

Ref: DOC26/031979

**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 table of Poker in the casino operated by The Star Pty Limited under licence granted by the Regulator:

**(1) Amended Rules for the playing of Poker**

The amended rules for the playing of the table game of Poker in the casino as set out in the **Annexure 4**, are approved.

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

Signed at Sydney, NSW, this 13<sup>th</sup> day of February 2026.

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

Encl.

**Annexure 4** - Game Rules – Poker Version 5

# POKER

## Contents

1.	Definitions .....	2
2.	Table Layout and Equipment.....	6
3.	Table Charge/Commission .....	6
4.	The Cards .....	8
5.	The Shuffle and Cut .....	9
6.	Number of Players and Seating Positions.....	9
7.	Wagers .....	11
8.	Minimum Wagers, Maximum Wagers and Betting Structures.....	13
9.	Order of Play/Deal.....	16
10.	Betting Round .....	17
11.	Checking.....	17
12.	All-In.....	17
13.	Order of Poker Hands .....	18
14.	Seven Card Stud.....	21
15.	Texas Hold'em .....	23
16.	Omaha.....	24
17.	Pineapple Poker .....	26
18.	Crazy Pineapple Poker.....	28
19.	Final Settlement .....	30
20.	Misdeals.....	31
21.	Irregularities .....	32
22.	General Provisions .....	37
23.	Tournaments .....	40
24.	Player Rewards and Promotional Prizes.....	50
25.	Jackpot .....	53

# 1. Definitions

1.1 In these rules, unless the contrary intention appears:

**“action clock”** means a device used to count time during a cash game or tournament. When an action clock is in use, players will have a specific amount of time to act on their hand;

**“active player”** for a round of play means a player who has not folded;

**“all-in”** means a player who has invested all of their remaining chips in the outcome of a round of play. An all-in player can only win that portion of the pot or pots to which they have contributed;

**“ante”** means a predetermined contribution to the pot placed by all players prior to the first card being dealt 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;

**“bet”** means a player’s wager, or the action of a player making a wager;

**“betting round”** means a period of play during which each active player, in order, has the option to check, bet or fold until all wagers have been matched or reached the maximum number of raises;

**“blind”** means a predetermined contribution to the pot placed by a selected player or players before the first card is dealt. The blind is a live wager, which can win the pot if no further contributions to the pot are made;

**“broadcast jackpot amount”** means the cash total displayed on the jackpot display as the amount available to be won in the jackpot element of a game;

**“burn”** means 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;

**“buy-in”** means a required amount necessary to enter a game or tournament;

**“call”** means a wager made in an amount equal to the immediately preceding wager or going all-in for their remaining chips;

**“card shoe”** means a device from which cards are dealt;

**“Cashless”** means a table where chips can be purchased through a

cashless terminal at table (CTT).

**"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;

**"check"** means to abstain from wagering but continue to stay in contention for the pot by retaining the right to re-enter the betting after all other players have either bet or folded. A check shall only be an option if no blind is placed or bet made;

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

**"commission"** means an amount due to the casino operator for hosting the game;

**"commission checks"** means chips without denomination markings which may be used to pay commission depending on the commission structure in use;

**"community card(s)"** means a card or cards dealt to the centre of the table, which may be used by all players to complete their best possible hand;

**"dead hand"** means a hand that is ineligible to win the pot. A hand shall be declared dead if a specified time limit for decision making is exceeded or if cards are thrown in and touch the muck;

**"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;

**"designated player"** is the last player to receive cards in the initial deal and is indicated by the use of the dealer button;

**"float tray"** means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

**"flop"** means three community cards dealt face downward and turned face up simultaneously;

**"fold"** means a decision by a player to no longer continue with their hand for that particular round of play;

**"Gaming Limit"** means Deposit Limit and Loss Limits;

**"Gaming Manager"** means a person responsible for the supervision of the operation of the gaming floor;

**"Gaming Supervisor"** means a person responsible for the immediate supervision of the operation of the game;

**"hand"** means the cards dealt to each player in a round of play;

**"hole cards"** means a player's concealed cards;

**"in a hand"** means once a player has been dealt a legitimate poker hand and has looked at their cards.

**"indicate"** means a verbal announcement or motion by a player to check, call, bet, raise or fold, all of which are binding;

**"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 display"** means a screen displaying the progressive amount which can be won as part of a prize pool;

**"jackpot event"** means a Poker hand (e.g. a Royal Flush, Straight Flush, Four of A Kind, Full House, Flush, High Hand, Bad Beat) that may win a jackpot prize, when being offered. The jackpot prize in this context can be a fixed amount or a percentage of a jackpot pool. Details of the currently "on offer" jackpot events will be displayed on LCD, a noticeboard at the Poker Registration Point in the Poker Room and on a sign at the participating table.

