

POKER

(RWS)

Game Rules

Version 6

w.e.f. 7 April 2020, 0800hrs



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 “Poker (Version 6)” 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 **Active Player** refers to a Player who has not folded during a Round of play.
- 1.2 **All-in** refers to the act of investing all remaining chips in the outcome of a Hand. To place an All-in Bet, the Player is required to place all remaining chips over the line in front of the Player.
- 1.3 **Bet** shall have the same meaning as wager.
- 1.4 **BET** refers to the placing of chips over the line in front of the Player. A BET excludes a Call, a Raise, a Blind and an All-In.
- 1.5 **Betting Round** refers to 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 chips have been matched:
 - a. 1st Betting Round: after the Small Blind and the Big Blind 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 but before any Player exposes his Hole Cards.

A Betting Round may also end when all but one Player have folded their Hands.

- 1.6 **Blind** refers to a predetermined mandatory contribution to the Pot placed by selected Players 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.

- 1.7 **Big Blind** refers to the larger of two Blinds in each Round of play, which shall be placed by the second Player to the left of the Dealer Button position (except where there are only two Players in the Round of play), and is equivalent to twice the amount of the Small Blind.
- 1.8 **Burnt Card** refers to the first card of the remaining deck prior to dealing the Flop Cards, the Turn Card and the River Card that is being discarded.
- 1.9 **Call** refers to the placing of chips by a Player over the line in front of the Player with an amount equal to the immediate preceding BET or Raise in that Betting Round or going All-in if the remaining chips of the Player are less than the amount of the immediate preceding BET or Raise.
- 1.10 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.11 **Check** refers to the Player making a clearly visible tapping or knocking motion on the table to show no intention of initiating a BET.
- 1.12 **Community Cards** refers to 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.
- 1.13 **Dealer** refers to the person responsible for the dealing of the game.
- 1.14 **Dealer Button** refers to a marker that indicates the last Player to receive cards. It then moves clockwise to the next Player at the conclusion of each Round of play.
- 1.15 **Five-card Hand** refers to any five-card combination of the five Community Cards and a Player's Hole Cards.
- 1.16 **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 Players to place any Bets.
- 1.17 **Flop Cards** refers to the first three Community Cards dealt face down and subsequently flipped over by the Dealer.
- 1.18 **Fold** refers to the Player placing the cards over the line in front of the Player to be collected by the Dealer. This refers to a decision made by the Player not to continue in the Round of play.

- 1.19 **Game Marker** refers to a disc used to indicate the status of the Round of play as follows:
- i. **BETTING ROUND** indicates that the Round of play is in progress before the completion of the Final Betting Round and the Hole Cards should not be exposed until the completion of the Final Betting Round; and
 - ii. **SHOWDOWN** indicates that the Final Betting Round has completed and Players are obliged to show their Hole Cards.
- 1.20 **Hand** refers to the cards of a Player in a Round of play.
- 1.21 **Hole Cards** refers to the first two cards dealt face down to each Player.
- 1.22 **House** refers to the Casino Operator.
- 1.23 **Initial Deal** refers to the dealing of the Hole Cards to each Player.
- 1.24 **No Limit** refers to the Betting structure with no maximum Bet. Players may Bet as many chips at any time, or choose to go All-in.
- 1.25 **Main Pot** refers to the initial Pot created prior to the creation of Side Pot(s).
- 1.26 **Orbit** refers to one revolution of the Dealer Button around the table, starting from the Dealer's left. The position of Dealer Button shall move in a clockwise direction to the next Player with each subsequent Round of play.
- 1.27 **Out of Turn** refers to a situation whereby a Player acts before his turn to act during a Betting Round.
- 1.28 **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.
- 1.29 **Player** refers to a person who places a Bet during a Round of play.
- 1.30 **Pot** refers to the total sum of chips contributed and/or placed by Players as Blinds, BETs, Calls, Raises, and/or All-In.

