

**Department of Creative Industries,
Tourism, Hospitality and Sport**



Ref: DF25/055062

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Mississippi Stud Poker Game in the casino operated by The Star Pty Limited under licence granted by the Regulator:

(1) Amended Rules for the playing of Mississippi Stud Poker Game

The amended rules for the playing of the game of Mississippi Stud Poker Game in the casino as set out in **Annexure A**, are approved.

This Order shall take effect on the date of publication on The Star Sydney's website.

Signed at Sydney, NSW, this 15th day of August 2025.

A handwritten signature in black ink, appearing to read 'Anthony Vescio'.

Anthony Vescio
A/Director Licensing
For and on behalf of the **NSW Independent Casino Commission**

Encl.

Annexure A – Mississippi Stud Poker Game rules – Version 4

MISSISSIPPI STUD POKER

Contents

1. Definitions.....	2
2. Table Layout and Equipment.....	4
3. The Cards	5
4. The Shuffle and Cut.....	6
5. Wagers.....	6
6. Minimum and Maximum Wagers	7
7. The Deal.....	8
8. Order of Poker Hand Values.....	9
9. Betting Round	9
10. Settlement	10
11. Irregularities.....	11
12. Shuffling Device Malfunction.....	14
13. General Provisions	14
14. Player Rewards and Promotional Prizes.....	16
15. Progressive Jackpot	19
DIAGRAM "A"	22

1. Definitions

1.1. In these rules, unless the contrary intention appears:

"3rd Street" means the first community card;

"3rd Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 3rd Street community card being dealt. 3rd Street Wager must be an amount from one to three times the "Ante Wager";

"4th Street" means the second community card;

"4th Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 4th Street community card being dealt. 4th Street Wager must be an amount from one to three times the "Ante Wager";

"5th Street" means the third and final community card;

"5th Street Wager" means an additional wager placed by a player in order to continue in a round of play prior to the 5th Street community card being dealt. 5th Street Wager must be an amount from one to three times the "Ante Wager";

"Ante Wager" means a player's initial wager placed in a round of play;

"Assistant Gaming Manager" means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

"bonus jackpot" means a jackpot amount that may be won by a player with a valid jackpot wager in accordance with rules 15.2.10 and 15.2.11;

"Card Shoe" means a device from which cards are dealt;

"Cash Change" means the purchasing of chips with cash or by any other means at the table;

"Cashless" means a table where chips can be purchased through a cashless terminal at table (CTT);

"Casino Promotional Token" means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher subject to any conditions specified on the voucher, for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"Casino Supervisor" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a Gaming Supervisor/Assistant Gaming Manager;

"Colour Change" means the exchanging of chips for other chips;

"Community Cards" means three cards dealt to the designated playing area;

"Dealer" means a person responsible for the operation of the game;

“Deck-Checking Device” means a machine used to check that each deck of cards contains the correct cards for the game;

“Deposit Limit” means the maximum amount an Account Holder can deposit into their Star Account in a calendar day via cash at cashier, Debit Card, EFTPOS, or Direct Bank Transfer for the purposes of gaming at The Star Sydney. Only external funds deposited into the Account Holder’s Star Account are tracked against their Deposit Limit;

“fixed jackpot” means an element additional to the game in play in which qualifying hands are paid in accordance with the odds displayed on the table limit sign;

“Float Tray” means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

“Fold” means a decision by a player to no longer continue with their hand for that particular round of play and to forfeit all wagers. A player who has placed a jackpot wager on a box that has folded, will still be eligible to win any relevant jackpot payouts if their hand qualifies for such a payment;

“Gaming Limit” means Deposit Limit and Loss Limits;

“Gaming Supervisor” means a person responsible for the immediate supervision of the operation of the game;

“Hole Cards” means two cards dealt to each player which remain concealed from other players;

“Inspector” means a person appointed under section 20 of the *Gaming and Liquor Administration Act 2007*;

“Invalid wager” means a wager that was made by an ineligible player or a wager that doesn’t meet the rules of the game. Any wager deemed invalid is void;

“jackpot wager” means an optional wager on the jackpot element of the game in which qualifying hands are paid an amount in accordance with the odds displayed on the table limit sign;

“Loss Limit” means the maximum net loss over a period that a player sets for gaming at The Star Sydney.

