



Mohegan Sun POKER ROOM

POKER RULES



OVERVIEW

This rulebook was designed to cover the many possible scenarios and circumstances that may come up in the Poker Room. A guest’s presence in the Poker Room means that they agree to abide by our rules and procedures. By taking a seat in one of our games, they are accepting our management as the final authority on all matters relating to that game.



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PROPER CONDUCT

Each Player in a poker game shall play the game solely to improve their chance of winning and shall take no action to improve another Player's chance of winning. No one may communicate any information to another which could assist that Player in the outcome of the poker game.

GENERAL RULES

1. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the Poker Supervisor shall be final.
2. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
3. It shall be the responsibility of all Players to protect their hand until they are satisfied that it has lost to all hands at the table.
4. Each Player shall be required to keep all cards dealt to them in full view of the Dealer at all times. The Dealer is required to ensure compliance.
5. A new Player who is dealt a hand must have the minimum buy-in amount in chips.
6. All games are Table Stakes, meaning money cannot be removed from the table during the course of play. Money may be added according to the game limits in-between hands.
7. Management will make reasonable efforts to have Players keep their chips on the table throughout their playing session, however we cannot be responsible if Players remove chips during the course of play. In the event of a dispute, only the chips on the table at the beginning of the hand will play.
8. Undeclared chips or money does not play. Money or chips must be in plain sight of the Dealer and the amount visible prior to cards being dealt in order to play.
9. Chips in play must be on the felt or in a rack that is touching the felt. Chips are not permitted on the rail under any circumstances.
10. A Player is entitled to a clear view of an Opponent's chips and cash (when it plays). Higher denomination chips must be visible and identifiable at all times, either on top of chip stacks or in front.
11. When calling a bet, it is the Player's responsibility to determine the correct amount of an Opponent's bet before calling, regardless of what is stated by others.
12. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The Player initiating the final bet or raise that is called shall be the first Player to show their hand at the showdown. If the final betting round is checked, the Player to the left of the button will show first in button games, and the Player to the left of the Dealer will show first in Stud games.
13. A Player who fails to take reasonable means to protect their hand shall have no redress if their hand becomes fouled or the Dealer accidentally collects the hand.
14. A hand that has been placed face-up on the table and properly identified, is a live hand even if the Dealer collects the hand in error.
15. Chips and/or cash may not be transferred from one Player to another.
16. Proposition wagering and/or side bets are not allowed.
17. Conversation in a language other than English is forbidden while at the table.
18. Use of small electronics at the table is permissible as long as the Player is not in the hand. Phone calls must be taken away from the table.
19. Any Player, Dealer or Floorperson who sees an error about to be made in awarding a pot, has an ethical obligation to speak up.
20. A seated Player who is dealt a hand may be obligated to money owed to the pot.
21. The Mohegan Sun Poker Room is not responsible for chips or money left unattended at a table. Chips and/or cash removed by a Player who will be returning to that game must have the amount verified by a Supervisor. This includes Players from a broken game who wish to remain on a must move list.
22. If a Player returns to the same game within one hour of cashing out, the buy-in must equal the amount removed previously from the table.
23. A Player may be picked up if he has been away from the table for 45 minutes. Frequent or continuous absences may cause chips to be picked up regardless of how long a Player had been away from the table.
24. If a Player wants to contest a pot, he or she must do so immediately. Once any cards are dealt for the next hand, all rights to the previous hand have been lost.
25. If additional time is needed to determine the outcome of a pot dispute, the pot or portion thereof may be set aside while the decision is pending.
26. A verbal statement or indication of "fold," "check," "call," "raise," or an announcement of a specific size wager, assuming it is within the parameters of the game being played, shall be binding on the Player if it is that Player's turn to act.
27. A Player may win with too few cards, but never with too many.
28. Rabbit Hunting is not allowed.
29. Players may call-in to get on any list. Any person that has called in and is not present after one hour will become active on the list. Players may place a maximum of two names on the call in list.
30. In a new game, Players who arrive at the table earliest get first choice of remaining seats. If multiple Players want the same seat and arrive at the same time, the Player that is higher on the list will have preference.

31. In order to maintain your place on a list, you must play five handed or more in a new or must-move game.
32. If a Player's chips are picked up from a main game and they return within 10 minutes of being picked up, they will be seated on the must move game and placed on the top of the must-move list. If they return later than 10 minutes from being picked up, they will go to the bottom of the must move list.
33. When a game breaks, the Players will draw a card to determine the seating order for a similar game, or to be placed on the waiting list. The Floorperson will draw a card for an absent Player provided the player has not been away from the game for more than 15 minutes and is not the cause of the game breaking.
34. When facing a bet, a hand is considered dead if you throw your cards face down, in a forward motion.
35. A discarded hand should be returned to the Player, if possible when:
 - a. A Player thinks they have won the pot, and there is still a live hand out.
 - b. A Player already in for a bet thinks that he owes more money.
 - c. A Player has obligated himself to put money into the pot and is attempting to fold instead.
36. Straddles are allowed in all Hold'em games. Only one straddle will be allowed per hand and it can only be placed by the Player who is under the gun (first to act after the big blind). The straddle must be double the big blind and announced or placed before the first card is dealt.
37. Blinds and Buying the Button:
 - A Player who has missed both blinds (small and big) can come in between the small blind and the button provided he or she posts both the big blind and the small blind (small blind being dead). The regular small blind and big blind will not post blinds for that hand. The button will go to the missed blind Player on the next hand, and regular blinds will be placed.
 - A Player who misses the small and big blinds can resume play by either posting all of the missed blinds, waiting for the natural big blind position, or posting in the straddle position. If the Player chooses to post the total amount of the blinds, the amount of the big blind is live and they will have an option to raise when it is their turn.
 - A Player who has missed only the small blind will be allowed to re-enter the game by posting only the small blind. The amount will be considered dead. The Player may also elect to come into the natural big blind position and post only the big blind monies.