- 1.31 **Raise** refers to the Player placing chips over the line in front of the Player in an amount greater than an immediate preceding Bet made during a Betting Round.
- 1.32 **Rake** refers to a percentage of the Pot or amount due to the House for hosting the game.
- 1.33 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.34 **River Card** refers to the fifth and final Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.35 **Round of play** refers to the period of play commencing with the announcement "Place your Blind Bets, please" and concluding when the settlement for all Players are made.
- 1.36 **Seated Player** refers to the Player sitting at the betting box who has placed a BET, Raise, Check or All-in on a betting box and makes the decision for that betting box.
- 1.37 **Side Pot(s)** refers to a separate Pot or Pots created due to one or more Players going All-in.
- 1.38 **Small Blind** refers to the smaller of the two Blinds in each Round of play, which shall be made by the Player to the left of the Dealer Button position (except where there are only two Players in the Round of play), and shall be of a fixed amount as stipulated by the House at each table.
- 1.39 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.40 **Table Stake** refers to the amount of chips a Player has on the table.
- 1.41 **Turn Card** refers to the fourth Community Card dealt face down and subsequently flipped over by the Dealer.
- 1.42 **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 Poker may be played only on tables displaying the layout as shown in Appendix A.

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:

Poker 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)	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 rankings for Five-card Hands of equivalent poker 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 Players. No Standing Player is allowed.
- 3.3 No Player shall be permitted to make a decision on another Player's behalf.
- 3.4 The Betting structure shall be No Limit. This is subject to the rules on Raises, as stipulated in paragraph 3.5.
- 3.5 The minimum amount of the initial Raise shall be equal to the amount of Big Blind and any subsequent Raise amount shall be at least the amount of the preceding Raise. There is no cap on the number of Raises allowed in each Betting Round.
- 3.6 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.
 - 3.6.1 Increasing the Table Stake is not allowed during the Round of play but shall be allowed between Rounds of play; and
 - 3.6.2 Reducing the Table Stake is not allowed during or between Rounds of play.
- 3.7 Commencement of play shall begin when the Dealer announces "Place your Blind Bets, please". The Dealer shall place the Dealer Button in front of the Player on the Dealer's left and the position of Dealer Button shall move in a clockwise direction to the next Player 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.
- 3.8 The Player to the 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 and the other Player shall place the Big Blind.

3.9 Thereafter, the Dealer shall deal one card at a time face down to each Player, starting from the Player to the left of the Dealer Button position and continuing in a clockwise direction around the table, until each Player receives two cards (the Hole Cards), before the commencement of the 1st Betting Round.

3.9.1 The 1st Betting Round shall proceed as follows:

- a. The Player to the left of the Player 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 Players, the Player with the Dealer Button shall be the first to act and may Call, Raise or Fold.
- b. Betting continues in a clockwise direction around the table 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.

3.10 After the 1st Betting Round ends, the Dealer shall burn a card and deal the Flop Cards which are flipped face up before beginning the 2nd Betting Round.

3.10.1 The 2nd Betting Round shall proceed as follows:

- a. The Player to the left of the Dealer Button position shall be the first to act and may BET, Check or Fold.
- b. If the Player to the left of the Dealer Button position has opted to Check, the subsequent Active Player(s) may opt to BET, Check or Fold.
- c. In the event a Player BETs after a Player or a series of Players Checks, the next Player shall be allowed to Call, Raise or Fold and this shall continue for all Players ending with the last Player who had Checked.
- d. Once a Player has BET in a Betting Round, subsequent Active Player(s) (continuing in a clockwise direction around the table) can only Call, Raise or Fold and is not allowed to Check.

- 3.11 After the 2nd Betting Round ends, the Dealer shall burn a card and deal the Turn Card which is flipped face up before beginning the 3rd Betting Round.
- 3.12 After the 3rd Betting Round ends, the Dealer shall burn a card and deal the River Card which is flipped face up before beginning the 4th Betting Round.
- 3.13 Betting for the 3rd Betting Round and the 4th Betting Round shall proceed in a similar manner as the 2nd Betting Round.
- 3.14 Subject to 3.14.2 (b), upon completion of the Final Betting Round, Players may only reveal their Hands after the Dealer flips the Game Marker to SHOWDOWN:
- 3.14.1 If only one Active Player remains, the Player shall win the Pot and is not obligated to show his Hand.
- 3.14.2 If two or more Active Players remain:
- a. It shall be the obligation of the Player who last Raised in the Final Betting Round to show his Hand first.
 - b. If a Player reveals his Hand upon the completion of the Final Betting Round before the Dealer flips the Game Marker to SHOWDOWN, that Hand shall still be considered valid if there are no further decisions to be made by any Player in the Round of play, i.e. BET, Call, Check, Raise, All-in or Fold.
 - c. If all Players had opted to Check in the 4th Betting Round, the first Active Player on the left of the Dealer Button position shall be obligated to show his Hand. In the event that no Player Raises in the 4th Betting Round, it shall be the obligation of the Player who was the first to place a BET in the 4th Betting Round to show his Hand first.
 - d. All remaining Players shall, if holding a Five-card Hand of equal or higher ranking, show their Hands.
 - e. The winning Hand shall be the highest-ranking Five-card Hand consisting of any combination from the five Community Cards and the Player's two Hole Cards.