“NICC” means the NSW Independent Casino Commission;

“Player Card” a digital or physical card issued by a casino to a patron to use when gaming at the casino, as referred to in section 71A of the *Casino Control Act 1992* (NSW). A player card includes a The Star Club membership card, or a social member that has been issued with a Player Card;

“Player’s Hand” means the hand comprising of the player’s Hole Cards and the community cards;

“jackpot system” means an approved system used to control the jackpotting element of the game;

"progressive jackpot" means an element additional to the game in play in which qualifying hands are paid progressive amounts dependent on the cards dealt to those hands;

"promotional prize(s)" means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

"Proxy Betting" means a prohibited form of betting where one person places a wager on behalf of another. Placing a wager on someone else's behalf is only permitted when the player is physically present at the same table, and the action is solely to provide physical assistance to the player, without any form of economic benefit;

"Round Of Play" means one complete cycle of play during which all players then playing at a table have been dealt a hand, have folded or wagered upon it and have had their wagers paid or collected. Can also be referred to as the "Hand";

"Shuffling Device" means a device used for the shuffling of cards and from which cards are dealt (Note - does not include a multishuffler);

"Stand-off" means where a wager shall neither win nor lose;

"Void" means invalid with no result.

2. Table Layout and Equipment

- 2.1 The game of Mississippi Stud Poker shall be played at a table having on one side places for the players and one place for the dealer.
- 2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:
 - 2.2.1 playing areas designated for the placement of wagers, which must be marked:
 - 2.2.1.1 for Ante Wagers—by the word 'Ante' or 'A'; and
 - 2.2.1.2 for 3rd Street Wagers—by the word '3rd Street' or '3rd'; and
 - 2.2.1.3 for 4th Street Wagers—by the word '4th Street' or '4th'; and
 - 2.2.1.4 for 5th Street Wagers—by the word '5th Street' or '5th'.
 - 2.2.2 areas for the community cards; and
 - 2.2.3 rectangular, circular or oval areas for wagers
 - 2.2.4 where a progressive jackpot is offered, areas designated or slots provided for wagers on the progressive jackpot.
- 2.3 Where a progressive jackpot is offered, a table shall be fitted with electronic equipment which shall be programmed to record the amounts wagered at the table

on the progressive jackpot, and the amount of the jackpot prize pool applicable to linked tables.

2.4 The following equipment shall also be used:

- 2.4.1 a card shoe, capable of holding a single deck of cards, or a shuffling device, capable of holding two individual decks of cards, from which the cards shall be dealt;
- 2.4.2 a discard rack, capable of holding a single deck of cards, which shall be attached to the table to the right of the dealer; and
- 2.4.3 where a progressive jackpot is offered, a progressive meter, being an electronic jackpot display, which shall display the amount of the jackpot prize pool applicable to the linked tables; and
- 2.4.4 a float tray.

2.5 The table shall have a drop box attached to it for when cash is accepted.

- 2.5.1 The drop box may be removed for when a table is operating as cashless

3. The Cards

3.1 The game of Mississippi Stud Poker shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.

3.2 When a shuffling device is in use at a table:

- 3.2.1 the device may be loaded with one deck of cards while another deck is used in play; and
- 3.2.2 the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.

3.3 All suits have the same rank. The value of cards, from highest to lowest, shall be as follows:

ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

An ace ranks in a straight as high (as in a straight consisting of 10, jack, queen, king and ace).

An ace also ranks in a straight as low (as in a straight consisting of ace, 2, 3, 4 and 5).

3.4 Cards shall be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.

3.5 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.

3.6 All cards used in the game of Mississippi Stud Poker shall be dealt from a card shoe or shuffling device specifically designed for such purpose.

- 3.7 Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.
- 3.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1 The dealer shall shuffle the cards so that they are randomly intermixed within the deck:
 - 4.1.1 immediately prior to the start of play;
 - 4.1.2 at the completion of each round of play; or
 - 4.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2 When a card shoe is used, after the cards have been shuffled, the dealer shall cut the cards, place them on the cutting card and then insert all the cards in the card shoe for commencement of play.
 - 4.2.1 If the dealer mishandles or drops the cards, the dealer is to inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.
- 4.3 No person other than the dealer shall cut the cards.
- 4.4 Where a shuffling device is used, the operation of rules 4.1 to 4.3 inclusive are amended to the extent necessary for the following to have effect:
 - 4.4.1 immediately prior to the start of play, the dealer shall perform a manual shuffle prior to inserting the cards into the shuffling device;
 - 4.4.2 cards shall be placed in the shuffling device to be shuffled;
 - 4.4.3 the cards shall not be cut;
 - 4.4.4 the shuffling device takes the place of the card shoe; and
 - 4.4.5 a casino supervisor may instruct the dealer to shuffle and/or cut the cards prior to placement in the shuffling device if he/she is not satisfied that the cards have been shuffled to a satisfactory level.