POKER CONDUCT

1. Language, dress and behavior should be of a standard appropriate for ladies and gentlemen.
2. A Player who expects to be showing down the winning hand should show it immediately.
3. It is considered impolite to ask to see the hand of a Player one has just beaten in a pot, or to use the request as a "needle."
4. There shall be no intentional delay of the game.
5. In most situations, a Player who has no interest in the pot should still hold onto their hand although nobody has bet. They should not fold, even in turn.
6. A raise should be announced.
7. A Player going all-in should announce that fact.
8. A Player should turn all of their cards face down when folding.
9. A Player is entitled to quit the game any time he or she chooses without suffering criticism.
10. Players should speak up and assist the Dealer by calling attention to an error in the amount of a bet or improper reading of a hand.
11. It is improper to make an effort to see another's hole cards such as leaning or ducking the head, however, one is not obliged to look away if cards are openly exposed to view. It is proper for an opponent to complain when a Player is constantly getting the opportunity to see another's hole cards.
12. Discarded hands should be released on a low line of flight and at a moderate rate of speed. They should be directed toward the muck, not the Dealer's hands.

The following unethical or improper actions are grounds for warning or excluding a Player from the Poker Room:

1. Lengthy post-mortems about a hand.
2. Agreeing to check a hand to showdown.
3. Deliberately stalling the action of a game.
4. Hiding larger denomination chips and/or cash.
5. Repeatedly acting out of turn or influencing action in the game.
6. Reading a hand for another Player during showdown before it has been placed face up on the table.
7. Telling anyone to turn a hand face up at showdown.
8. Criticism of the way another Player has elected to play their hand or their general style of play.
9. Talk or action demeaning to the Dealer or Player will not be tolerated. Throwing cards, name-calling and other such uncivilized behavior will be grounds for suspending or barring any Player from the card room.

HOUSE POLICIES

1. A Player must be seated by a Floorperson if they wish to play in a game.
2. Seating in a new game is first come first serve, despite the order of names on the list. A seat is considered "locked up" when the Player marks their chosen seat with a Player's card or chips. If two Players arrive at a seat at the same time, the seat will go to whomever is higher on the list.
3. A Player can only lock up their own seat on a game.
4. Should a seat open on a particular game, all existing Players on the table have a right to claim that seat. Once the new Player physically takes the open seat, either by sitting down or placing chips on the table, a Player's card or some form of identification, all other Players lose any rights to the seat.
5. A Player cannot be put on a list if seats are open on that game type and limit.
6. If a Player's name is called for a game, they must take the seat or request to be rolled to the bottom of the list.
7. A Player will only be rolled to the bottom of the list two times on a particular game.
8. If a Player locks up a seat in a game, they have 15 minutes to claim the seat or risk losing the seat to another Player.
9. A Player may not switch positions with another Player on the list.
10. If there is more than one game of the same type and limit, the Floorperson will seat a new Player in the shortest game, to keep the games balanced.
11. The Mohegan Sun Poker Room chip pick-up policy for Players away from the tables is as follows:

Rake Games: When a Dealer sits in the box, they will put a Player who is absent from the table into "lobby" (if the player is not in "lobby" already), by pressing a button on the LED screen. The light corresponding with that seat will now flash, putting the Player's seat into hold status. The Player will have 45 minutes to return to the seat. If the Player exceeds the 45 minute period, the Player's chips will be picked up.

Time Games: When a Dealer sits in the box, they will place an absent button wherever there is a Player absent from the game. Once a Player receives a second absent button, the Dealer will place the Player into "lobby" then notify the Supervisor. After 20 minutes the Player's chips will be picked up.

Players who have had their chips picked up, but return within 10 minutes of the pick up, may have their initials placed second on the list. If they return after 10 minutes of the pick up, they will be placed at the bottom of the list.

12. **Optional Dinner List:** If a Player wishes to be put on the dinner list, he or she must pick their chips up from the game and ask the Floorperson to have their name put on the dinner list. Upon returning to the room, the Player will have their name inserted second on the list for the same type and limit provided they return within the allotted time frame. Multiple Players returning from dinner will be inserted every other position on the list. Players will have 1½ hours to return from dinner Sunday through Thursday, and up to 2 hours on Friday and Saturday.
13. **Third Man Walking:** The 3rd man walking will be any Player who gets up from their seat in cash game after two other Players are already away from the table. This Player will have 10 minutes to return or their seat or it will be forfeited if there is a waiting list for the game.
14. If a Player desires to transfer to another game of the same type and limit, he or she may do so only if their game is full or there is a replacement Player. This transfer must be approved by a Floorperson.
15. When two games of the same type and limit are combined, the following rules will apply:
 - a. A Player who transfers from a broken game to a game of the same type and limit may continue to play the same amount of money.
 - b. If the broken game is a No Limit game, the transferring Player may not bring an amount that exceeds the chip leader at that particular game.
 - c. In games using blinds, the button moves to the Player already at the table who is due to receive it. The blinds are posted accordingly.
16. When Players are transferring from an existing game to a new game, they must wait until the new game is established or a ½ hour after the new game starts. Players will be moved in the order they signed up on the transfer list, providing the games meet the balance guidelines. **Exception:** a new Player wants to switch tables with a Player in the existing game who is first on the transfer list.
17. The house reserves the right to prohibit any Players from playing on the same game.
18. Talking or texting on a cell phone while playing a hand is strictly prohibited.
19. The house reserves the right to move any game to a new location.
20. A change in the limit of any game must be approved by a Floorperson. All active Players must be present at the table and must agree in order to change the limit.
21. Anteing for another Player is strictly prohibited.
22. Splitting of pots is strictly prohibited.
23. In live games everyone but the bettor may call time on the caller.
24. Discourteous behavior or abusive language will not be tolerated under any circumstances at any time.

