



POKER RULES - GENERAL

1.

Christchurch Casinos Ltd will conduct all games in a manner that meets the highest standards of fairness to its patrons.
2.

Christchurch Casinos Ltd 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.
3.

A waiting list will be kept for all Poker games. Players may reserve a seat by having their names placed on the list for the game of their choice. Players will be "paged" when a seat becomes available. An immediate response is expected. Once in a Poker game, a player may request a table change from a Supervisor (or above).
4.

By taking a seat in a Poker game, players agree that management has the final word on who may play and the manner in which play is conducted.
5.

Players may choose their seats where possible, but the Supervisor (or above) retains the right to determine the final allocation of seats.
6.

It is the Christchurch Casino poker rooms preference that known couples do not play on the same cash game table unless there is only one cash table available, or when two tables merge (in this situation couples will be expected to sit apart from each other). The Supervisor may request that individuals move to another table.
7.

When players are seated in a Poker game they must ante or post blinds as per type of game being played. If a player is dealt in by dealer error, then all hands will be void unless substantial action in which case the hand dealt in error will be declared dead.
8.

All Poker games are table stakes and all players entering a Poker game must make at least the minimum buy-in.

If a player runs out of chips during the course of a hand, that player is eligible to play all-in for the portion of the pot in which they have an interest.

Players may not add to their table stakes once a hand has begun.

Players may not take money off the table except when they leave the game.

Value chips may be redeemed for cash at any cashiering area.

9.

Cards must be kept on or above the table surface in plain view. Cards may not be removed from the edge of the table surface.

10.

It is each player's responsibility to protect his/her own hand and right to action.

11.

Only when cards have touched the muck will the hand be declared folded/dead.

12.

All losing hands will be mucked before the pot is awarded.

13.

Players intentionally revealing their cards to an opponent prior to calling or raising will constitute a fold. A player that accidentally reveals their cards or communicates any information regarding their respective hands prior to calling or raising may constitute a fold.

14.

The last aggressor (who's bet has been called) will be the first person to show their hand at showdown.

15.

A misdeal may be ruled for circumstances not covered here. Such a ruling may only be made by Casino staff. The following will be ruled misdeals:

In all games where one or more cards are exposed in cutting.

In all games before any substantial action takes place, it is noticed that the cards were not shuffled or cut prior to the deal. Once there has been substantial action the hand shall be played out.

In all games the dealer has dealt the cards out of order and the error was noticed prior to substantial action and the error cannot be corrected.

In all games during the initial deal a dealer deals a player out or deals an extra hand in and it is discovered before there has been substantial action and the hand or hands cannot be re-constructed.

In all games at the end of the initial deal an eligible player has received an incorrect number of cards, and the error cannot be corrected and there has been no substantial action.

The deal is out of position and it is discovered prior to substantial action. Substantial action is deemed to be two or more players acting on their hands - betting checking or folding.

If two (2) or more down cards are exposed due to dealer error.

16.

The dealer will not deal any further board cards after the hand is finished or "rabbit hunt".

17.

"Calling for a clock". Once a reasonable amount of time has passed and a clock is called, a poker supervisor, in their sole discretion, may give the participant a reasonable amount of time to make a decision. If action has not been taken when prompted a 10 second countdown followed by a verbal declaration of "times up" or equivalent of. If the participant has not acted before the declaration the hand will be declared dead. Any participant intentionally stalling the progress of the game or unnecessarily calling the clock will incur a penalty.

18.

Shot Clock Rules:

Players will receive 20 seconds per decision whilst playing designated \$1/\$2 NLH Cash Games or designated tournaments.

Dealers will make a silent count of 10 seconds before starting the shot clock (which will be pre-set to 10 seconds).

The clock will be placed so both the dealer and the player can see the clock clearly.

Each player can pay \$1 to receive 1x30 seconds time extension (up to a maximum of 2 times per betting round) before the initial 20 seconds has expired.

19.

No one may play other players' chips.

20.

Players are not permitted to turn over other players cards or allowed to look through the stub or the discard pile.