5. Wagers

- 5.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play

- 5.2 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.3 Prior to the first card being dealt in each round of play, each player at the table shall place an “Ante Wager” on the appropriate wagering area of the layout.
- 5.4 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of a round of play has been removed from the card shoe or shuffling device unless explicitly permitted by these rules.
- 5.5 A player shall not wager on more than one hand in any round of play.
- 5.6 Only one wager shall be accepted on any one wagering area.
- 5.7 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

6. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted to be played by a player and/or for each playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the card shoe or shuffling device, shall be valid.
- 6.3 A wager found to be above the stated maximum, after the first card has been removed from the card shoe or shuffling device, shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and the proposed time of change has been displayed at the table at least 20 minutes before the change.
 - 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at anytime, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.1 A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.

6.5.1.2 When the player leaves the table, the marker shall be removed from the layout.

6.5.2 Where a player continues to play at the pre-existing table minimum, that minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.

6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.

6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.

6.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

6.7 Where low limit gaming is offered for this game:

- 6.7.1 tournament play shall not be offered; and
- 6.7.2 all cards shall be dealt from a shuffling device.

7. The Deal

7.1 Immediately prior to the commencement of a round of play and after all "Ante Wagers" are placed, the dealer may announce "no more bets" and starting from the dealer's left and continuing clockwise around the table, deal the cards.

7.2 Where a card shoe is in use, the cards shall be dealt in the following manner:

- 7.2.1 one card face down to each playing area containing an "Ante Wager"; and
- 7.2.2 in sequence, a second card face down to each playing area containing an "Ante Wager"; and
- 7.2.3 After all hole cards have been dealt, the players may look at their cards.
- 7.2.4 Dealing the "3rd Street". After all "3rd Street Wagers" have been made, the dealer shall deal the first community card face up.
- 7.2.5 Dealing the "4th Street". After all "4th Street Wagers" have been made, the dealer shall deal the second community card face up.
- 7.2.6 Dealing the "5th Street". After all "5th Street Wagers" have been made, the dealer shall deal the third and final community card face up.

7.3 When a shuffling device is in use, the cards shall be dealt face down in the following manner:

- 7.3.1 the community cards stacked and placed on the 3rd Street card box; and

- 7.3.2 The dealer shall then spread the community cards across the designated playing areas left to right with top card on 5th Street, second card on 4th Street and bottom being left on 3rd Street, and
- 7.3.3 Two cards at a time to each playing area containing an “Ante Wager”.
- 7.3.4 After all hole cards have been dealt, the players may look at their cards.
- 7.3.5 Dealing the “3rd Street”. After all “3rd Street Wagers” have been made, the dealer shall reveal the first community card.
- 7.3.6 Dealing the “4th Street”. After all “4th Street Wagers” have been made, the dealer shall reveal the second community card.
- 7.3.7 Dealing the “5th Street”. After all “5th Street Wagers” have been made, the dealer shall reveal the third and final community card.

8. Order of Poker Hand Values

- 8.1 The value of each card in descending order for a 52 card deck is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (ace, when used in a small straight). The order of hands, highest to lowest is as follows:
 - (a) **Royal Flush** – ace, king, queen, jack, 10 of the same suit;
 - (b) **Straight Flush** – five cards of the same suit in numerical sequence. An ace may count low in a straight e.g. 5, 4, 3, 2, Ace;
 - (c) **Four of a Kind** – four cards of the same value; plus one other card;
 - (d) **Full House** – three cards of the same value combined with a pair of another value;
 - (e) **Flush** – five cards of the same suit;
 - (f) **Straight** – five cards in numerical sequence, not all of the same suit;
 - (g) **Three of a Kind** – three cards of the same value, with any two unmatched cards;
 - (h) **Two pair** – two cards of the same value combined with two cards of another value, plus one other card;
 - (i) **Jacks or better** – two cards of the same value that equals Jacks or higher which also includes Aces;
 - (j) **Pair of 6s to 10s** – two cards of the same value that ranges from 6 to 10.

