deal the Turn Card, the Pit Manager or above shall announce the dealt Turn Card, be it turned face up or not, as the Burnt Card and Dealer shall deal the Turn Card from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.10.3 and proceeds to deal the River Card, the Pit Manager or above shall announce the dealt River Card, be it turned face up or not, as the Burnt Card and Dealer shall deal the River Card from the Card Shoe. The Dealer shall then resume and continue the Round of play.

Provided always that if any Action has occurred prior to the discovery of the failure to discard the Burnt Card, the Round of play proceeds with the card(s) that have been dealt without a Burnt Card for that Betting Round.

5.11 In the event any Community Card is prematurely exposed before the completion of the existing Betting Round:

- 5.11.1 if there is any Participant that has not taken an Action in that Betting Round, the Dealer shall inform such affected Participant(s) that the prematurely exposed Community Card(s) shall be taken back and shuffled with the remaining cards from the Card Shoe and give those affected Participant(s) the option to Fold, Check, BET, Call, Raise, or All-in. If all such affected Participants choose to Fold, then the Round of play continues without the exposed Community Card(s) being taken back and shuffled with the remaining cards from the Card Shoe. If any of such affected Participants wishes to Check, BET, Call, Raise or All-in, then paragraphs 5.11.2 to 5.11.4 shall apply;

- 5.11.2 where the exposed Community Card is a Flop Card, the exposed Flop Card(s) shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe. The Burnt Card discarded prior to dealing of the exposed Flop Card shall remain as the Burnt Card. The Dealer shall then re-deal the remaining Flop Card(s) and continue the Round of play.
 - 5.11.3 where the exposed Community Card is the Turn Card, the exposed Turn Card shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe. The Burnt Card discarded prior to dealing of the exposed Turn Card shall remain discarded. The Dealer shall then re-deal the Turn Card and continue the Round of play.
 - 5.11.4 where the exposed Community Card is the River Card, the Burnt Card discarded prior to dealing of the exposed River Card shall remain discarded. The exposed River Card shall be taken back by the Dealer and shuffled with the remaining cards from the Card Shoe before dealing a new River Card. The Dealer shall then resume and continue the Round of play.
- 5.12 If, after the 1st Betting Round ends, the Dealer discards the Burnt Card and deals 4 Flop Cards and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer, and scrambled face down, and the Pit Manager or above shall randomly select three of the scrambled cards as the Flop Cards and the remaining card shall be the Burnt Card after the 2nd Betting Round ends. The Dealer shall then resume and continue the Round of play. If, after the 1st Betting Round ends, the Dealer discards the Burnt Card and deals 5 or more Flop Cards and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.

- 5.12.1 If, after the 2nd Betting Round ends, the Dealer discards the Burnt Card and deals 2 Turn Cards and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Turn Card and the remaining card shall be the Burnt Card after the 3rd Betting Round ends. The Dealer shall then resume and continue the Round of play. If, after the 2nd Betting Round ends, the Dealer discards the Burnt Card and deals 3 or more Turn Cards and Reconstruction is not possible, all the Turn Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.12.2 If, after the 3rd Betting Round ends, the Dealer discards the Burnt Card and deals more than one River Card and Reconstruction is not possible, the River Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and Pit Manager or above shall randomly select 1 of the scrambled cards as the River Card and the remaining card(s) will be discarded (if any). The Dealer shall then resume and continue the Round of play.
- 5.12.3 If 4 Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer, and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and the other cards shall be the Flop Cards. The Dealer shall then resume and continue the Round of play. If 5 Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another 3 of the remaining scrambled cards to be the Flop Cards, and the last remaining card shall be the Burnt Card before the 3rd Betting Round commences. The Dealer shall then resume and continue the Round of play. If 6 or more Flop Cards are dealt without discarding the Burnt Card before the 2nd Betting Round commences and Reconstruction is not possible, all the Flop Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.

- 5.12.4 If 2 Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and other card shall be the Turn Card. The Dealer shall then resume and continue the Round of play. If 3 Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, the Turn Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and the Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another 1 of the remaining scrambled cards as the Turn Card and the last card shall be the Burnt Card before the 4th Betting Round commences. The Dealer shall then resume and continue the Round of play. If 4 or more Turn Cards are dealt without discarding the Burnt Card before the 3rd Betting Round commences and Reconstruction is not possible, all the Turn Cards dealt in error, whether or not exposed, shall be taken back and shuffled with the remaining cards from the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.12.5 If more than one River Card is dealt without discarding the Burnt Card before the 4th Betting Round commences and Reconstruction is not possible, the River Cards dealt in error, whether or not exposed, shall be taken back by the Dealer and scrambled face down, and Pit Manager or above shall randomly select 1 of the scrambled cards as the Burnt Card and randomly select another card as the River Card and the remaining card(s) will be discarded (if any). The Dealer shall then resume and continue the Round of play.
- 5.12.6 The House shall have reasonable discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.13 If any Participant acts Out of Turn, the purported action Out of Turn shall be subjected to the following:

- 5.13.1 Subject to paragraphs 5.13.3 and 5.13.4, The action Out of Turn is binding on the Participant acting Out of Turn if the Action taken by the Participant(s) who should act prior to the Participant acting Out of Turn does not affect validity of the action Out of Turn. If the Action of any Participant who should act prior to the Participant acting Out of Turn, renders the action Out of Turn invalid, the action Out of Turn is not binding on the Participant acting Out of Turn and any Bet placed by him Out of Turn is returned to him. The Round of play continues and the Participant acting Out of Turn shall have the option to Call, Raise, All-in or Fold.
- 5.13.2 A Check, Call or Fold by the Participant who should act prior to the Participant acting Out of Turn does not affect the validity of the action Out of Turn.
- 5.13.3 A Participant who Checks Out of Turn forfeits all rights to Raise during his turn to act.
- 5.13.4 An Out of Turn Fold is binding.
- 5.14 Participants skipped by Out of Turn action must defend their right to act. If the Participant was skipped within the current Betting Round and it was noticed and informed to the Dealer, the Participant shall be given the full option of Action.
 - 5.14.1 If the Participant was skipped within a Betting Round and it was noticed at the subsequent Betting Round, the Participant's Hand shall be treated as a Dead Hand.
- 5.15 **Show One Show All.** Participants are entitled to receive equal access to information about the contents of another Participant's Hand.
 - 5.15.1 After the Initial Deal, if a Participant shows any Hole Card(s) in his Hand to any other Participants, every Participant at the table has a right to see those Hole Card(s).
 - 5.15.2 During any Betting Round, if a Participant shows one or both of his Hole Cards to any Active Participant(s):
 - a. and any of the Active Participant(s) who was shown the Hole Card(s) has not taken an Action this Betting Round, then all Participants at the table have a right to see the Hole Cards immediately;

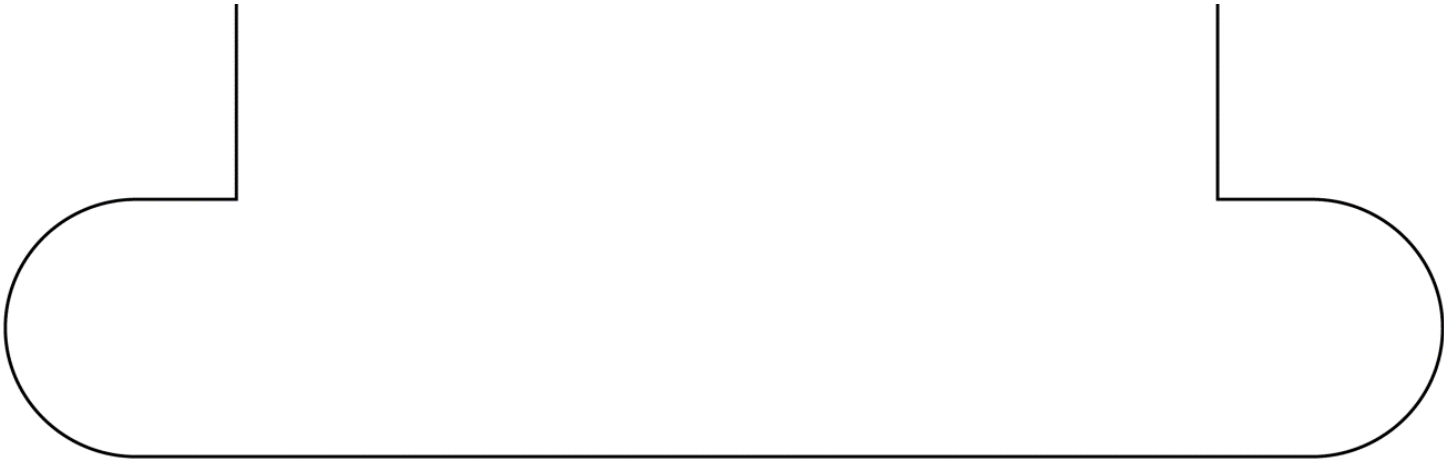
- b. and all of the Active Participants who were shown the Hole Card(s) have no further Action in this Betting Round, then all Participants at the table have a right to see the Hole Cards at the end of this Betting Round;
- c. and any of the Active Participants who were shown the Hole Card(s) have a further Action in this Betting Round, then all Participants at the table have a right to see the Hole Cards prior to this Active Participant taking his next Action.

5.15.3 If the Hole Card(s) were shown to a non-Active Participant, all remaining Participants at the table have a right to see the Hole Cards at the end of the Round of play.

5.16 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the Tournament Director or above shall, at his reasonable discretion, decide how to resolve such matters.



Appendix B



Appendix C

