

TEXAS HOLD'EM POKER

(MBS)

Game Rules

w.e.f. 4 April 2024, 00:00 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 “Texas Hold’em Poker as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

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1. Definitions

1.1. In these rules:

- 1.1.1. "All in" refers to the act of investing all the remaining chips in the outcome of a round of play. An "All in" Player can only win that portion of the pot or pots to which he had contributed. To go "All In", a player must push all of his remaining chips toward the Dealer, while verbally declaring "All In".
- 1.1.2. "Bet" means to place the required wager and includes a call and/or a raise (if permitted) to remain in the round of play or going "All in" if the Player's remaining chips are less than the amount of the required wager.
- 1.1.3. "Betting Round" means any of the following periods of play, during which each active Player, in order, has the option to check, bet, call, raise, or fold until all wagers have been matched.
 - 1.1.3.1. The 1st Betting Round occurs after the Small Blind and the Big Blind have been placed before the Flop Cards have been dealt.
 - 1.1.3.2. The 2nd Betting Round occurs after the Flop Cards have been dealt face down and flipped face up but before the Turn Card has been dealt.
 - 1.1.3.3. The 3rd Betting Round occurs after the Turn Card has been dealt face down and flipped face up but before the River Card has been dealt.
 - 1.1.3.4. The 4th and final Betting Round occurs after the River Card has been dealt face down and flipped face up but before any Player exposes his Hole Cards.
 - 1.1.3.5. A Betting Round may also end when all but one Player have folded their hands.
- 1.1.4. "Blind" means a predetermined mandatory bet placed by Players before the first card is dealt. A Blind is a live wager, which can win the pot if no further contributions to the pot are made. There shall be two blinds for each round, the Small Blind and the Big Blind.
- 1.1.5. The Small Blind means the smaller of the two Blinds in each round of play, which shall be made by the Player on the immediate left of the Dealer Button position and which shall be of a fixed amount as stipulated by the House at each table.
- 1.1.6. The Big Blind refers to the larger of the two Blinds in each round of play, which shall be placed by the second Player to the left of the Dealer Button position and is equivalent to twice the amount of the Small Blind.
- 1.1.7. "Burn a card" means to discard face down the first card of the remaining deck prior to dealing the Hole Cards, Flop Cards, the Turn Card and the River Card.
- 1.1.8. "Call" means to make a bet in an amount equal to the immediately preceding bet.
- 1.1.9. "Check" means not initiating a bet but retaining all rights to act in the event a bet is made. A check shall only be an option if no blind is placed or bet made. A player may indicate a "Check" by knocking the table, tapping the table or announcing "check".

- 1.1.10. "Community Cards" means cards dealt to the centre of the table, which may be used by any of the Players to complete his best possible five card hand.
- 1.1.11. "Dealer Button" is a marker used to indicate the last Player to receive cards. It then moves clockwise to the next Player at the conclusion of each game.
- 1.1.12. "Five Card Hand" means a hand consisting of five cards using any combination of the players hole cards and the community cards.
- 1.1.13. "Flop Cards" mean the first three Community Cards dealt face down and subsequently flipped over by the Dealer.
- 1.1.14. "Fold" means the Player takes no further part in the current round of play. The cards of folded Players, which are placed face down on the table and pushed towards the Dealer, shall be collected by the Dealer. In the absence of a verbal declaration to "fold", the hand is considered 'live' until the cards have been taken in by the Dealer.
- 1.1.15. "Hand" means the cards held by a player which are ultimately used to determine the result of a round of play.
- 1.1.16. "Hole Cards" mean the first two cards dealt face down to each Player.
- 1.1.17. "House" refers to the Casino Operator.
- 1.1.18. "Initial Deal" means the dealing of the "Hole Cards" face down to each player.
- 1.1.19. "In turn" means that a player has acted at the appropriate time, as opposed to acting prior to his turn. Acting prior to the appropriate time will be termed acting "out of turn".
- 1.1.20. "Pot" means the total sum of Blinds and bets wagered.
- 1.1.21. "Raise" means to bet a greater amount than a previous wager made during a Betting Round.
- 1.1.22. "Rake" or "Commission" means the act of taking a percentage of the pot or the amount due to the House for hosting the game. A "Rake", when imposed, will replace the "Time Charge".
- 1.1.23. "Reconstruct" means to arrange the cards into the correct order in the event of an error.
- 1.1.24. "River Card" means the fifth and final Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.1.25. "Round of Play" means the time beginning when the Dealer calls for Blind Wagers, until the winning player is determined.
- 1.1.26. "Substantial action" means (a) two actions in turn where players make a wager or (b) three passive actions where players check or fold.