OPERATING PROCEDURES

1. All games are table stakes. Table stakes is the currency or gaming chips in play. A Player may not subtract from his or her currency or gaming chips at any time during ongoing play.
2. Each card dealt must be the top card off the deck.
3. All discarded hands shall be verified by the Dealer to determine that the proper numbers of cards have been returned.
4. Only one Player is permitted to a hand and that Player must make all decisions without any advice from anyone else. A Floorperson may stop the action and inspect any Player's hand if deemed necessary.
5. Any information about a folded hand that is given to one active Player in a pot must be shared with all the Players in the pot.
6. An un-called winning hand shown to another Player must, upon request, be shown to all Players.
7. No playing over. No Player will be allowed to play their own money in a seat currently held by another Player who is away from the table. A Player may not play another Player's chips or occupy that Player's seat while he or she is away from the table.
8. Check and raise is permitted unless otherwise posted.
9. Only Players who are seated and/or request a hand may be permitted to receive cards and participate in each betting round.
10. Management has the right to "close" or make private any game at any time. Games may be closed regardless of the number of Players if approved by the Pit Manager. Private games are subject to the maximum table rental fee for that limit as if the game were open and full.

THE BUY-IN/ALL-IN/TABLES STAKES

1. Minimum buy-in is five times the maximum bet unless otherwise posted.
2. A new Player who expects to be dealt a hand must have the minimum buy-in amount converted to chips prior to being dealt a hand.
3. Signs will be posted at each poker table indicating type of game, limit, antes or blinds, and rake or time charges.
4. A Player is never obligated to drop out of contention because they have insufficient funds to call the full amount of a bet. They may call and receive action for the amount of chips in front of them.
5. In an all-in situation, odd white chips play if they are part of the ante or blind structure. On a game using half dollars, the half dollars will only play in an all-in situation in dollar increments.
6. When the action falls upon the Player who is all in, it passes clockwise to the next active Player.
7. If a Player goes all in and loses the hand, the Player must buy in for the minimum amount before they can receive another hand.

8. A Player with no chips or money cannot be dealt a hand.
9. Undeclared chips or money does not play. Money or chips must be in plain sight of the dealer on the playing felt, and the amount visible prior to cards being dealt. Large denomination chips must be kept on top or in front of chip stacks and in plain sight. The same rules apply to cash on the table (when it plays).
10. A Player must have at least the size of an ante and the minimum bet amount to play a hand in Stud. In Hold'em and Omaha, an amount equal to the large blind is required to play a hand.
11. Chips and/or cash may not be transferred from one player to another.
12. A Player may only add to their gaming chips or currency between rounds of play and may not remove any of their gaming chips from the poker table at any time during ongoing play.

EXPOSED CARDS

1. If a card is accidentally dealt off the table it shall be treated as an exposed card and remain in play. The deck shall be counted by the Floorperson at the completion of the hand.
2. A down card dealt face-up or a down card that flashes as it is dealt so that another Player might know its identity, is considered to be an exposed card.
3. A card exposed by the Player themselves is not considered to be an exposed card.
4. If there is a question of whether a card actually flashed, the Player is entitled to have it replaced if they have not looked at the card.
5. The type of poker game shall determine the method of replacement of an exposed card.

STUD

1. If a Player's first or second hole card is accidentally turned face up in the dealing process, the third card shall be dealt face down.
2. If both hole cards are accidentally turned face up, the Dealer shall collect all three cards (after dealing a final down card to that spot), call the Player's hand dead and return the Player's ante.
3. If the final card dealt to a Player is exposed the following rules will apply:
 - a. If the first Player received their card face up, all remaining Players receive their cards face up and action is started with the Player whose hand was high on sixth street.
 - b. If any other Player's card is exposed, that Player will have the option of declaring themselves all-in prior to any action. Action will start with the high hand on sixth street.
 - c. In heads up play, if the first Player's card is exposed, the second Player's card will be exposed and action will continue as normal. Should only the second Player's card be exposed then there will be no more betting and both hands will be shown.

HOLD'EM / OMAHA

1. If any of the face-down cards in the games of Hold'em or Omaha are accidentally turned face up in the dealing process, the Dealer shall exchange the exposed card with the card off the top of the deck once all the hands have been dealt. The exposed card will be placed on top of the stub and used as a burn card. Two or more exposed cards is a misdeal.

BOXED CARDS

A boxed card is a card found face up in the deck. Boxed cards will be treated as a scrap of paper, placed in the discard pile and replaced with the next card off the deck.

MISDEALS

1. A misdeal shall cause all the cards to be returned to the Dealer for a reshuffle provided attention is called to the error before substantial action has taken place.
2. The following actions shall cause a misdeal to be declared before substantial action:
 - a. Failure to shuffle and cut the deck before dealing.
 - b. Dealing to the wrong Player first.
 - c. In a game using an ante: if a Player who has anted is dealt out, it shall be declared a misdeal so long as no Player has yet been dealt all the cards for a starting hand. If the error is not discovered until one or more Players has been dealt all of their cards, the Player dealt out receives their ante back and the hand is played out.
 - d. In a game using blinds, dealing out a Player at the table or dealing out an absent Player who has requested a hand shall be declared a misdeal so long as no Player has yet been dealt all the cards for a starting hand.
 - e. Dealing too few cards to a Player, except when that player is due to get the top card of the deck.
 - f. Dealing too many cards to a Player, except when the last card dealt was due to be the burn card and can be returned to the deck.
 - g. If either the first or second card off the deck is exposed.
 - h. If two or more cards are exposed by the Dealer that need to be replaced.
 - i. If three or more boxed (improperly faced) cards are present in the deck.
3. A misdeal does not occur when:
 - a. In any game played with an ante, if the pot is found to be short one or more antes. The offender(s) shall have a live hand and have to put in the missing ante. The deal is played out with a short pot if the offender cannot be determined.
 - b. An absent Player is dealt in. The hand is killed if they are not back by the time it is their turn to act.
 - c. An ineligible seat or Player is dealt in. The Dealer continues to deal a complete hand in that spot face down, and then the hand is killed.