- 3.15 In any Betting Round, a Player may go All-in to BET, Call or Raise by placing all his chips in front of him. The Dealer shall then place the chips into the Pot. If a Player 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.
- 3.15.1 A Player who does not have a Table stake of sufficient value to meet a BET, Call or Raise and who wishes to continue in the Round of play as an Active Player must Bet the remaining amount of his Table Stake (All-in). He remains in the Round of play as an Active Player, but does not place any further Bets in any subsequent Betting Round(s).
- 3.15.2 When a Player goes All-in for less than the amount required to BET, Call or Raise, all subsequent Players must Call to any previous amount required to BET in the Betting Round, or Call and Raise (and if necessary start a Side Pot).
- 3.15.3 When a Player goes All-in with chips which is in excess of the amount required 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 to the All-in amount or Raise.
- 3.15.4 A Player who has gone All-in is only eligible to win the Pot(s) he has contributed to.
- 3.16 A Raise and/or BET shall not be less than any preceding Raise and/or BET in that Betting Round, except in the event of a Player going All-in.
- 3.17 Actions and gestures indicating a Fold, Check, BET, Call or Raise shall always have precedence over verbal statements denoting such action and gesture, and such actions and gestures are considered binding on the Players making the actions and gestures. This means that even if a Player verbally declares a Fold, Check, BET, Call or Raise, a Player must perform the corresponding action or gesture. These actions must be performed in a clear manner.

4. Settlement

- 4.1 The House shall levy a fee at each poker table in the form of a Rake. The Rake shall be determined by the House in its absolute discretion, and shall not exceed 5%. The Rake shall be collected from the Main Pot and any Side Pot(s) 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, the second Side Pot and so on. The amount of Rake collected must not exceed the overall cap set by the House which shall be clearly displayed on a signage at the table.
- 4.2 Each Hand shall be played to the conclusion and the Pot or Pots shall not be divided by agreement between two or more Players.
- 4.3 In the event that a Player Bets and all subsequent Players decide to Fold, for the purpose of calculating the Rake, such Bet shall not form part of the Pot. For the avoidance of doubt, in the event that a Player Raises and all subsequent Players decide to Fold, for the purpose of calculating the Rake, the Raise (i.e. the incremental Bet) does not form part of the Pot.
- 4.4 The Active Player who obtains the highest-ranking Five-card Hand shall win the Pot(s).
- 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 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 Player to the left of the Dealer Button position.
- 4.6 In the event that one or more Players go All-in, the Main Pot and Side Pot(s) shall be resolved as follows:
 - 4.6.1 If an All-in Player has the highest-ranking Five-card Hand, he shall win the Main Pot and the Side Pot(s) which he has contributed to.
 - 4.6.2 The Side Pot(s) shall be won by the Player 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 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

5.1.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, 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; or

5.2.4 if the playing cards are not shuffled; or

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

5.2.6 if a Player is dealt an incorrect number of cards and any Player has seen any card(s); or

5.2.7 if the Dealer leaves out a Hand or deals an extra Hand, and it is noticed:

a. before any Player has looked at his Hole Cards and the cards cannot be Reconstructed; or

b. after any Player has looked at his Hole Cards.