**"live cards"** means cards that are still active in a round of play and have not been mucked. A player's live cards may be indicated by the placement of that player's hand on top of their cards;

**"Loss Limit"** means the maximum net loss over a period that a player has set for gaming at The Star Sydney.

**"muck"** means the pile of discards;

**"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.

**"pot"** means the sum of the antes, blinds and bets wagered;

**"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.

**"raise"** means 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;

**"round"** means a period of play where the dealer button moves around the table and it has reached a particular player a second time;

**"round of play"** means the period of play at a table commencing with the dealing of the first card by the dealer and concluding when the dealer announces a result and passes the pot to the winning player;

**"side pot(s)"** means a separate pot or pots created in a game of poker due to one or more players being all-in;

**"single deck shuffler"** means a machine used for shuffling one (1) deck of cards in the game of Poker;

**"sitting fee"** means a set fee charged to a player that will cover the period of time from when the player commences play at a table until the player ceases play and leaves the table in accordance with rule 3.3.3.6;

**"straddle"** means an optional blind bet made by a player after the posting of the compulsory blinds and before cards are dealt. This option is only available on cash games with fixed blind structures. In the case of a structured limit, a straddle will not be counted as a raise.

**"string bet"** means a bet made in more than one motion without verbally announcing intent and will be managed in accordance with rule 7.10;

**"structured limit"** means the betting range and structure designated for each game variation;

**"substantial action"** means any two actions in turn by players, with at least one of the actions resulting in chips being added to the pot or any combination of three actions in turn of check, bet, raise, call or fold;

**“table stake”** means the amount of chips a player has on the table and in plain view before the start of any round of play. An active player may only wager up to the amount of chips on the table and may not augment their table stake whilst a round of play is in progress;

**"void"** means invalid with no result.

## **2. Table Layout and Equipment**

- 2.1 The game of Poker shall be played at a table having up to a maximum of 11 seated players and a 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 the name and/or logo of the casino imprinted thereon.
- 2.3 The following equipment shall also be used:
  - 2.3.1 a card shoe capable of holding a single deck of cards;
  - 2.3.2 a dealer button which is used to denote the designated player. The button is moved one position in a clockwise rotation at the conclusion of each round of play and held by the last person to receive cards in the initial deal;
  - 2.3.3 a float tray;
- 2.4 A single deck shuffler may be used

## **3. Table Charge/Commission**

- 3.1 The casino operator shall levy a fee at each poker table in the form of a commission. This commission may be either a percentage of the pot, a fee per hand, or a time charge on each player participating in the game or any combination of the above.
- 3.2 The casino operator shall display a sign, in each part of the casino where Poker is played, detailing the type of commission to be utilised and any minimum and/or maximum, if applicable, amount of commission in dollar terms for each game in play.
- 3.3 The casino operator shall use one or more of the following methods in determining and collecting the commission:
  - 3.3.1 A percentage commission collected from the pot and any side pots,

pursuant to which;

3.3.1.1 the amount to be collected shall be calculated and collected from the total pot or pots by the dealer after the conclusion of a betting round.

3.3.1.2 In games where the only wagers are blind bets no percentage commission shall be collected.

3.3.1.3 Where two or more players hold hands of equal value at the showdown and have wagered and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no percentage commission will be collected from the pot.

3.3.2 A fee per hand dealt, pursuant to which;

3.3.2.1 commission shall be calculated on a "per-hand" basis.

3.3.3 A fee based on time charges pursuant to which;

3.3.3.1 commission shall be calculated on a "per-player" basis or on a "per-table per-hour" basis which may be imposed on a "per-player" basis; and

3.3.3.2 where the commission is imposed on "per-table per-hour" basis, commission may be taken on a per-hand basis until the set amount of commission for the hour has been taken, after which no commission will be taken until the next hour of play has commenced; and

3.3.3.3 where the commission is imposed on a "per-player" basis, players will be charged in advance, on the hour every hour, from the time the game commences. Players wishing to join the table after the 'on the hour fee' has been paid, but prior to the next hourly time period becoming payable, will be charged a proportion of the hourly time charge calculated in 15 minute increments; and

3.3.3.4 Players who have paid their fee for the hour and are directed to move by a casino supervisor will not have to pay again until the next hourly time charge period; and

3.3.3.5 no refunds will be given to players who leave the game prior to the completion of the hour;

3.3.3.6 commission shall be assessed and imposed on inactive players; and

- 3.3.3.7 a sitting fee may be collected per player on a “per-player” basis and each player will be charged once when initially taking a seat at a table. This sitting fee will cover the period of time played until the player leaves the table, and ends their playing session. The amount required as a sitting fee shall be displayed at a sign on the table.
- 3.4 A casino supervisor may vary the method and amount of commission to be charged for a game prior to the commencement of a round of play, provided;
  - 3.4.1 prior notice of at least three rounds of play has been given. In the event that all players are in agreement, changes may be made without prior notice; and
  - 3.4.2 changes shall only be made at the completion of a round of play; and
  - 3.4.3 the signage is changed to show the applicable commission.
- 3.5 A casino supervisor may vary the method and amount of commission to be charged for a game so that nil commission is collected.
- 3.6 For the purpose of calculating a percentage commission, an uncalled wager shall not form part of the pot.