- d. A Player discovers that they have too many cards after substantial action has occurred. They have a dead hand.
- e. A Player discovers they have too few cards. The hand may be played.
- f. A card initially dealt to the wrong Player can be moved to its proper owner in a simple manner, without any damage being done. If there is any chance the wrong Player looked at the card's face, it is a misdeal.

DEFECTIVE DECK

If the integrity of the deck is obviously substandard, the pot may be declared dead and all bets returned. A Player who realizes the deck is defective has an obligation to call attention to the fact immediately. A Player who plays knowing that the deck is defective in order to alter the results of the game, shall be subject to suspension of play in the card room.

UNCALLED BET

1. A Player who makes a bet that nobody calls wins the pot.
2. A Player who makes a bet and throws their hand away assuming there are no live hands against them, will have no recourse if the hand comes in contact with the discards and cannot be reconstructed.
3. An uncalled winning hand shown to another Player must, upon request, be shown to all Players.

BETTING AND RAISING

1. Check and raise is permitted unless otherwise posted.
2. A bet made without the word "raise" being stated, that is half or more the amount needed to raise, shall be considered a raise. If it is less than half, it will be considered a call.
3. If a Player makes a call behind a raise, the Player may take the money back if it appears he or she was unaware that a raise had been made. All of the called money must remain in the pot if a subsequent Player has called the complete bet or exposed their hand.
4. String bets are not allowed. If a Player intends to raise, he or she should either put all the chips constituting the raise into the pot at one time or announce the intent to raise.
5. An oversized chip placed in the pot is considered to be the maximum allowable bet if the Player is first to act and only a call if there is a bet to the Player.
6. On games where cash plays, cash placed into the pot without asking for change shall be treated in the same manner as chips. An oversize bill placed in the betting area is a call unless otherwise announced.
7. Proposition wagering and/or side bets are not allowed.
8. All-in Players do not affect the maximum number of raises allowed.
9. Once betting has been capped, the folding of a Player's hand does not uncapped the betting.

LIMIT RAISE RULES

1. If a Player mistakenly bets the lower limit on an upper limit bet, and it is discovered before the round of betting is complete, all bets must be increased to the proper size.
2. A raise is defined as a bet which increases the size of a previous wager during a round of betting. In limit games the following shall apply:
 - a. The minimum size bet to reopen the betting round must be at least half of a "full bet." A Player facing at least half of a full bet may fold, call or raise a full bet.
 - b. A Player facing a wager of less than half a full bet may fold, call or complete the bet.
3. In structured games a maximum of three raises are allowed unless the action is between two Players in which case there is no limit to the number of raises. In a No-Limit game there is no limit to the number of raises.

BETTING LINE

1. The betting line serves two main purposes: it allows a safe workspace for Players to construct their bets prior to committing them to the pot, and it assists the Dealer in being able to reach the bets more easily.
2. Any chips released in the same motion will be considered part of the same action, even if some of them do not reach (or remain inside of) the betting line.
3. For chips held in the hand, forward motion towards the betting line commits a Player to take at least some minimum action. The precise amount of the action may still need to be determined.
4. The only way a Player is allowed a second trip across the betting line is if he or she announces their intention to raise, prior to releasing or cutting out any chips onto the felt inside the betting line.
5. Other than an announced raise, once a Player begins to withdraw their hand from inside the betting line, their action is complete; no other Player should assume action is complete until then. Furthermore, no subsequent Player should take any action if the status or amount of a previous action is unclear for any reason. This especially applies to prematurely revealing one's hand.
6. None of these guidelines supersede the authority of the Poker Supervisor to make decisions intended to preserve the equity and fairness of the game. Furthermore, any attempt by a Player to use the betting line to manipulate or circumvent the rules of poker will be considered by management to be a punishable action.

HAND PROTECTION

A Player who fails to take reasonable means to protect their hand shall have no redress if their hand becomes fouled or the Dealer accidentally collects the hand.

1. It is the responsibility of each Player to ensure that their hand has lost to all other hands at the table before discarding the cards.

2. A Player who leaves the table without comment and has an unprotected hand, is assumed to have no interest in the pot, and their hand will be mucked.

ACTION OUT OF TURN

1. A Player has the right to act on their hand, and an obligation to notify other Players that they have not yet acted when the betting action bypasses them.

The following rules apply when betting action bypasses a Player who has not yet acted:

- a. If substantial action takes place behind a Player whose turn has come to act and has not yet acted, the actions stand. The Player must check if there has not been a bet to them and may only call or fold if there was a bet to them. The Dealer counts as a person if he or she has condoned the action, and is considered having acted if he or she has dealt the burn card from the deck or pushed the action past the proper Player.
 - b. If substantial action has taken place and the Dealer deals any cards for the next round, the Player who has not called all bets has a dead hand.
 - c. In stud, an action taken by a Player who thinks he or she is first to act becomes established if the next two Players act behind them. Betting shall continue as if he or she was supposed to act first.
2. An action out of turn may seriously disrupt the normal course of betting. Therefore, the following rules will be used to reduce the harm done to non-offending Players if substantial action has not taken place:
 - a. The Poker Supervisor has the authority to require that a Player take the same action in turn that they took out of turn. This means that if a Player acts out of turn by betting, calling or raising they may have to leave the chips in the pot. A Player is allowed to take back a call out of turn if an intervening Player who had not acted is allowed to raise the pot.
 - b. A bet out of turn may be changed to a raise if an intervening Player who had not acted decides to bet, and a raise out of turn may be changed to a re-raise if an intervening Player who had not acted decides to raise.

