

POKER

(RWS)

Game Rules

(Version 5)

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1. Definitions

In these rules:

Active Player for a round of play refers to a Player who has not folded.

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. The amount of chips cannot exceed the structured limit and/or raise, if a raise is an option. An All-in Player can only win that portion of the pot or pots to which he had contributed.

To **bet** means to place chips over the line in front of the Player. A bet excludes a call or a raise.

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 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; or
- (d) 4th or final 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.

Blind means a predetermined mandatory contribution to the pot placed by a selected Player or 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 – the Small Blind and the Big Blind.

Big Blind refers to the larger of two Blinds in each Round, 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.

To **burn** a card means to discard face down the first card off the remaining deck prior to dealing the Flop Cards, the Turn Card and the River Card. The card that is discarded face down shall be termed the "Burnt Card".

To **call** means the Player is required to place chips over the line in front of the Player in an amount equal to the immediately preceding bet in that round or going All-in if the remaining chips are less than the size of the immediately preceding bet.

To **check** means the Player is required make a clearly visible tapping or knocking motion on the table to indicate 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 a bet made.

Community Cards mean cards dealt to the centre of the table, which may be used by any of the Players to complete his best possible hand.

Dealer Button is a marker that indicates the last Player to receive cards. It then moves clockwise to the next Player at the conclusion of each game.

Flop Cards mean the first three Community Cards dealt face down and subsequently flipped over by the Dealer.

To **fold** means the Player is required to place the cards over the line in front of the Player and to be collected by the Dealer. This indicates that the Player no longer wants to continue in the game.

Game Marker is a disc to indicate the status of the round of play as follows:

- (i) "BETTING ROUND" means that the round of play is in progress and the Hole Cards should not be exposed before the completion of the 4th or final Betting Round.
- (ii) "SHOWDOWN" means that the 4th or final Betting Round has completed and Players are obliged to show their Hole Cards.

Hole Cards mean the first two cards dealt face down to each Player.

House means the Casino Operator.

Main Pot means the initial pot created in a game of poker prior to the creation of Side Pot(s).

Pot means the total sum of any chips contributed and/or placed by Players as Blinds, bets, calls, and/or raises.

To **raise** means the Player is required to place chips over the line in front of the Player in an amount greater than a previous bet made during a Betting Round.

Rake means the act of taking a percentage of the pot or amount due to the House for hosting the game.

River Card means the fifth and final Community Card dealt face down and subsequently flipped over by the Dealer.

Side Pot(s) means a separate pot or pots created in a game of poker due to one or more Players going All-in.

Small Blind means the smaller of the two Blinds in each Round, which shall be made by the Player to the immediate left of the Dealer Button position, and which shall be of a fixed amount as stipulated by the House at each table.

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 bet up to the amount of chips on the table and may not augment their Table stake whilst a round of play is in progress.

Turn Card means the fourth Community Card dealt face down and subsequently flipped over by the Dealer.

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 Poker shall be played with a standard single deck consisting of 52 cards.

3. How to Play

- 3.1 Commencement of play shall begin with the Dealer placing the “BETTING ROUND” Game Marker in front of himself and placing the Dealer Button in front of the Player on the Dealer’s immediate left; thereafter the Dealer announces “Place your Blind bets, please”.
- 3.2 The betting structure shall be “No Limit”, which means that a Player may bet any amount up to and including his entire Table stake at any time and may go All-in on a hand at any time. This is subject to the rules on raises, as stipulated in rule 3.3.
- 3.3 The minimum raise shall be equal to the amount of Big Blind and any subsequent raise shall be at least the amount of the previous raise. There is no cap on the number of raises allowed in each Betting Round.
- 3.4 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. An Active Player must not add to or reduce his Table stake during a game.
- 3.5 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.
 - 3.5.1 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.

3.5.2 The rankings of 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♥

3.5.3 The rankings for hands of the 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;
- 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.

3.6 The Dealer shall deal the cards starting with the Player to the immediate left of the Dealer Button position and continuing in a clockwise direction. The Dealer shall deal one card at a time to each Player until each Player receives two cards.