## **4. The Cards**

- 4.1 The game of Poker shall be played with either:
  - 4.1.1 a full deck of cards, having 52 cards without jokers, with backs of the same colour and design; or
  - 4.1.2 a 32-card deck, consisting of Ace, King, Queen Jack, 10, 9, 8 and 7, with backs of the same colour and design; or
  - 4.1.3 a 36-card deck, consisting of Ace, King, Queen, Jack, 10, 9, 8, 7 and 6, with backs of the same colour and design.
- 4.2 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.
- 4.3 Cards may be checked and shall be secured until such time as they may be required.
- 4.4 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.

- 4.5 All cards used in the game of Poker shall be dealt from a card shoe specifically designed for such purpose.
- 4.6 When handling the cards, players shall at all times ensure that the cards remain on or above the playing area of the table. The cards shall not be removed from the table.
- 4.7 A casino supervisor may inspect a player's hand at the completion of a round of play.
- 4.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

## **5. The Shuffle and Cut**

- 5.1 The cards shall be shuffled so that they are randomly intermixed within the deck:
  - 5.1.1 immediately prior to the start of play;
  - 5.1.2 at the completion of each round of play; or
  - 5.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 5.2 When a single deck shuffler is in use at a table:
  - 5.2.1 the single deck shuffler may be loaded with one deck of cards while another deck is used in play; and
  - 5.2.2 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 single deck shuffler; and
  - 5.2.3 the dealer may perform a manual shuffle prior to inserting the cards into the single deck shuffler.
- 5.3 After the cards have been shuffled, the dealer shall cut the cards and place them on a cutting card and then insert all the cards in the card shoe for the commencement of play.
- 5.4 No person other than the dealer shall cut the cards.

## **6. Number of Players and Seating Positions**

6.1 The maximum number of seated patrons may be one more than the number of players dealt during a round of play. The maximum number of players dealt during a round of play, in a poker game shall be:

6.1.1 a 52 card game:

- (i) Seven Card Stud – eight
- (ii) Hold'em – ten
- (iii) Omaha – ten
- (iv) Pineapple Poker – ten
- (v) Crazy Pineapple Poker – ten

6.1.2 a 32 card game:

- (i) Seven Card Stud – four
- (ii) Hold'em – ten

6.1.3 a 36 card game:

- (i) Hold'em – Ten

6.2 If at the commencement of play, two or more persons wish to sit at a particular position at the table, the seating position must be decided by a draw of cards to the relevant players. The dealer will draw one card to each player in an anticlockwise direction from the dealer's button and the highest drawn card shall win the position, an ace will always rank highest. Where two cards of the same face value are drawn then a further draw of the cards shall be conducted.

6.3 If a position becomes vacant during play, the order of priority for filling the position shall be:

- (i) A player who has been taking part in the game at the table;
- (ii) Where there is no player taking part in the game at the table, a player from another table at which the same game and limits has been conducted;
- (iii) Where there is no player taking part in another game, a player who is on the waiting list, in order.

6.4 If there are two or more persons having the same priority to fill the vacant position, the seating position must be decided by a draw of cards to the relevant players. The dealer will draw one card to each player in an

anticlockwise direction from the dealer's button and the highest drawn card shall win the position, an ace will always rank highest. Where two cards of the same face value are drawn then a further draw of the cards shall be conducted.

## **7. Wagers**

- 7.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play.
- 7.2 All wagers shall be placed by means of chips.
- 7.3 Prior to the first card being dealt in each round of play, each player wishing to participate in the round of play shall place an ante/blind, depending on the variation in play, directly in front of them, which shall go to form the pot.
- 7.4 After each card has been dealt, players may pick up their cards and at the completion of dealing bet or fold in order; with exception of the player in the position of the last compulsory blind who may have the option to check, raise or fold.
- 7.5 Players shall indicate their decision to check, bet, call, raise or fold either by verbally announcing their intention or as follows:
  - 7.5.1 Check, by knocking or tapping on the table; or
  - 7.5.2 Bet, by placing the required amount as specified by the table minimum; or
  - 7.5.3 Call, by placing the required amount in chips on the table directly in front of them.
    - 7.5.3.1 In all games, if a player makes a bet of less than the amount required to call, he/she will have the option to:
      - 7.5.3.2 make up the difference to remain in the round of play; or
      - 7.5.3.3 go all-in if their table stake is less than the amount to call to remain in the round of play; or
  - 7.5.4 Raise, by placing the required amount in chips to call plus an additional amount in chips to raise on the table in front of them; or
  - 7.5.5 Fold, by passing their cards face down to the dealer.
- 7.6 Where there are two or more indications the first action will be binding. Subject to rule 21.4 once a player has made a wager it may not be withdrawn or altered; except where necessary to ensure compliance with

the rules of the game.