WORDS AND GESTURES

1. A verbal statement or indication of "fold," "check," "call," "raise," or an announcement of a specific size wager, assuming it is within the parameters of the game being played, shall be binding if it is the Player's turn to act.
2. If a Player facing a check makes any hand motion that can be interpreted as a check, it will be ruled as a check. (i.e. tapping the table, moving the hand side to side, etc.)
3. In Stud, a Player facing a bet who turns down their up-cards or induces another Player to act by picking up their up-cards, has folded and the Dealer should muck their hand.

ODD CHIPS

An odd chip will be broken down to the smallest unit used in the game.

If two or more hands tie, an odd chip will be awarded as follows:

- a. In a button game, the first hand clockwise from the button gets the odd chip.
- b. In high only stud games, the odd chip should be awarded to the high card by suit. In high/low split games, it should be awarded to the high hand; and in low only stud games such as razz, it should be awarded to the low card by suit. (When making this determination, all cards are used, not just the five cards that constitute the Player's hand.)
- c. All side pots and the main pot will be split as separate pots, not mixed together.

THE SHOWDOWN

1. The showdown determines the winner of a hand when more than one Player is in contention for the pot after all betting rounds have been completed. Provided last action is equal, the winning hand remains exposed until the pot has been pushed.
2. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The Player initiating the final bet or raise that is called shall be the first Player to show their hand at the showdown. If the final round is a checked round, the Player to the left of the button will show first in button games, and the Player to the left of the Dealer will show first in Stud games. All other Players showing their hands follow in turn in a clockwise rotation. Players holding losing hands may concede their rights to the pot and discard their hand, however, the Mohegan Sun Poker Room may require the disclosure of any discarded hands.
3. A hand that has been placed face-up on the table and properly identified, is a live hand even if the Dealer collects the hand in error.
4. At showdown, discarding cards face down does not automatically kill them. A Player may retrieve their discarded hand and table their cards for a chance to win the pot.
5. If a Player wants to contest a pot, they must do so immediately. Once any cards are dealt for the next hand, all rights to the previous hand have been lost.
6. Only Players who are in possession of cards at showdown can request to see a hand.
7. If a Player asks to see a losing hand, the pot is pushed to the winner first. Then, although the losing hand is dead, the Dealer may tap the muck with the losing hand and display the cards. The losing hand will be considered dead even if it was discovered to be the best hand, unless the winner of the pot was the one that requested to see the hand.

SEVEN CARD STUD HIGH

In Seven Card Stud, the following rules shall apply:

1. The low card by suit is required to initiate action on the first round. This is a "forced" wager. The next Player may fold, call or raise, completing the forced wager to the full bet.
2. Suits are ranked from lowest to highest: Clubs, Diamonds, Hearts and Spades.
3. On subsequent rounds, the high hand on board initiates the betting action. If hands are tied, the Player to the left of the Dealer acts first.
4. If a Player completes the forced bet, it is not considered a raise. There will still be three raises left to cap betting. (I.e. in a 10/20 Stud game, the forced bet brings it in for \$3 and the next player makes it \$10. There can still be three raises and the cap will be \$40.)
5. In a non-structured game after third street, any bet made with an oversize chip without comment will be interpreted as the maximum bet. (I.e. in a 1-5 game, after third street, a Player whose turn it is to act throws in a \$5 chip or higher, the bet will be \$5.)
6. A Player facing a bet in a non-structured game who announces a raise will be interpreted as the maximum bet. (I.e. in a 1-5 game, if a Player facing a \$3 bet calls out raise, he must make it \$8 unless he specifies that he wants to wager \$6 or \$7.)
7. For split-limit or structured games, the lower limit applies on the first two betting rounds unless there is an open pair:
 - a. If there is an open pair on fourth street, any bettor has the option of wagering either the lower or upper limit.
 - b. If he or she bets the lower limit, he or she may be raised the amount of either the upper or lower limit by any player.
 - c. Subsequent raisers also may raise the lower limit if nobody has bet or raised the upper limit.
 - d. If a Player calls out bet, it will be interpreted as the lower limit.
8. On fifth, sixth or seventh street, only the higher limit may be bet.
9. A Player receiving a final down card in a stud game that should have been dealt to another Player must keep it if it has been intermingled with their down cards or if there is any chance that the Player has looked at the card. The Player who was missed will be given the next card off the stub.

SEVEN CARD STUD HIGH-LOW, SEVEN CARD STUD HIGH-LOW 8 OR BETTER

There are many similarities between these two games, however, there are some significant differences:

IN SEVEN CARD STUD HIGH-LOW SPLIT 8 OR BETTER

1. A qualifier of eight or better is needed to be in contention for the low half of the pot.
2. The low card by suit initiates betting action on the first round. An ace counts as a high card for this purpose.

IN SEVEN CARD STUD HIGH-LOW

1. No qualifier is needed.
2. The high card by suit initiates betting on the first round.

IN BOTH SEVEN CARD STUD HIGH-LOW AND SEVEN CARD STUD HIGH-LOW 8 OR BETTER

1. On subsequent rounds, the high hand initiates action.
2. Split limit High-Low games use the lower limit on third and fourth street and the upper limit on subsequent streets. An open pair does not affect the limit.
3. Straights and flushes do not impair the value of a hand for low.
4. A Player may use any five cards to make their best high hand and any other grouping of five cards, even if the same as their high hand, to make their best low hand.

