



Dunedin Casino House Rules for Poker v17.7

Welcome to our cardroom. Your presence in our establishment means that you agree to abide by our game rules and procedures and that management has the final word on who may play and the manner in which play is conducted.

General Concepts

1. Poker Supervisors are to consider the best interest of the game and fairness as top priorities in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority. The Pit Boss/Gaming Manager/Tournament Director's decision is final.
2. Players are expected to verify seat assignments, protect their hands, make their intentions clear, follow the action, act in turn, defend their right to act, keep cards visible, keep chips correctly stacked, remain at the table with a live hand, speak up if they see a mistake being made, transfer tables promptly, follow one-player-to-a-hand, know and comply with the rules, follow proper etiquette, and generally contribute to an orderly poker room.
3. The official terms are: "bet", "raise", "call", "fold", "check", "all-in" and "pot" (in pot-limit only). A knock on the table constitutes a check. The use of non-standard language is at the player's risk and may result in an outcome or ruling contrary to what the player intended. It is the responsibility of players to make their intentions clear.
4. The use of phones (and other "smart" devices) over the poker table is prohibited. Players with (or due to receive) live cards may not under any circumstances use their phone. Breach of this rule is subject to penalty, including the hand of an infringing player being ruled dead.
5. Only English will be permitted while a hand is in progress.
6. The house is not responsible for the conduct of any player, but retains the right to refuse the use of its facilities to any player whose actions or behaviour is deemed unacceptable.

Etiquette

7. It is not polite to use an excessive amount of time to make a play one knows will be made.
8. A player who expects to be showing down the winning hand should show it immediately.
9. It is considered impolite to ask to see folded cards if you are no longer in the hand. If collusion is suspected, please request a supervisor to review the hand instead.
10. Lengthy post-mortems about a hand are unwelcome.
11. Criticism of the way another player has elected to play their hand or their general style of play is impolite and undesirable.
12. Players should turn all their cards face down when folding.



13. No player may communicate any information to another player which could assist the player in any manner with respect to the outcome of a poker game.
14. Playing multiple games is not permitted.
15. Abuse of casino employees or other players, either verbally or physically will not be tolerated. Throwing cards, name-calling, racist and sexist comments and other such uncivilised behaviour will be grounds for suspending or barring any player from the Poker Room.

Joining a Game

16. A player must get permission before joining a game.
17. Players will have a choice of seat. Where two or more players desire the same seat, a draw of cards will decide seating positions.
18. If a player leaves, any remaining active players have priority over a player waiting to join the game, to move to the vacated playing position.
19. Comfort breaks may be taken, however if these are more than 15 minutes long you may lose your seat.

Buy-In/Table Stakes

20. When entering a game, players are required to have at least the minimum buy-in amount in chips before they can begin playing. Cash does not play.
21. No one is allowed to play another players chips.
22. Signs will be posted at each poker table indicating the type of game, limit, antes or blinds, and rake.
23. Players may only add to their stacks between hands, and may not remove chips from the table at any time except for incidental purchases, provided they are not excessive.
24. Leaving a table with the intent to rejoin in the near future with less chips (aka "ratholing") is grounds for warning, penalty or being required to return with the same value of chips. Players returning within 2 hours of leaving will be at the discretion of Management.
25. 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.

Blinds

26. Blinds should be posted before cards are dealt.
27. Where live straddles are offered, this will be displayed on a sign. Straddles must be brought to the attention of the dealer prior to the first card being dealt for it to be live. Live straddles are entitled to act last.



28. Each player at the table utilising blinds will post blinds in turn. Players avoiding blinds will be ineligible to be dealt cards until a correction has been made.
29. Missed small blinds will be dead if posted.
30. Players at a table utilising blinds may move into empty seats, however if the seat change is more than two live player seats clockwise from their original position, the player must wait until the blinds are due, or post a penalty big blind to receive a hand immediately. A player who has paid blinds for a round of play may move into the button seat and receive a hand.
31. With the exception of players joining a game from an existing game that has closed, or players being moved by a poker supervisor, new players to a game may not be seated and subsequently dealt a hand, at the position on the table where the dealer button is placed. The Poker Supervisor will require new players to either wait until the blind is due; or post an amount equivalent to the large blind before receiving cards.