9. Betting Round

- 9.1 After the hole cards have been dealt in accordance with rule 7, players may look at their cards and shall declare their intention to either:
 - 9.1.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager"; or
 - 9.1.2 place a "3rd Street Wager". Players who elect to bet shall place a "3rd Street Wager" in the appropriate area of an amount one to three times their "Ante Wager".
- 9.2 After the "3rd Street" card has been revealed, a player may either:
 - 9.2.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager" and "3rd Street Wager"; or
 - 9.2.2 place a "4th Street Wager". Players who elect to bet shall place a "4th Street Wager" in the appropriate area of an amount one to three times their "Ante Wager".
- 9.3 After the "4th Street" card has been revealed, a player may either:
 - 9.3.1 "Fold" by discarding their hole cards face down towards the dealer and forfeit their "Ante Wager", "3rd Street Wager" and "4th Street Wager"; or
 - 9.3.2 place a "5th Street Wager". Players who elect to bet shall place a "5th Street Wager" in the appropriate area of an amount one to three times their "Ante Wager".
- 9.4 Players who elect to fold shall pass their hole cards, face downwards on the table, towards the dealer.
- 9.5 After a player's hole cards have been folded they cannot be returned to the player.
- 9.6 The dealer shall collect all wagers and hole cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, and then –
 - 9.6.1 If no Jackpot wager is placed, the cards will be placed in the discard rack.
 - 9.6.2 If a Jackpot wager has been placed, the cards are to be placed face down over that players respective Jackpot betting area.
- 9.7 Players must ensure that their hole cards do not leave the area of the table layout nor are held away from the table.
- 9.8 Other than declaring an intention to fold or bet, players are not permitted to exchange or communicate information regarding their hand prior to the dealer revealing all of the community cards. Any violation may result in the forfeiture of all wagers by such player.
- 9.9 Players' hole cards must always be in full view of the dealer during a round of play.

10. Settlement

- 10.1 Starting from the dealer's right, the dealer shall turn over and spread the hole cards of the first player and announce the best possible five card poker hand in accordance with Rule 8 utilizing the two hole cards and the three community cards.
- 10.2 The dealer shall then pay winning wagers or collect losing wagers in accordance with the payout table and prove the number of cards and place them in the discard rack.
- 10.2.1 A player who has folded shall only be eligible to be paid for a winning jackpot hand according to rule 15 if they have made a jackpot wager on that particular hand and will NOT be eligible for any other payments regardless of their final hand.
- 10.3 If the player's hand conforms to one of the hands listed in the payout table below, the "Ante Wager", "3rd Street Wager", "4th Street Wager" and "5th Street Wager" will each be paid at the associated payment odds listed below:

Payout Table	Payment odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two pair	2 to 1
Jacks or better	1 to 1
Pairs of 6s to 10s	Standoff

Note: Pairs of 2s to 5s are declared losing bets.

- 10.4 The dealer will then act in turn upon each player's hand. The dealer will turn the hole cards and spread them face up, take or pay, and then place the hole cards in the discard rack before going on to the next hand.
- 10.5 A player may concede their hand by indicating with a sweeping motion of their hand towards the dealer. The dealer may announce "conceding hand" and collect that player's wagers and hole cards which shall be checked in accordance with rule 9.6.

11. Irregularities

- 11.1 An incorrect number of hole cards dealt to a player or to the community cards constitutes a misdeal and all wagers made on that round of play will be void and may be removed by the players who placed them.
- 11.2 If any cards are revealed during the deal, a misdeal shall be declared.
- 11.3 In the event of a misdeal, all wagers shall be void and a new round of play shall be dealt.
- 11.4 Should the dealer reveal one or more of the community cards prior to a player placing a "3rd Street Wager", then that player's hand may become void and the "Ante" will be returned to that player.