- 3.7 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 and the other Player shall place the Big Blind.
- 3.8 The Dealer then begins the 1st Betting Round by dealing one card at a time face down to each Player until each Player receives two cards (the Hole Cards).
- 3.8.1 The 1st Betting Round shall proceed as follows:
- a) 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. 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 around the table in 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.
- 3.9 After the 1st Betting Round ends, the Dealer shall begin the 2nd Betting Round by burning a card and dealing the Flop Cards.
- 3.9.1 Betting for the 2nd Betting Round shall proceed as follows:
- a) The Player to the immediate left of the Dealer Button position shall be the first to act and may bet, check or fold.
 - b) If the Player to the immediate left of the Dealer Button position has opted to check, the subsequent Active Player(s) may opt to check, bet or fold.
 - c) Once a bet has been made in a Betting Round, subsequent Active Player(s) can only call, raise or fold and is not allowed to check.
 - d) Betting continues round the table in a clockwise direction until each Player has had an opportunity to call, raise or fold.

- 3.10 After the 2nd Betting Round ends, the Dealer shall begin the 3rd Betting Round by burning a card and dealing the Turn Card.
- 3.11 After the 3rd Betting Round ends, the Dealer shall begin the 4th Betting Round by burning a card and dealing the River Card.
- 3.12 Betting for the 3rd Betting Round and the 4th Betting Round shall proceed in a similar manner as the 2nd Betting Round.
- 3.13 Upon completion of the 4th (and final) Betting Round, the Dealer shall flip the Game Marker to "SHOWDOWN":
- 3.13.1 If only one Player remains, the Player shall win the pot and is not obligated to show his hand.
- 3.13.2 If two or more Players remain:
- a) It shall be the obligation of the Player who has last raised in the 4th Betting Round to show his hand first. In the event that no Player raises in the 4th Betting Round, it shall be the obligation of the Player who has last betted in the 4th Betting Round to show his hand first.
 - b) If all Players had opted to check in the 4th Betting Round, the first Active Player on the immediate left of the Dealer Button position shall have the obligation to show his hand.
 - c) All remaining Players shall, if holding a hand of equal or higher value, will then show their hands.
 - d) 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.

- 3.14 In any Betting Round, a Player may go All-in.
- 3.14.1 A Player who does not have a Table stake of sufficient value to meet a bet and who wishes to stay in the hand must bet the remaining amount of his Table stake. He remains in the hand as an Active Player, but takes no further part in any subsequent Betting Round(s).
 - 3.14.2 When a Player goes All-in for less than the amount required to bet, 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).
 - 3.14.3 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 call and raise.
 - 3.14.4 A Player who has gone All-in is only eligible to win the pot or pots they have contributed to.

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.
- 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.
- 4.4 The Player who obtains the highest-ranking five-card hand will win the pot(s).
- 4.5 When two or more Players hold winning hands of equal value, 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 In the event that one or more Players go All-in, the Main Pot and Side Pot(s) will be resolved as follows:
 - 4.6.1 If an All-in Player has the highest-ranking hand, he will win the Main Pot and the Side Pot(s) which he has contributed to.
 - 4.6.2 The Side Pot(s) will 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 that any of the following situations occur, the game shall be considered void:
- 5.1.1 Any foreign card that does not form part of the set of cards is found in the progress of a game. The outcomes of all previous games will stand. The cards in use shall be removed from the table and new cards shall be put into play;
 - 5.1.2 There is any shortage or excess of cards in the deck;
 - 5.1.3 Two or more cards are exposed in the initial deal, regardless of whether the cards can be reconstructed;
 - 5.1.4 A Player is dealt an incorrect number of cards and any Player has seen any card(s); or
 - 5.1.5 The Dealer leaves out a hand or deals an extra hand, and it is noticed:
 - a. Before the Player has looked at his Hole Cards and the cards cannot be reconstructed; or
 - b. After a Player has looked at his Hole Cards.

Appendix "A"