Betting and Raising

32. In all situations, it is preferable that action is verbalised first. Verbal declarations in turn are binding and take precedent over a different physical action.
33. All bets must be offered into the pot in one forward motion. String betting is not permitted.
34. An undercall (betting less than the current call amount) is subject to warning, penalty or the commitment of those chips to the pot. In tournament play, an undercall is a mandatory full call if made facing an opening bet multi-way on any betting round, or facing any bet heads-up. In all other situations the Tournament Director's discretion applies. For the purposes of this rule, the BB is the opening bet on the first round.
35. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
36. Standard and acceptable forms of calling include: verbally declaring "call", pushing out chips equal to a call, silently pushing out an overchip, or silently pushing out multiple chips equal to a call under the multiple-chip betting rule.
37. In no-limit or pot-limit, a raise must be made by: verbally declaring "raise", or placing the full amount into the pot in one motion, or verbally declaring "raise" prior to placing the exact amount to call into the pot, and then completing the action with one additional motion. It is the player's responsibility to make their intentions clear.
38. In pot-limit, if a player wishes to raise, the amount required for a player to call will be included in the pot before the betting limit is calculated. If simplified rounding is being used, the true pot is calculated and then rounded up to the nearest \$5.



39. A raise must be at least the size of the largest previous bet or raise of the current betting round. If a player attempts to raise 50% or more of the previous bet but less than the minimum raise, he must make a full raise. The raise will be exactly the minimum raise allowed.
40. To protect their action, players are encouraged to verbally declare their bet before putting out new chips on top of chips from a prior bet not yet pulled in.
41. In no-limit and pot-limit, there will be no limit to the number of raises permitted. In all other cases there will be a limit of three raises in a betting round, unless the betting is head to head in which case there will be no limit to the number of raises.
42. In all games, it is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action and is subject to the correct wager or all-in amount.
43. Players are not entitled to ask for a pot count in fixed or no-limit games - the pot can be spread flat on the table by the dealer on request. Declaring "I bet the pot" is not a valid bet in no-limit but does bind the player to making a valid bet (at least the minimum bet), and may be subject to penalty. If the player is facing a bet he must make a valid raise.
44. Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can reasonably have multiple meanings, it will be ruled as the lesser value.
45. Conditional statements regarding future action are non-standard and strongly discouraged. They may be binding and/or subject to penalty at the Poker Supervisor's discretion.
46. Players are entitled to a reasonable estimation of an opponent's chip count, thus chips should be kept in clean stacks in multiples of 20. Players must keep higher denomination chips visible and identifiable at all times. Players may request a more precise count if facing an all-in bet. The all-in player is not required to count the bet. If he opts not to, the dealer will count it.
47. Betting action should not be used to obtain change. Putting out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted as part of the bet.

Kill Pots

48. Where Kill Pots are offered, this will be displayed on a sign. When a player wins two pots in succession, they are required to post a kill wager
49. The Killer must act in turn and post the correct Kill Wager. If the Killer fails to post the correct Kill Wager, it will be treated as a missed blind and the player will be unable to be dealt in until a correction has been made.

Run-It-Twice



50. Where Run-It-Twice is offered, this will be displayed on a sign. When there is no further action, upon the agreement of all remaining players, they may elect to deal the remaining board cards again to create two hands. The pot will be split between each winning hand.
51. If the pot cannot be equally divided, the extra chip will be awarded to the winner of the first board.