- 11.5 If the dealer should incorrectly spread the community cards this shall constitute a misdeal.
- 11.6 Should the dealer reveal the “4th Street” or “5th Street” during a round of play after a player has placed a “3rd Street Wager”, the incorrectly revealed card or cards will be turned face down and play will continue as normal.
- 11.7 Subject to rule 11.8, if a card or cards are dealt to a box that does not have an Ante wager, this will constitute a misdeal.
- 11.8 If after any player has viewed their hole cards and the dealer realises that a hand has been dealt to a playing area that does not contain an “Ante Wager”, the cards for that hand shall be spread and placed in the discard rack.
- 11.9 In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 3.1, the following shall apply:
 - 11.9.1 the result of any rounds of play previously completed shall stand; and
 - 11.9.2 the round of play where the missing card(s) is discovered, or the foreign card(s) is found shall be declared void and all monies returned to players for that round of play; and
 - 11.9.3 the deck shall be checked and verified at the table for any further missing or foreign cards; and
 - 11.9.4 Surveillance and an Inspector shall be notified.
- 11.10 Where a player or players are suspected of viewing another player's hole cards or collecting information from other active or non-active players, a casino supervisor may:
 - 11.10.1 direct the player or players concerned to play their hand prior to other players handling their cards;
 - 11.10.2 restrict players suspected of collusion from playing together at the same table;
 - 11.10.3 direct the players on a table to speak English only at all times.
- 11.11 Where a player makes a wager in accordance with rule 5.3, and is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed to be folded and the “Ante” Wager” and any “3rd Street Wager”, “4th Street Wager” or “5th Street Wager shall be collected and the cards spread and placed in the discard rack.
- 11.12 In the event of a malfunction of the electronic equipment referred to in rules 2.3 and 2.4.3, an inspector shall be notified.
- 11.13 In the event that a wager or Cash Change or Colour Change has not been correctly settled by reason of an overpayment or underpayment, then provided:

- 11.13.1 The overpayment or underpayment was not made intentionally, and The Star does not suspect that it was made intentionally (which, for the purposes of this rule, is to be determined in each case by The Star making reasonable enquiries); and
- 11.13.2 Within a reasonable time, the overpayment or underpayment is either rectified or a reasonable attempt has been made by The Star to rectify the overpayment or underpayment upon becoming aware of the overpayment or underpayment or The Star has otherwise brought the overpayment or underpayment to the attention of the NICC,

Then the overpayment or underpayment will not be taken to constitute a breach of these rules.

- 11.14 In the event that a wager or Cash Change or Colour Change has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:

- 11.14.1 Within a reasonable time, rectify the incorrect settlement; and
 - 11.14.2 Make a reasonable attempt to identify the patron involved.

- 11.15 For the avoidance of doubt:

- 11.15.1 For the purposes of rule 11.13.2 and 11.14.2 a reasonable attempt to rectify would be satisfied by The Star making a reasonable attempt to identify, contact or liaise with an affected patron and if practical, in the case of an affected patron having been identified:

- 11.15.1.1 Where an underpayment has been made, an attempt to reimburse that patron; or
 - 11.15.1.2 Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;

- 11.15.2 An unintentional overpayment of moneys to a patron by The Star will be not taken as a breach of any obligation The Star has regarding the provision or extension of credit under section 74 of the *Casino Control Act 1992*; and notwithstanding rule 11.13, at the end of each month The Star must inform the NICC of any individual overpayment or underpayment of which it becomes aware that is over \$1,000 in value.

- 11.16 In the event a wager is found to be invalid pursuant to Rule 13.1:

- 11.16.1 before the commencement of the hand, The Star will return the Invalid Wager to the person;
 - 11.16.2 In the course of the hand, The Star will make a reasonable attempt to return winning Invalid Wagers to the person and the person will not be entitled to any winnings arising out of the Invalid Wager.
 - 11.16.3 If an Invalid Wager applies to any previous hands that have already been settled, the wagers and results of the previous hands shall stand.

11.17 If the Star determines that a player, who has set a Loss Limit and exceeded their Loss Limit during a round of play, only the amount of the wager within the Loss Limit will be considered valid and settled according to the game result.

13.1.1 If a player fails to comply with rule 13.2 and their wager exceeds the Loss Limit, the amount exceeding the Loss Limit shall be deemed invalid and returned to the guest in reverse order of the bets placed. The dealer and/or supervisor must advise the player of their obligations when playing on a Loss Limit as per clause 13.2.

13.1.2 The wagers and results of previous round(s) of play shall stand.

12. Shuffling Device Malfunction

12.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.

12.2 Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:

12.2.1 that round of play shall be declared void; and

12.2.2 the result of any rounds of play previously completed shall stand; and

12.2.3 the game shall be continued with another shuffling device or a card shoe using new cards, subject to rule 3.7.

13. General Provisions

13.1 From 19 August 2024, a player must have a valid Player Card at the commencement of play and must only participate in the game with the use of their own Player Card. If a player does not comply with this requirement, including by presenting a Player Card to a dealer that was issued to another person or by placing a wager for or on behalf of another person, any wager placed by the player will be considered invalid irrespective of:

13.1.1 any claim of agency, representative, power of attorney or otherwise; or

13.1.2 the person with the economic stake in the wager.