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

- 5.3 If a card is found face up in the Card Shoe or is exposed while the Dealer is distributing the cards to the Player, the exposed card shall be discarded and shall not be used in the Round of play.
- 5.4 In the event a new Player intends to join a table, such Player shall pay an amount equivalent to the Big Blind to join the Round of play. This shall not apply to a new Player joining a table in the first Orbit. A new Player joining a table in the first Orbit shall be informed by the Dealer that he is not required to pay the Big Blind unless he sits on the seat where the Big Blind is to be posted.
- 5.4.1 In the event a Player is relocated by a Pit Employee to another table with an ongoing game, the Player is not required to pay the Big Blind or Small Blind to join the game, with the exception of the situation where the Player sits on the seat where the Big Blind is to be posted, then he shall pay the Big Blind to join the table.
- 5.4.2 In the event a Player leaves his seat temporarily and misses posting a Blind Bet(s), such Player shall pay the Small Blind and Big Blind to return to the table, with the exception of the following situations:
- a. where the Player misses posting a Small Blind and returns when the Dealer Button is placed at his seat, the Player is required to only pay the Small Blind to return to the table. In such a scenario, the Player shall wait until the Dealer Button has passed the Player's seat before returning to the table;
 - b. where the Player misses posting a Small Blind and returns on a seat where the Dealer Button is not placed and the Big Blind or Small Blind is not to be posted, the Player is required to only pay the Small Blind to return to the table;
 - c. where the Player misses posting a Small Blind and returns when he is due to post the Big Blind, the Player is required to only pay the Big Blind to return to the table; and
 - d. where the Player misses posting a Big Blind and a Small Blind and returns when he is due to post the Big Blind, he is required to only pay the Big Blind to return to the table.

The House shall have the sole discretion to deem that a Player has left the game if he consecutively misses two turns or has not previously indicated his intention to return to the game.

- 5.5 If a Player is absent from the table when he is due to place the Small Blind, the Player on the left of the absent Player shall post the Big Blind and the Round of play shall proceed without a Small Blind. On the subsequent Round of play, the Dealer button is moved to the empty seat of the absent Player and the Players on the left of the absent Player shall post the Small Blind and the Big Blind accordingly.
- 5.6 If a Player is absent from the table when he is due to place the Big Blind, the Player on the left of the absent Player shall post the Big Blind, a "missed Blind" button shall be placed on the position of the absent Player and the Round of play shall proceed. On the subsequent Round of play, the "missed Blind" button shall remain at the empty seat of the absent Player and the Players on the left of the absent Player shall post the Small Blind and the Big Blind accordingly.
- 5.7 If any Flop Card is exposed before the completion of the 1st Betting Round, it shall be taken back by the Dealer, together with the Burnt Card and shuffled with the remaining cards in the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.8 If more than three Flop Cards are dealt before the 2nd Betting Round and Reconstruction is not possible, the Flop Cards shall be taken back by the Dealer, together with the Burnt Card and shuffled with the remaining cards in the Card Shoe. The Dealer shall then resume and continue the Round of play.
 - 5.8.1 If more than one Turn Card is dealt before the 3rd Betting Round and Reconstruction is not possible, the Turn Cards shall be taken back by the Dealer, together with the Burnt Card and shuffled with the remaining cards in the Card Shoe. The Dealer shall then resume and continue the Round of play.
 - 5.8.2 If more than one River Card is dealt before the 4th Betting Round and Reconstruction is not possible, the River Cards shall be taken back by the Dealer, together with the Burnt Card and shuffled with the remaining cards in the Card Shoe. The Dealer shall then resume and continue the Round of play.

- 5.9 If the Dealer exposes the Turn Card or River Card before the completion of the 2nd or 3rd Betting Round respectively, it shall be taken back by the Dealer, together with the Burnt Card and shuffled with the remaining cards in the Card Shoe. The Dealer shall then resume and continue the Round of play.
- 5.10 If any Player attempts to act Out of Turn, the Player shall retract his action and shall then act in the correct sequence subjected to the following:
- 5.10.1 If the Player who should BET before the Out of Turn Player Checks, then the Out of Turn Player shall Check.
 - 5.10.2 If any Player who should BET before the Out of Turn Player makes a Bet smaller than or equal to the BET indicated by the Player attempting to act Out of Turn, then the Player who attempted to act Out of Turn may Call or Fold but is not permitted to Raise.
 - 5.10.3 If any Player who should BET before the Out of Turn Player makes a Bet in excess of the BET indicated by the Player attempting to act Out of Turn, , then the Player who attempted to act Out of Turn may Call or Raise. If the Player who acted Out of Turn chooses to Fold, then the Out of Turn BET shall stand and remain in the Pot.
 - 5.10.4 If any Player(s) who is due to act before the Player who acted Out of Turn decides to Fold, the Out of Turn BET shall stand and remain in the Pot.
- 5.11 Where a Player exposes one or both of his Hole Cards before the completion of the Final Betting Round, his Hole Cards shall be considered folded.
- 5.12 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.13 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.14 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 decision on how to resolve such matters shall be made by the Table Game Shift Manager or above.

Appendix A