21.

Cards Speak means that any 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 played need not correctly identify his/her hand to win if the above conditions have been met.

22.

A player miscalling a hand with the intent to cause another player to act on their hand risks forfeiture of the pot and/or expulsion from the Poker Room.

23.

Players must play their own hand and must not receive coaching from other players or spectators.

24.

No beverage containers, books etc, are allowed on the actual Poker table. All food must be eaten away from the poker tables

25.

The splitting of pots among players is not allowed; all hands must be played to completion.

26.

Show one show all. If any player shows his/her cards to another player; the dealer, at the completion of the hand, will tap the cards on the muck and reveal the cards to all the players at the table. Cards that have been mucked will not be retrieved.

27.

If a player is not in their allocated seat when the initial deal in a round is completed.

(i) The player remains liable for posting any Blinds, Antes and (if required due to the requirements of the game) any other mandatory contributions to the Pot for their Hand;

(ii) The player's Hand shall be deemed a Dead Hand; and

(iii) Player is not entitled to look at their Dead Hand in that Round.

28.

A player, during a re-buy tournament, may re-buy when they have less than or equal to the starting bank of chips. A player will need to have chips at the end of the re-buy period to add-on, if they have no chips, they will need to re-buy then add-on.

For Example: with Blinds at 500-1000, the player in the Big Blind will post 1000 for the Ante first, followed by another 1000 for his/her big blind. The total contribution to that pot is 2000. The Ante (1,000) is dead and is immediately brought into the pot. The Big Blind (the other 1000) is live and part of the pre-flop betting.

29.

Big Blind Antes. In tournaments with antes, instead of each player posting an ante each hand, the player in the Big Blind will post an amount equal to the Big Blind. Note: The Big Blind Ante is posted before the Big Blind.

All raises must be at least equal to the size of the last full size bet or raise, except in "all-in" situations.

31.

Players must act in turn. A knock on the table constitutes a check. Failure to stop the play prior to substantial action occurring may result in losing the right to act.

32.

All chips over the betting line are considered 'live' except as provided in rule 35 below.

33.

If facing a bet or blind, pushing out a single oversized chip (including your last chip) is a call if raise isn't first declared. To raise with an oversized chip you must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an oversized chip silently (no declaration) is a bet of the maximum for the chip.

34.

String raises are not allowed. A raise bet to be valid must be made in one motion, so either a player must put out the full amount of the bet and raise at once or announce "raise" together with the total amount they wish to raise to.

35.

Straddle bets (immediately to the left of the Big Blind) will be allowed on all cash games. A straddle bet can only be double the amount of the previous Blind and they will be the last person to act on the initial deal. All Straddle bets must be placed before the cards are dealt. The minimum raise after the straddle will be double the amount of the straddle bet. I.E Blinds are SB \$1 BB \$2 Straddle \$4 first minimum raise will be to \$8.

36.

"Run it Twice" means where one or more players are all-in and no further betting will result, provided enough cards remain in the stub and the number of redraws will be two.

Run it twice will only be offered:

(i) For a \$5/\$5 Pot Limit Omaha and \$5/\$10 No Limit Hold'em and higher blind Cash Games;

(ii) Private Games.

(iii) Time charge cash games.

1) Players are allowed to 'run it twice', once all players involved are all-in and there is still community cards to be dealt.

2) When the decision to deal the community cards again has been made, the remaining community cards will dealt a second time. For example, if the flop has already been dealt then only the turn and river will be dealt again.

3) The pot will be split into the appropriate percentage/ percentages, I.E 50% of the pot will be awarded per "community board". Half awarded to the winner/ winners of the first five card board, the other half to the winner/ winners of the second five card board.

In the event of a spare chip, the winner of the first pot shall receive the extra chip.

4) All players involved in the pot must agree to run it twice (except as rule 5)

5) In the case where there is a main pot where one (or more) all in party(s) has NOT agreed to run it twice, players involved in the side pot(s) may agree to run it twice FOR THE SIDE POT(s) ONLY. In this situation the main pot will not be split and will be awarded to the player(s) who showdown the best hand for the first board run out. The side-pot will be split as rule 3 dictates.