13.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:

13.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;

13.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;

13.2.3 declare any remaining chips to a dealer when leaving a table game; and

13.2.4 comply with all other reasonable guidance and directions notified by The

Star from time to time relevant to the monitoring of their gaming activity.

- 13.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.
- 13.4 The Casino Supervisor may restrict a player from wagering for the purposes of allowing the player's Loss Limit to calculate and reset for the new Loss Limit period. This may include requiring the player to take a short break from play prior to the new Loss Limit period.
- 13.5 To the maximum extent permitted by law, The Star is not liable for any loss, damages, cost or expense that a player may suffer or incur either directly or indirectly arising out of or in connection with a player intentionally, recklessly or by any dishonest means exceeding a Gaming Limit or in circumstances where a Gaming Limit is exceeded because the player fails to comply with their obligations set out in rule 13.2.
- 13.6 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analyzing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 13.7 Rule 13.6 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 13.8 Where a casino supervisor is satisfied that a person has contravened any provision of rule 13.6, he/she may:
 - 13.8.1 declare that any wager made by the person is void; and
 - 13.8.2 direct that the person shall be excluded from further participation in the game;
 - 13.8.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;
 - 13.8.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 13.9 A casino supervisor may invalidate the outcome of a game if:
 - 13.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 13.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 13.10 Where the outcome of a game is invalidated under rule 13.9, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 13.9.2 be forfeited.
- 13.11 A player shall not be advised by an employee of the casino on how to play, except

to ensure compliance with these rules.

- 13.12 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 13.13 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 13.14 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate their seat or position.
- 13.15 Players and spectators are not permitted to have side bets with or against each other.
- 13.16 A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 13.17 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 13.18 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 13.19 The Star is not obliged to pay a wager, prize or jackpot to any person who, at the time of the wager, was in breach of The Star's Employee Gambling Policy.
- 13.20 A copy of these rules shall be made available for inspection upon request.
- 13.21 Proxy Betting is not permitted

14. Player Rewards and Promotional Prizes

- 14.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 14.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 14.3 When offering a non-monetary Promotional Prize, with the exception of prizes consisting of casino dollars, the casino operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.

14.4 Promotional Prizes must not be awarded in the form of cash. The method of prize disbursement will be outlined in the promotional terms and conditions..

14.5 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.

14.6 The non-monetary prize rules as set out in section 66(4)(b) of the *Casino Control Act 1992* apply and Promotional Prizes will not consist of or include any of the following:

- 14.6.1 tobacco in any form;
- 14.6.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;
- 14.6.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;
- 14.6.4 more than 20 litres of liquor; or
- 14.6.5 any item or service prescribed by the regulations.

14.7 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

14.8 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

- 14.8.1 the manner in which a Promotional Prize is to be awarded;
- 14.8.2 when and where the Promotional Prize will be awarded;
- 14.8.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 14.8.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 14.8.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 14.8.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 14.8.7 the place, date and time of any Promotional Prize promotion;
- 14.8.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 14.8.9 how the winner of a Promotional Prize will be notified;

14.8.10 how the results of a Promotional Prize will be published;

14.8.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

14.8.11.1 If the prize is machinery or an electric appliance, details shall also include:

- i) Make
- ii) Model;
- iii) Accessories

14.8.11.2 If the prize is a motor vehicle, details shall also include:

- i) Make
- ii) Model;
- iii) Accessories; and
- iv) whether registration and other on-road costs are included.

14.8.11.3 If the prize is travel, details shall also include:

- i) number of persons entitled to take advantage of the travel prize;
- ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
- iii) restrictions on when the travel must be taken;
- iv) if spending money is included.

14.8.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

14.9 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavors must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

- 14.9.1 face-to-face; or
- 14.9.2 mail; or
- 14.9.3 telephone; or
- 14.9.4 email.

14.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

14.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

- 14.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.
- 14.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the Inspector is to be notified within 48 hours.
- 14.13 The casino operator shall provide the NICC with full details of the terms and conditions of any promotion conducted by the casino operator in accordance with these rules at least 24 hours prior to the commencement of any promotion.
 - 14.13.1 In the event the casino operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the casino operator must re-submit the amended terms and conditions to the NICC as soon as possible.