SEVEN CARD HIGH, SEVEN CARD STUD HIGH-LOW, SEVEN CARD HIGH-LOW 8 OR BETTER GENERAL RULES

1. A Player who has anted, but is not actually present at the table when the time comes to act on their hand, will have the forced bet put in the pot for them, if obligated.
2. If a Player who is in for all the bets folds, their seat receives the card it was due on the subsequent round, and continues to receive a card on subsequent rounds until there is a bet.
3. If the Dealer is going to run out of cards before all active Players have a complete hand, the following procedure shall be used:
 - a. Shuffle the last card off the stub with the burn cards, and deal the final cards face down with no burn. If there still will not be enough cards with this method, a community card will be dealt.
 - b. If only some of the Players are sharing a common card, there shall be no more betting.
4. In all games, the Dealer should indicate who acts first.
5. Any card dealt before everyone has acted may not be kept. A new deck is made from the unused stub and the improperly dealt cards being careful not to use any burn or muck cards. The dealer shuffles, cuts and deals.

HOLD'EM

Each Player receives two down cards. Five community cards are shared. The best five cards play.

OMAHA

Each Player receives four down cards. Five community cards are shared. Each player must specifically play two cards from their hand and three from the board.

OMAHA HIGH-LOW SPLIT

A Player may use any two cards from their hand for high and the same or any other combination of two cards for the low hand. Split pot games use a qualifier of eight or better for the low.

USE OF BLINDS

1. Games with a house Dealer use a flat disk called the dealer button to indicate the theoretical dealer of each hand. Two blind bets are used to initiate action.
2. The Player to the immediate left of the button is first to receive a card. This is the small blind position. The Player next in position will post a big blind or large blind, and will be the last to act on the initial betting round.
3. In a new game the position of the dealer button will be determined by having the Dealer deal one up card to each Player. The Player who receives the highest card by rank and suit will have the button.
4. The first Player to act will be the Player to the left of the big blind. The small blind and big blind will each have an option to raise on the initial round of betting. On subsequent rounds, the first active Player clockwise from the button acts first.
5. In a new game, a Player who takes a seat is not required to post the big blind until that seat misses any blinds.
6. A new Player to the game may not receive a hand between the small blind and the button, or have the privilege of last action, unless the Player "buys" the button.
7. When coming from a broken game, the Player is not obligated to post a blind if the game is of the same type and limit. New Players may allow the big blind to pass their seat and then come in for free.
8. All large blinds are live, meaning the Player has the option of raising the bet when the action reaches them.

HOLD'EM IRREGULARITIES

1. If the flop has more than three cards, the Floormperson shall be called. The Dealer will then scramble the four cards and the Floormperson will select a card which will become an exposed burn card. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their action on will stand, and the Dealer on subsequent streets shall treat the two stuck together cards as a single card.
2. If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and reshuffled, leaving the burn card intact. The new flop will be put out with no burn card.
3. If the Dealer burns and turns before the round of betting is complete, the card will not play. After completion of the betting, the next card is burned and natural river card is put up in the fourth card's place. After betting is completed, the Dealer will reshuffle the stub, including the card that was taken out of play, leaving the burn cards and discards intact. The Dealer will then cut the deck and deal the final card with no burn.
4. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as in the preceding rule.

BLIND PLACEMENT

1. Every Player must take all the blinds each round.
 - a. If a Player had a blind on the previous deal and does not participate in the next hand, their seat may still be assigned a blind or the button.
 - b. A blind or button assigned to an empty seat is termed "dead."
2. A Player who switches games, moves seats or who misses blinds on a round shall have the blinds corrected as follows:
 - a. A Player who misses both blinds must post an amount equal to the sum of the blinds. The excess amount, over the big blind, becomes dead money and is not part of the bet. An owed small blind will be dead money. (**Exception:** if a Player chooses to come in on a straddle, he or she will not be required to post the small blind.)
 - b. A Player who goes broke and wishes to re-enter the game shall be treated as a new Player with regard to the blinds, once they have missed a big blind.
 - c. A Player who moves to a new seat, and goes past three or more active (present at the table) Players clockwise from the blinds, must post the amount of the big blind in order to receive a hand.
 - d. If a Player moves their seat closer to the big blind, they will not have to post an extra blind.
 - e. A Player who has just paid the small and big blind or the button, who then moves to a seat that is due for the big blind, or either of the two seats on the immediate left of the big blind, has the option of letting the blinds go by him without penalty.
 - f. If a seat becomes available on a button game and an existing Player wants to move to it, he or she has the option to play off the button if he or she has already posted the small and big blind.
 - g. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If he or she acts before the mistake is caught, the hand is live and may be played, and the Player must make up the blind on a subsequent deal or wait for big blind position.
 - h. A Player going from a must move game into a main game will have an option. He or she may receive a hand immediately, but will be required to post the big blind when it's their turn, or they may choose to sit out until the button passes and will not be required to post.
 - i. Buying the button is the posting of all owed blinds by a Player so that he or she may be dealt in right away and receive the button on the subsequent hand. The large blind is posted live, and the small blind is dead in the middle. This can only be done between the button and small blind position.