6) It is up to the players involved to discuss running it twice in a timely manner so as not to slow down the game.

7) The Supervisor or above has final say on any run it twice rulings.

37.

Verbal "check" statements in turn are binding; verbal "check" statements out of turn or other statements may also be binding.

38.

A boxed card is considered a "non-existent card" and is placed in the muck. The next card immediately replaces it.

39.

Short deck games. In all short deck games a Flush beats a Full house. The Ace can be used as the lowest card for a straight e.g. A 6,7,8,9.

40.

If a defective deck is found all wagers are returned to players and the hand declared void unless the pot has been pushed.

41.

Action out of turn (OOT). Any action out of turn (check, call, or raise) will be backed up to the correct player in order. The OOT action may be subject to penalty and is binding if action to the OOT player does not change. A check, call or fold by the correct player does not change the action. If action changes, the OOT action is not binding; any bet or raise is returned to the OOT player who has all options; call, raise or fold. An OOT fold is binding.

Players skipped by OOT action must defend their right to act. If a skipped player had reasonable time and does not speak up before substantial action OOT occurs after the player, the OOT action is binding. Action backs up and the Supervisor (or above) will rule on how to treat the skipped hand given the circumstances, including ruling the hand dead or limiting the player to non-aggressive action.

42.

If the turn card (fourth community card) is exposed by the Dealer, prior to the completion of the second Betting Round, the card shall be taken back and set aside, the Burn Card shall remain and the second Betting Round shall then be completed. The Dealer will then burn another card, and turn over a new fourth Community Card. Once the third betting round is complete, the "exposed" card shall then be shuffled with the Stub and a fifth card will be turned without burning a card.

43.

If the fifth Community Card is exposed by the Dealer prior to the completion of the third Betting Round, that card will be taken back by the Dealer and shuffled with the remainder of the deck. The Burn Card will remain. The third Betting Round shall be completed and then a new card dealt. No further Burn Cards will be dealt for that Betting Round.

44.

In multiple blind games, players must meet the total amount of their blind obligations every round, or they will receive a missed blind button. A player who misses more than 15 minutes of play on the table may have their chips picked up by the supervisor. If they are playing on other table games or machines, they will be picked up immediately. If player returns within 10 minutes of being picked up, they will be placed at the top of the waiting list. If they return after 10 minutes of being picked up, they will be placed at the end of the waiting list. If a player is taking a 30-minute break another player may "Play-Over".

45.

In any all-in situation, a partial blind constitutes a full blind. (Tournament play only) Cash games require that you can match the Big Blind in order to receive a hand for that round of play

46.

If a tournament is hand for hand and there are simultaneous all-ins a players finishing position/ prize money will be determined by their chip stack. If the respective chip stacks are equal any prize will be split accordingly.

47.

At all times, Christchurch Casinos Ltd is not responsible for any money or chips left on the table.

48.

Only English will be permitted while a hand is in play.

49.

Electronic devices (phones, tablets and head phones etc) can be used at the table. Phones/ Tablets cannot be used when actively involved in a hand. Players must stand away from the table to make/ receive phone calls.

50.

Gaming staff cannot accept tips.

51.

Repeat etiquette violations will result in penalties. Examples include but are not limited to; delay of games, repeatedly acting out of turn, showing cards to other players involved/ not involved in a hand, abusive conduct, offensive language and excessive chatter.

52.

Any changes or modifications to these rules will be posted.

53.

Participants and spectators are not allowed to use charts, apps, artificial intelligence, or any other form of electronic assistance in the tournament room that could give an active player an advantage over another active player.

54.

Spectators are encouraged to watch from outside of the poker area/room. Any spectators inside the poker room will be asked to move back.

The above rules are derived from the approved Minimum Operating Standards and Gazetted Rules for Poker. A copy of the Gazetted Rules for Poker is available on request.