- 1.1.27. "Table stake" means the amount of chips a Player has on the table and in plain view before the start of any round of play. An active Player may only wager up to the amount of chips he has on the table and may not augment his table stake whilst a round of play is in progress.
- 1.1.28. "Turn Card" means the fourth Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.1.29. "Time Charge" is collected in a game that is conducted with the House collecting an amount of money from the Players at a pre-determined time interval. A "Time Charge", when imposed, will replace the "rake".

2. Mode of Play

- 2.1. The game of Texas Hold'em Poker shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.
- 2.2. The layout for this game is as shown in Appendix "A".

3. How to Play

- 3.1. The Betting structure may be either "No Limit" or "Pot Limit".
 - 3.1.1. "No limit" limit games allow the player to bet all their available chips.
 - 3.1.2. "Pot Limit" limit games allow the player to bet up to the total amount of chips already in the pot.
- 3.2. The minimum raise shall be equal to the amount of the Big Blind and any subsequent raise shall at the minimum match the amount of the previous raise except in the event that the player goes "all in". There is no cap on the number of raises in each Betting Round.
- 3.3. A Player who wishes to participate in the game has to place the minimum Table Stake on the table, in full view of the Dealer and all other Players. The minimum and maximum amount of Table Stake that each Player can bring to the table shall be clearly displayed on a signage at the Table.
 - 3.3.1. An active Player must not reduce his table stake at any time while participating in a game.
 - 3.3.2. A Player's "Table stake" must remain visible to the Dealer and all other Players.
 - 3.3.3. A Player is permitted to increase his table stake during the course of a game; however, the increase is only permitted to take place after the conclusion of a round of play, and prior to the subsequent round of play commencing. The increase can only be up to the maximum table stake.

3.4. The order of hands from the highest to the lowest is as follows:

Royal Flush	Is a hand containing an Ace, King, Queen, Jack and 10 of the same suit. E.g. A♠, K♠, Q♠, J♠, 10♠
Straight Flush	Is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush. E.g. J♣, 10♣, 9♣, 8♣, 7♣
Four of a kind	Is a hand containing four cards of the same rank. E.g. A♣, A♥, A♦, A♠, J♥
Full House	Is a hand containing three cards of the same rank and "one pair" E.g. K♣, K♥, K♦, A♠, A♥
Flush	Is a hand containing five cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥, 5♥, 2♥
Straight	Is a hand containing five cards of consecutive rank regardless of suit. E.g. 9♣, 8♦, 7♣, 6♥, 5♠
Three of a kind	Is a hand containing three cards of the same rank. E.g. 10♠, 10♥, 10♣, 6♥, 3♦
Two pairs	Is a hand containing two "pairs" E.g. Q♣, Q♥, 6♣, 6♥, 3♦
One pair	Is a hand containing two cards of the same rank. E.g. A♣, A♥, 8♦, 6♥, 5♠
Five Odd Cards	Five cards of different rank that are at least two suits that are not consecutive. E.g. Q♥, 10♣, 8♦, 6♥, 5♠, 2♥

3.5. The rankings of cards from highest to lowest is as follows: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

3.5.1. An Ace ranks as the highest card, except in the event of a straight consisting of 5, 4, 3, 2, A, in which case the Ace ranks as the lowest card. e.g., 6, 5, 4, 3, 2 beats 5, 4, 3, 2, A.

3.5.2. All suits have the same rank.

3.6. The rankings for hands of the equivalent poker hand value but consisting of different card values are illustrated by the following examples:

3.6.1. K, Q, J, 10, 9 (Straight) beats J, 10, 9, 8, 7 (Straight).

3.6.2. 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

3.6.3. 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.

3.7. Commencement of play shall begin when the Dealer Button is placed in front of the Player on the Dealer's immediate left and the Dealer announces, "Place your Blind bets please".

3.8. Verbal declarations of, "Call, Bet, Raise, Fold, Pass or All In" are binding.

3.9. The objective of the game is to obtain the highest-ranking five card hand, consisting of any combination from the five Community Cards and the Player's two Hole Cards, at the end of the final Betting Round.