3. If a Player has posted their big blind twice and has not brought attention to this prior to substantial action, they shall have the following options:
 - a. He or she may post their small blind the next hand and the button will progress as normal.
 - b. They can sit out the next hand, the button will be given to the player who has just posted their small blind twice, and the next player will post their big blind. No small blind will be posted this hand. The next hand the button will move to that player who just sat out, and the blinds will progress as normal.
4. If a Player is dealt a hand that is due the big blind and their intention was to sit out for the round of play, the following action will take place:
 - a. If there is no substantial action the hand will be declared a misdeal.
 - b. If substantial action has taken place the hand will be played without a big blind, and on the following hand the button will move, and the hand will be played without a small blind. The button will freeze the next hand to correct the blinds.
5. If a Player pays the large blind then misses the small blind, it will be dead money upon their return.
6. If a Player pays the large blind, then wants to move their seat, the small blind will be live in their new position.

NO-LIMIT HOLD'EM

No Limit buy-ins will have a predetermined minimum and maximum. The buy-in amount will be determined by the blind structure. Blind structures and buy-in amounts will be clearly displayed on the gaming plaque.

1. Existing Players who miss blinds must post them upon return to the game or wait for their natural big blind.
2. A Player going from a must move game must go to the next game with their current chip amount. This amount may be below or above the posted minimum or maximum.
3. Players transferring voluntarily are to meet the posted minimum and maximum requirements.
4. Players from a broken game may come into games of the same limit without posting. They may bring with them any current chip amount above the posted maximum that does not exceed the table's chip leader.
5. Players deciding to bet may request another Player's chip count.
6. Cash may play in limits of 2-5 NL and above. Only denominations of \$100 will play. In limits less than 2-5 NL, cash will not play and must be converted into chips prior to the hand being dealt.
7. There is no limit on the number of raises or the bet/raise amount.

NO-LIMIT RAISE RULES

1. A Player who is intending to raise the pot must do so in one motion or state the word "raise."
 - a. Once a Player declares a raise they will be permitted return to their stack and may raise to any amount. A Player is permitted to work behind the betting line to gather the raise but may only come across the betting line once, or notify the table of the amount of the raise before crossing the betting line.
 - b. Any backward motion from the betting area without the declaration of a raise will result in the Player being held to a call, unless the amount is half or more than the amount needed to raise. In this instance the Player will be held to the minimum raise.
2. A Player who has not acted and is facing an all-in raise that is less than a full bet will have the following options:
 - Fold
 - Call the amount
 - Complete the full raise or raise an amount that exceeds the full raise.
3. A Player who has already acted and is facing an all-in raise that is less than a full bet will have the following options:
 - Fold
 - Call the amount of the all-in
4. Any Player facing an all-in raise that is a full bet or more will have the following options:
 - Fold
 - Call
 - Raise to any amount

ACTING OUT OF TURN ON A NO-LIMIT GAME

1. If a Player bets out of turn and all intervening Players check to the offender, that Player will be required to bet.
2. If a Player bets out of turn and an intervening Player bets more than the offender, the offender is permitted to take their bet back.
3. The Player betting out of turn will be permitted to raise if an intervening Player makes a bet of any size.
4. If an intervening Player bets less or the same amount as the offender, the offender's options will be: call the bet or raise. The offender will not be permitted to take all of their money back in this instance.
5. If a Player calls a bet out of turn that Player will be required to call when it's their turn to act, unless an intervening Player raises.

KILL POTS

1. In Omaha High/Low Split 8 or Better, a "kill" or "half-kill" may be offered. A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the Player who wins the entire pot in the hand, provided that the amount of the pot is a minimum of 15 times the minimum permissible wager for the hand or some pre-established "kill" amount at the start of the game.
2. For the succeeding hand, the winner of the kill pot shall be required to post a blind bet the size of the kill amount.
3. If, in the succeeding hand, a qualifying pot is won by a single Player, the kill button will be moved in front of that Player, who will post the kill for the following hand.
4. The kill or half-kill will remain in effect until a pot does not qualify in an amount or a pot is split between two or more Players. The Dealer will then collect the kill button.

POKER HAND RANKINGS

The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. For purposes of completing a "straight flush" or a "straight", an ace may be combined with a two, three, four and five.

The permissible high poker hands as determined by the holding of a full five card hand, in order of highest to lowest rank shall be:

1. "Royal Flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit.
2. "Straight Flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush.
3. "Four-of-a-kind" is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four deuces being the lowest ranking four-of-a-kind.
4. "Full House" is a hand consisting of "three-of-a-kind" and a "pair", with three aces and two kings being the highest ranking full house and three deuces and two treys being the lowest ranking full house.
5. "Flush" is a hand consisting of five cards of the same suit.
6. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with ace, king, queen, jack and ten being the highest ranking straight and ace, two, three, four and five being the lowest ranking straight.
7. "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three deuces being the lowest ranking three-of-a-kind.

8. "Two pair" is a hand consisting of two pairs, with two aces and two kings being the highest ranking two pair and two treys and two deuces being the lowest ranking two pair.
9. "One pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two deuces being the lowest ranking pair.

The ranking of cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen and king. All suits shall be considered equal in rank. The ranking of a low poker hand as determined by the holding of a full five card hand shall be the opposite of the rankings for a high poker hand provided that straights and flushes shall not be considered for purposes of determining a winning low poker hand. In all games of poker, a five card hand shall be ranked according to the cards actually contained in the hand and not by the player's opinion or statement of its value.

GLOSSARY OF POKER TERMINOLOGY

The following words and terms shall have the following meaning with respect to the game of poker unless the context clearly indicates otherwise.

ACTION – A binding verbal statement or physical gesture of intention, folding, or putting money in the pot by a bet, call or raise.

ALL-IN – A Player who has no funds remaining on the poker table to continue betting in a round of play, but who still retains the right to contend for that portion of the pot in which the Player has already placed a bet.

ANTE – A predetermined wager which each Player is required to make in some poker games prior to any cards being dealt in order to participate in a round of play.