15. Progressive Jackpot

15.1 Jackpot Meters and Jackpot Set-up:

15.1.1 The casino operator may offer more than one jackpot system.

15.1.2 When more than one jackpot meter pool is in operation:

15.1.2.1 the jackpot meter will operate in respect of one table or group of tables;

15.1.2.2 a table may only be linked to one jackpot meter pool;

15.1.3 Each table linked to a jackpot system shall be fitted with a jackpot meter displaying the value of the jackpot. Wagers on the jackpot shall form part of one or more jackpot pools.

15.1.4 Each table linked to a jackpot system shall have a sign declaring “folded hands may still qualify for a Jackpot Payout”

15.2 The Jackpot:

15.2.1 A player wishing to wager on the jackpot must also have placed a wager for that round of play.

15.2.1.1 Notwithstanding rule 15.2.1, the Casino Supervisor may allow a player to place a jackpot wager on another player's box, provided that the other player has chosen not to participate in the jackpot and provided that the wager is in accordance with rule 5.6

15.2.2 A player choosing to play the jackpot shall be responsible for ensuring that

their wager has been accepted.

15.2.3 The amount required to make a wager on the jackpot shall be displayed on a sign at the table.

15.2.4 Prior to commencement of the hand, a player shall place a wager on the area for jackpot wagers in order to be eligible for the jackpot.

15.2.5 When multiple tables are linked to the same jackpot pool, all tables shall:

15.2.5.1 Have the same jackpot pay table on all participating tables;

15.2.5.2 Contribute to the jackpot pool at the same jackpot increment rate and seed values as all other participating tables; and

15.2.5.3 Have a qualifying wager of the same value.

15.2.6 The qualifying hand for a jackpot shall comprise of five cards – the 2 cards dealt to the player in a round of play plus the 3 Community cards;

15.2.7 Jackpot payouts made to a player shall be paid separately to any other winning wagers for that round of play.

15.2.8 Winning jackpot events shall be a Royal Flush, a Straight Flush, Four of a Kind, Full House, and Flush.

15.2.9 The payouts for winning jackpot events shall be displayed on a sign at the table and are as follows:

15.2.9.1 Royal Flush \$50,000 or 100% of the jackpot, whichever is the greater;

15.2.9.2 Straight Flush \$5,000 or 10% of the jackpot, whichever is the greater;

15.2.9.3 Four of a kind \$500 bonus payout;

15.2.9.4 Full House \$150 bonus payout; or

15.2.9.5 Flush \$100 bonus payout.

15.2.10 The casino operator may offer a bonus jackpot as part of the operation of the jackpot system. When a bonus jackpot is offered:

15.2.10.1 All players with a wager for that round of play on the jackpot shall be eligible for this feature;

15.2.10.2 Bonus jackpots shall be paid to all players who had a valid jackpot wager at the table during a round of play where a Royal Flush or Straight Flush jackpot is won;

15.2.10.3 A player shall not be eligible for a bonus jackpot in a round

of play where they are the winner of the Royal Flush or Straight Flush progressive jackpot;

15.2.10.4 Bonus jackpots shall be paid before a Straight Flush or Royal Flush.

15.2.11 The amounts paid for winning bonus jackpot wagers shall be displayed on a sign at the table.

15.2.12 Notwithstanding rule 15.2.10.4, jackpot payments shall be made from right to left beginning with the playing area to the immediate right of the dealer.

15.2.13 If two or more player's hands qualify for the Royal Flush or Straight Flush Jackpot payout during the same round of play:

15.2.13.1 with a Royal Flush, the winners shall share the jackpot as an aggregate or shall each receive the minimum guaranteed amount as displayed on the table sign, whichever is the greater amount;

15.2.13.2 with a Straight Flush, the winners shall each be paid an equal share of the aggregate of the 10% payouts from each subsequent jackpot total or each receive the minimum guaranteed amounts as displayed on the table sign, whichever is the greater amount.

15.2.14 Where a hand containing a Royal Flush and a hand containing a Straight Flush qualify for a progressive jackpot in the same round of play, the player with the Straight Flush shall be paid first.

15.3 Jackpot Irregularities:

15.3.1 Where a hand is declared void, or a misdeal occurs, the jackpot wager/s placed for that round of play shall be cancelled through the dealer console and returned to players.

DIAGRAM "A"

MISSISSIPPI STUD POKER LAYOUT