- 3.10. The Player to the immediate left of the Dealer Button position shall place the Small Blind and the second Player to the left of the Dealer Button position shall place the Big Blind. In the event where there are only two Players, the Player with the Dealer Button shall place the Small Blind, the other Player shall place the Big Blind.
- 3.11. Commencing with the Player on the immediate left of the Dealer Button position and in a clockwise direction, the Dealer shall burn one card and then deal one card at a time face down to each Player until each Player receives two cards.
- 3.12. The Player to the immediate left of the Player in the Big Blind position shall be the first to act and may call, raise, or fold. Betting continues around the table in a clockwise direction until each Player has had an opportunity to call, raise or fold. The Player in the Big Blind position has the option to check or raise, if no other Player has raised.
- 3.12.1. In the event that there are only two Players, the Player without the Dealer Button shall be the first to act and may check/call, bet/raise or fold.
- 3.13. The 2nd round begins with the Dealer burning a card prior to dealing the Flop Cards face up. The Player to the immediate left of the Dealer Button will be the first to act and may bet, check or fold. Each Player shall act on their hand in a clockwise direction electing to either check, bet/call, raise or fold.
- 3.14. After the 2nd Betting Round ends, the Dealer shall begin the 3rd Betting Round by burning a card and dealing the Turn Card face up.
- 3.15. After the 3rd Betting Round ends, the Dealer shall begin the 4th and final Betting Round by burning a card and dealing the River Card face up.
- 3.16. If only one Player remains at the completion of any Betting Round, he is not obligated to show his hand and shall win the pot.
- 3.17. In the situation where two or more Players remain, it shall be the obligation of the Player who made the last bet to show his hand. If there has been no voluntary betting for the duration of the round of play, the first player to act after the button will show first.
- 3.18. If all Players have “checked” at the end of the 4th and final Betting Round, the first active Player on the immediate left of the Dealer Button position shall have the obligation to show his hand.
- 3.18.1. All remaining Players shall, if holding a hand of equal or higher value, expose their cards. The Supervisor has the right to request any player to reveal their hand if they deem it in the interest of protecting the integrity of the game.
- 3.19. In the event that a Player does not have a table stake of sufficient value to meet a wager but wishes to stay in the round of play, the Player must wager their entire remaining table stake – go “all in”. All current or future wagers not matched by the Player’s “all in” bet will form a separate pot available only to those Players who have contributed to the separate pot. An “all in” Player remains in the hand as an active Player but will take no further part in subsequent Betting Round(s) and must expose their cards at the conclusion of the hand.
- 3.20. When a Player goes “all in” for less than the amount required to bet/raise, all subsequent Players must call any previous amount required to bet in the Betting Round, or call and raise (and if necessary, start a separate pot).

- 3.21. When a Player goes "all in" with a wager which is in excess of the amount to call but is less than 50% of the amount required to constitute a raise, this excess amount shall be accepted as a bet but shall not be considered a raise. All subsequent Players shall call the "all-in" amount or call and raise.
- 3.22. A Player who has gone "all in" is only eligible to win the pot or pots he has contributed to.
- 3.23. The winning hand shall be the highest-ranking five-card hand consisting of any combination of the five Community cards and the Player's two Hole Cards.

4. Settlement

- 4.1. A rake shall be collected from the pot and any side pots respectively, and such amounts shall be calculated and collected by the Dealer. Rakes shall first be collected from the main pot and then from the first side pot, and any subsequently formed pots in order.
- 4.2. The percentage of the rake and information regarding the rake cap will be displayed at each table and different tables may operate under different rake conditions.
- 4.3. Each round of play shall be played to the conclusion and the pot or pots shall not be divided by agreement between two or more Players.
- 4.4. For the purpose of calculating the rake, an uncalled wager will not form part of the pot. An "uncalled wager" is a wager made by a player which is not called by any other player, i.e., an unmatched amount of money.
- 4.5. When two or more Players hold winning hands of equal ranking, the pot or pots shall be divided equally to the lowest chip denomination at the table. In the event there is an extra chip after the split, the extra chip shall be given to the first active Player to the immediate left of the Dealer Button position.
- 4.6. At the discretion of the Casino Operator a time charge may be imposed on each Player active in a game. This will be displayed on a sign at the table.
- 4.7. At the discretion of the Casino Operator, a time charge may be imposed on a table, should a Player or Players wish to form a private game. (A private game is a game whereby the eligibility to play is decided upon by the players themselves – as opposed to being an open table for anyone to join). This will be displayed on a sign at the table.