All-ins and Reopening the Betting

52. In no-limit and pot-limit, an all-in wager of less than a full raise does not reopen the betting to a player who has already acted and is not facing at least a full raise when the action returns to him.
53. In limit, an all-in wager at least 50% of a full raise is required to reopen the betting for players who have already acted.
54. In limit, if the amount wagered by an all-in player is less than 50% of a full raise, subsequent players may call the all-in wager or call and raise to the structure. If the amount wagered by an all-in player is at least 50% of a full raise, subsequent players may call the all-in wager or call and raise by the structure.

Oversize Chip Betting

55. A single oversized chip thrown into the pot counts as a call. This includes throwing in a single oversized chip on top of chips already bet.
56. To raise with an oversized chip, "raise" must be declared before the chip hits the table.
57. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.

Multiple-Chip Betting

58. Unless a raise is declared first, a multiple-chip bet is a call if there is not one chip that can be removed and still leave at least the call amount.
59. If the single removal of any one chip from a multiple-chip bet leaves the call amount or more, the bet is governed by the 50% rule (rule 37).

Folding

60. A player folds by clearly releasing their cards forward face down. Cards should not be deliberately exposed or tossed high "helicoptered".
61. Your hand will be declared dead if any of the following occurs:
 - a. You announce that you are folding.
 - b. You throw your hand away when facing a bet.
 - c. You throw your hand away in a forward motion and your cards reach the dealer's hands or the muck.
 - d. You throw your hand away in a forward motion causing another player to act behind you.
 - e. The hand does not contain the proper number of cards for that particular game.



f. You have the clock on you and exceed the specified time limit.

62. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion, if doing so is in the best interest of the game.

Action Out of Turn

63. Action out of turn is subject to penalty and is binding if the action to the out of turn player has not changed. A check, call or fold does not change action. If the action changes, the out of turn bet is not binding and is returned to the out of turn player who has all options including: calling, raising, or folding.

64. An out of turn fold is binding.

65. A player skipped by out of turn action must defend his right to act. If there is reasonable time and the skipped player has not spoken up by the time substantial action out of turn occurs to his left, the out of turn action is binding. The Poker Supervisor will decide how to treat the skipped hand including restricting to passive play only or killing the hand.

Pots/Showdown

66. Cards speak to determine the winner. Verbal declarations as to the content of a player's hand are not binding, however, any player deliberately miscalling their hand may be penalised.

67. At showdown, a player should put all cards on the table so the dealer and players can read the hand clearly. "All cards" means both hold cards in Hold'em, all four hole cards in Omaha, etc.

68. If a player does not fully table his cards, then mucks thinking he has won, he does so at his own risk. If the cards are not 100% identifiable and the Poker Supervisor rules that the hand could not be clearly read, the player has no claim to the pot. The Poker Supervisors discretion on whether a hand was sufficiently tabled is final.

69. Dealers cannot kill a hand that was tabled and obviously the winning hand.

70. The last aggressor must table first. If there was no bet on the final street, then the player who would act first must table first.

71. When playing the board a player must table all hole cards in order to get part of the pot.

72. The pot will not be divided by the agreement of two or more players. Each hand will be played to a conclusion.

73. The right to dispute a pot ends when a new hand begins. After this time, any intervention will be at the sole discretion of management.

74. If a split pot cannot be equally divided, the smallest remaining chip will be awarded as follows:

- a. Hold'em/Crazy Pineapple: the player with the highest hole card
- b. Omaha: the player with the highest hole card used to make the winning hand.
- c. Run-it-Twice: the first board dealt.