BET – The act of placing gaming chips or gaming plaques into the pot on any betting round.

BETTING ROUND – A complete wagering cycle in a hand of poker after all Players have bet, called, folded or checked.

BLIND BET – A mandatory wager in some types of poker games which only Players in specific betting positions shall be required to place prior to looking at any cards.

BURN CARD – A card taken from the top of a deck and discarded face down which is not in play, and the identity of which remains unknown.

BUTTON – An object which is moved clockwise around the table to denote an imaginary dealer, thereby determining the betting and dealing sequence.

CALL – A wager made in an amount equal to the immediately preceding wager.

CAPPED – Situation in which the maximum number of raises on the betting round has been reached.

CHECK – To waive the right to initiate the betting in a round but to retain the right to act if another Player initiates the betting.

CHECK RAISE – To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

COMMON CARD – A card dealt face upward which can be used by all Players at the showdown in the game of Stud poker whenever there are insufficient cards left in the deck to deal each Player a card individually.

COMMUNITY CARD – Any card which is dealt face upward and can be used by all Players to form their best hand in the games of Hold'em and Omaha.

COMPLETE THE BET – To increase an all-in bet or forced bet to a full bet in limit Poker.

COVER CARD – A plastic card used to conceal the bottom card of the deck.

DEAD BLIND – A blind that is assigned to a seat no longer occupied by an active Player, and therefore, not posted.

DEAD BUTTON – A button is placed in front of a seat that is no longer occupied by an active Player.

DEAD MONEY – Money that is taken into center of the pot because it is not considered part of a particular Player's bet.

DEUCE – Poker terminology for the two card.

DRAW – An exchange by a Player of cards held in their hand, after the initial round of betting, for an equal number of new cards in any game of draw poker.

EIGHT OR BETTER – Requirement for a low hand that must contain five cards that are eight or lower in value, non-pairing.

FIXED LIMIT – Any betting structure where the betting limit on each particular round does not vary.

FLEXIBLE LIMIT – Any betting structure where there is a fixed upper limit but variable range on each betting round, such as "one to five dollar limit."

FLOP – In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD – The withdrawal of a Player from a round of play by discarding their cards during a betting round and refusing to equal a wager.

FORCED BET – A wager which is required to start the action on the first betting round.

FOULED HAND – A hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.

HALF-KILL – In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.

HIGH – A game of poker in which the highest hand wins the pot.

HIGH-LOW SPLIT – A form of poker where two hands would win the pot, the highest hand and the lowest hand.

HOLE CARDS – The cards dealt to a Player face down.

KILL – In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.

LOW – A game of poker where the highest ranking low hand wins the pot.

MINIMUM BETTING UNIT – The smallest denomination of chips that is permitted to be wagered in the game, once antes and blinds are posted.

MUCK – The discarded pile of cards. May be used as a verb meaning to put a hand into the discard pile thereby killing it.

MULTI-WAY – A pot with more than two active Players in contention for the pot.

OPENING BET – The first bet in a round of play.

OPTION – The choice to raise a bet given to a Player with a blind.

POT – The amount which is awarded to the winning Player or Players at the conclusion of a round of play and is equal to the total amount anted and wagered by the players during the round of play, less any rake or jackpot money extracted.

PROTECTED HAND – Cards that a Player is physically holding or has placed under one or more gaming chips.

RABBIT HUNTING – Looking for, or asking to see cards that are out of play in order to ascertain what hand you might have made.

RAISE – A bet in an amount greater than previous bet in that betting round.

RAKE – The chips, coin or plaques collected by the dealer as poker revenue.

RANDOM CARD – A card selected from a group of unknown cards, each having an equal chance of being chosen.

RANDOM CARD CONCEPT – The idea that the substitution of a random card for a Player's proper card (because of an irregularity) leaves the Player with the same mathematical chances of winning the pot as before the irregularity occurred. Therefore, it is assumed that the Player has not been adversely affected by that irregularity.

RIVER CARD – The final card in any poker game.

ROUND OF PLAY – For any game of poker, the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid.

SHOWDOWN – The action of revealing the hands in order to determine who shall win the pot.

SIDE POT – A separate pot formed when one or more Players are all-in.

SPLIT LIMIT – A fixed limit betting structure where later betting rounds have a higher limit than earlier rounds. Some rounds may offer an option of the lower or higher limit, as in Seven Card Stud High with its open pair on fourth street rule.

STREET – A round of cards dealt and betting action. Streets are numbered in Stud by the number of cards held by the Player at that point, and they are numbered in Hold'em by the number of board cards at that point.

STRING BET or **STRING RAISE** – A bet made in more than one motion, without the declaring a raise.

STUB – The remaining portion of the deck after all cards in a round have been dealt.

SUBSTANTIAL ACTION – Three Players checking or two Players putting money in the pot with a bet, call or raise. The Dealer counts as a Player (but not one who has placed money into the pot) if he has acted by dealing the burn card from the top of the deck. The Dealer counts as a Player if he contributes to an error, such as failing to indicate the proper Player to act first at Stud or not attempting to stop any further action when a Player has bet out of turn. Substantial action is not considered as having taken place on the round of starting cards while the dealer is still in the act of dealing cards on that round. Any action taken after attention has been called to an irregularity, by a Player or the Dealer is not counted as an action toward the total number of actions needed for substantial action.

SUIT – One of the four types of cards, that is, club, diamond, heart or spade.

TREY – Poker terminology for the three card.

TURN CARD – The fourth street card in Hold'em or Omaha.

UP-CARDS – The cards dealt to a Player face up in a game of Stud poker.

WHEEL CARD – An ace, deuce, trey, four or five (the best possible hand at Ace to Five Lowball), commonly called a "Wheel" or "Bicycle."



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