5. Irregularities

- 5.1. If in the course of a round of play, it is discovered that there are extra or missing card/s and/or card/s which do not belong to the deck/s of cards in use or if unshuffled cards are used, or if there are insufficient cards in the card shoe to complete the round of play:
 - 5.1.1. The current round of play shall be void; and
 - 5.1.2. All outcomes of the previous rounds of play shall stand.
- 5.2. A round of play shall be void if two or more cards are found face up in the card shoe during the course of the initial deal. If one card is found face up in the card shoe during the course of the initial deal, the first burn card before the flop will replace it and the round of play will continue. The exposed card will be announced to the table and used as the first burn card before the flop.
- 5.3. A round of play shall be void if any of the following occur prior to any wagers (not including Blinds) :
 - 5.3.1. Failure to cut the deck.
 - 5.3.2. If the Dealer exposes two or more cards during the initial deal.
 - 5.3.2.1. If the Dealer exposes a card during the initial deal, the first burn card before the flop will replace it.
 - 5.3.3. A card(s) leaving the table due to dealer error.
 - 5.3.4. Starting the deal from the wrong position.
 - 5.3.5. A player is dealt the wrong number of cards.
- 5.4. Prior to or after any wagers a Player's hand will be void if the Dealer fails to deal to an active Player, deals an incorrect number of cards to a Player or deals an extra hand and it is noticed:
 - 5.4.1. Before the Player has looked at his Hole Cards and the cards cannot be reconstructed;
or
 - 5.4.2. After a Player has looked at his Hole Cards.
- 5.5. The Flop Cards are dealt in one action:
 - 5.5.1. Should four cards be dealt in error and reconstruction is not possible, these will be reshuffled. The top three cards will be used to form the flop with the final card returning to the top of the deck to become the burn card prior to the dealing of the Turn Card. If reconstruction is possible, the correct three cards required to form the flop will be used and the fourth card will be used as the burn card prior to the dealing of the turn.

- 5.5.2. If the flop is dealt without a burn card, and reconstruction is not possible, the three cards will be reshuffled. The top card will become the burn card, with the remaining two cards being joined by the card at the top of the deck to form the flop. If reconstruction is possible, the card identified as the correct burn card will be burned with the remaining two cards being joined by the card at the top of the deck to form the flop.
- 5.5.3. If more than one turn card is dealt before the 3rd betting round and reconstruction is not possible, the Turn Card will be taken back along with the burn card and reshuffled. The dealer will then resume the round of play by burning and then dealing the Turn Card face up. If reconstruction is possible, the card identified as the correct Turn Card will be turned face up and the remaining card will be burned.
- 5.5.4. If more than one River Card is dealt before the 4th betting round and reconstruction is not possible, the River Card will be taken back along with the burn card and reshuffled. The dealer will then resume the round of play by burning and then dealing the River Card face up. If reconstruction is possible, the card identified as the correct River Card will be turned face up and the remaining card will be burned.
- 5.5.5. If the Turn Card or River Card are exposed before the completion of the respective betting round, it will be taken back and reshuffled.
- 5.6. A player exposing their card/s pending the conclusion of round of play may not raise for the remainder of the round of play. They can only check, fold or call.
- 5.7. Players may only act in turn. "Acting" includes both physical acts and verbal announcements of any action including "Call", "Bet", "Raise", "Fold", "Check", or "All In". Player's action prior to their turn will be deemed "out of turn" and the following will apply.
- 5.8. All out of turn actions will be considered binding and will stand unless:
 - 5.8.1. If an in-turn player changes the action by betting or raising, the out of turn bettor will have their full bet returned to them, but they may only call or fold during the current betting round. An "in turn" player means the player whose turn it is to act.
 - 5.8.2. If a raise occurs after the out of turn bettor, all options are reopened to them.
- 5.9. If a player folds out of turn, the fold will be binding.
- 5.10. A player who misses their turn to act will have their hand voided upon the occurrence of substantial action.
 - 5.10.1. Pre-flop, if substantial action occurs the hand of the player who misses his turn to act will be deemed invalid.
 - 5.10.2. Post-flop, if substantial action occurs, the player who has missed his turn to act is restricted to matching the actions of the subsequent players who have acted. If all subsequent players have checked, he may only check or fold. If any subsequent player has bet or bet and raised, he must meet the wagered amount or fold. He is not permitted to raise.

- 5.11. If the Dealer button has been placed incorrectly or failed to move at the end of the last round of play, and substantial action has occurred then the hand will be completed, and the Dealer button will continue from that position. The button can never move backwards.
- 5.12. At the discretion of the Supervisor, Players deemed to have intentionally acted out of turn to influence the play may be disallowed from playing, unless it was caused by a misdirection from the Dealer.
- 5.13. If a player is disallowed from playing, any wagers made during the current betting round will be returned and wagers from previous betting rounds will be forfeited.

6. General Provisions

- 6.1. If an irregularity occurs that is not covered by these rules, the Gaming Shift Manager shall, at his reasonable discretion, decide how to resolve such matters.
- 6.2. Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

7. Appendix

Appendix “A”