Misdeals and Irregularities

75. In all games, misdeals include but are not necessarily limited to: two or more exposed hole cards, cards dealt to a seat not entitled a hand or a seat entitled a hand is dealt out. If substantial action occurs, a misdeal cannot be declared and the hand must proceed.
76. It is the player's responsibility to protect his hand at all times. If a dealer kills a hand by mistake, or a hand is fouled, the player will have no redress and is not entitled to a refund of bets. If the player initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the player.
77. A card leaving the table will not constitute a misdeal. If due to player error the player will have no redress and must still play the card. If due to dealer error it will be treated as an exposed card.
78. Errors occurring during the flop: no burn card, too many cards, flop before action is completed, will result in a new flop being dealt.
79. If the dealer deals two or more community cards in error, only the correct card will remain in play.
80. A community card dealt before action is complete will be taken back by the dealer. If it was the turn, then the river card will be used in its stead. If the river, then a new river will be dealt.
81. In Pineapple variations, the betting round in which players are required to discard will be considered incomplete until all cards have been discarded. The community card/s will be taken back by the dealer and new community card/s dealt after the players have discarded correctly.
82. In Pineapple variations, players are responsible for discarding at the correct time. Where a player fails to discard at the correct time and substantial action has occurred in the next betting round, that player shall be deemed to have the incorrect number of cards and their hand will be declared dead.
83. If the deck stub is fouled for any reason, the deal must still be played out and the deck reconstituted in as fair a way as possible. It is first preferable to try to reconstruct the original order of the stub if possible. If not possible, a new stub using only the stub cards (not the muck and prior burn cards) is preferable. The new stub should be shuffled and cut before continuing. If the stub is mixed with the muck and burn cards, then all these cards will be used to create the new stub. The new stub should be shuffled and cut before continuing.
84. A player who exposes his cards with action pending may be penalised and/or restricted to passive play. If facing action, the player's hand may be deemed to be folded.
85. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand.
86. In any dispute arising from these rules or not covered by the provisions of these rules or the gazetted rules for poker, the decision of the Pit Boss/Gaming Manager will be final, subject to a review by the Department of Internal Affairs, if requested.



87. Management reserves the right to “lock up” any funds while an investigation is undertaken.



Glossary

Action: A player acting in turn.

Add-on: A once-only purchase of an additional bank of tournament chips at a specified time, purchased by an entrant during a tournament.

All-in: A player has invested all of his remaining chips in the outcome of a hand. His wager cannot be more than a legal bet or a legal bet and raise, if a raise is an option. He can only win that portion of the pot in which he contributed chips plus an equal amount of chips from each player remaining in the pot. Also known as Tapping Out.

Bet: The act of placing gaming chips into the pot on any betting round.

Betting Round: A complete cycle from the time the Dealer deals the cards and the first bettor makes his wager, to the last person to call.

Blind: A designated bet placed before the first card is dealt. The blind is a live bet which can win the pot if not called or raised.

Boxed Card: A card found face up in the deck.

Burn Card: A card which is removed from the top of the deck by the Dealer without exposing its value and placed face down, separate from the discards before the start of a round.

Buy-in: The purchase of chips before the start of a hand, or the amount paid by a tournament entrant to comprise a prize pool. The buy-in may include an entry fee.

Call: Placing a bet equal to the highest legal bet in that round, or going all-in if remaining chips are less than the size of that bet. In games where there are blind bets, the first player to act after the initial deal will call by placing a bet equal to the last blind bet. A player will be bound to a call if they announce their intention to do so.

Cap: The maximum amount of rake to be collected.

Cards Speak: A hand placed open and flat on the table will be read by the Dealer and can be announced by any player at the table. A player need not correctly identify his hand to win if the above conditions have been met.

Check: Not initiating a bet but retaining all rights to act in the event a bet is made. A check will only be an option if no blind is placed or bet made.

Community Cards: Cards dealt face up which can be used by all players to complete their best possible hand.

Crazy Pineapple: A type of poker.



Cut: To divide the deck into two face down stacks and then reunite them by locating the bottom stack on the former top stack without changing the order of cards within each stack.

Dead Button: A dealer button placed in front of an empty seat to adjust the movement of the blinds, so that each person pays the correct amount.

Dead Hand: A hand that has no claim to the pot.

Dead Small Blind: When posted, a dead small blind is taken into the centre of the pot because it is not considered part of a particular player's bet.

Dealer Button: A button placed to indicate the designated player who will receive the last cards in each round of play. In cash games the player to the immediate right of the Dealer will receive the button for the first round of play. In tournaments the button will be randomly assigned. The button will be moved in a clockwise direction around the table at the conclusion of each round of play. Also known as the Button.

Dealer: A casino employee, who distributes all cards and handles all pot duties, but does not have a financial stake or receive a hand.

Defective Deck: A deck that contains an incorrect number of cards for the game in progress, duplicate cards, a joker(s), five or more boxed cards, two or more different back designs or colours, cards in play which have become marked, scratched or can be read without looking at the face, manufacturing imperfections, or any problem with the deck the management considers detrimental to the security and integrity of the game.

Fixed Limit: A bet must be of a designated amount. Also known as a Structured Bet.

Flop: Three community cards dealt face downward and turned face upward simultaneously.

Fold: To surrender a hand or refuse to call a bet.

Hand: One game in a series, one deal, the cards held by a player, or the combination of cards necessary to win a pot.

Head to Head: Where only two active players remain in the betting round.

Hold'em: A type of poker.

Hole cards: A player's concealed cards.

House: The Casino Operator.

Kill Pot: A game option that changes the betting limits when a player has won two or more consecutive pots.

Kill Wager: A wager in a Kill Pot game that increases the size of the game in play.



Killer: The player required to post a Kill Wager.

Limits: The range or structure of the betting.

Locked Button: A button used by the Dealer to indicate a pot created from the formation of a side pot. The locked button may also be used for other purposes including but not limited to reserving empty seats.

Main Pot: The first pot created in a hand of poker.

Misdeal: A hand dealt incorrectly or the action of dealing a hand incorrectly.

Muck: The discard pile.

Multi-way: A pot with more than two active players in contention for the pot. Also known as Multi-handed.

No Limit: No constraint is placed on the maximum size of any bet or raise.

Omaha: A type of poker.

One-Player-to-a-Hand: All game decisions about the play of each hand must be made by one player without assistance.

Open: Making the first betting action.

Oversize chip: A wager made with a single chip that is in excess of the previous wager made.

Pot: The sum of the ante wagers, blinds and called wagers.

Pot Limit: The maximum raise is equal to the sum of all bets and raises. The amount to call is included when calculating the size of the pot. Simplified rounding means the true pot is calculated and then rounded up to the nearest \$5.

Raise: A bet within the table limits that is an implicit call, plus an amount in excess of the previous bet or raise by at least as large an amount, except in the case of an all-in raise.

Rake: The act of taking the percentage of the pot due to the house, or the amount due to the house for hosting the game. Also known as Commission.

Re-buy: The purchase of an additional bank of tournament chips that may be purchased by an entrant during a pre-determined time period of the tournament whenever the entrant has less than or equal to the starting bank of chips.

Round of Play: From the time the Dealer deals the first card until the time the pot is pushed.

Run-It-Twice: A game option that allows for any remaining board cards to be re-dealt, thus creating multiple winning hands which all receive an equal share in the prize pool.



Showdown: Determining the winner of the pot after the completion of all betting.

Side Pot: A separate pot created in a game of poker due to one or more players being all in.

Spread Limit: A bet can be of varying size within fixed parameters. Also known as a Flexible Bet.

String Bet: A bet made in more than one motion, without a verbal declaration.

Straddle: A voluntary blind bet to the immediate left of the last blind and double the amount of the previous blind. Also known as an Overblind.

Substantial Action: An action by two or more players in turn. An action may consist of betting, checking, folding, calling or raising.

Table Stakes: A player will only wager within the limits up to the amount of chips possessed by that player on the table in plain view before the start of any one hand.

Acknowledgments

The Dunedin Casino Poker Team studied pre-existing rulebooks while compiling these rules. In addition to Roberts Rules, the very well thought out and tested TDA (Poker Tournament Directors Association - pokertda.com) rules were drawn upon. Some original wordings from these sets of rules have been used and proper credit should be given to their authors.

Copies of the Gazetted Rules for Poker, Tournament Poker and any current Tournament Schedules, are available for review upon request.