- 7.7 Except as provided in these rules or until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the card shoe.
- 7.8 In all games if a player makes a raise of 50% or more of the previous wager without verbally announcing their intent, they will be required to make the raise up to the minimum raise permitted. In all games if a player makes a raise of less than 50% of the previous wager or raise without verbally announcing their intent, it shall be considered a call.
- 7.9 A player who bets unannounced with two chips of the same denomination totaling more than the amount to call and less than the minimum amount to raise (and one chip value is less than the previous bet), shall be considered a call. In this instance rule 7.6 does not apply.
- 7.10 A single chip of greater value than the bet that is not verbally announced as a raise shall be considered a call.
- 7.11 String bets are not permitted. Players shall either declare their intention verbally or wager the proper amount of chips in one motion.
- 7.12 A player shall not wager on more than one hand in any round of play.
- 7.13 All games may be scheduled with a predetermined amount of time for the players to act which, if applicable, shall be indicated on a sign at the table and administered by the dealer. If a player has not acted before this time, his/her hand shall either be declared a dead hand or will be declared a check if the player would have been eligible to check for that betting round.
- 7.13.1 Where the time to act is in operation, the minimum time must be at least 15 seconds.
- 7.13.2 Where time to act is in operation, players may be permitted to extend their time to act by purchasing additional time.
- 7.13.3 The amount shall be retained by the operator.
- 7.13.4 A player can only request additional time twice per betting round.
- 7.13.5 Where time to act is in operation, an action clock will be in use and be made visible to all the players. Player(s) will be notified prior to five (5) seconds of the completion of the countdown.

7.13.6 Where time to act is in operation, a sign at the table shall display the initial time limit, the charge and, the additional time allowed.

## **8. Minimum Wagers, Maximum Wagers and Betting Structures**

8.1 The type of game, minimum and maximum initial table stake, betting limits and structure, including the number of compulsory blinds if applicable, shall be displayed on a sign in each part of the casino where Poker is played.

8.2 Players are responsible for ensuring that their wagers comply with the betting limits and structure stated on the sign.

8.2.1 In all games if it is noticed that a player's initial table stake or augmentation of their table stake does not comply with the minimum/maximums of the game the following shall apply:

8.2.1.1 If a player's initial table stake is below the stated minimum or above the stated maximum and is noticed prior to substantial action notwithstanding Rule 8.7, the player shall augment their table stake to comply with the minimum and/or maximum of the game.

8.2.1.2 If a player's initial table stake is below the stated minimum and is noticed after substantial action the player shall continue with the remainder of the table stake until the completion of the round of play. If after the completion of the round of play the player's table stake is still below the required minimum they must comply with the minimum required buy-in to play before they can continue. If their table stake complies or is more than stated minimum the player shall continue with all chips remaining.

8.2.1.3 If a player's table stake is in excess of the stated maximum and is noticed after substantial action the player, notwithstanding rule 8.7 must reduce the table stake to the maximum allowable for that game immediately. Any calls/wagers that have been made that are in excess of the stated maximum table stake will be returned to participating players in the pot. If a player is all-in he/she can only win the maximum amount allowable.

8.2.1.4 In the event that a player has been found to have wagered with amounts above or below the stated minimums/ maximums on the completion of a round of play or on any previous round(s) of play, the wagers and results of the previous round(s) of play shall stand.

- 8.3 The game, minimum and maximum initial table stake, betting limit and structure may be changed at the discretion of the casino supervisor provided;
- 8.3.1 prior notice of at least three rounds of play have been given to players. In the event that all players are in agreement, changes may be made without prior notice; and
  - 8.3.2 changes shall only be made at the completion of a round of play; and
  - 8.3.3 subject to this rule, the minimum wager may 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.
- 8.4 On commencement of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required in chips.
- 8.5 A player who is directed by a casino supervisor to move from a broken game to a game of the same limit may continue to play with their existing table stake, even if it is less than the minimum table stake. A player switching games voluntarily must have the proper initial table stake for the new game.
- 8.6 Chips or money shall not be borrowed or lent by players during a round of play.
- 8.7 An active player shall not augment or reduce their table stake during any round of play. A player not in a round of play may augment their stake but shall not remove chips from the table; except for the purchase of goods and services from a casino employee.
- 8.7.1 With prior approval of the Poker Manager, a Gaming Manager or above, chips may be removed from the table for purposes other than those defined in rule 8.7.
- 8.8 The rules for minimum and maximum wagers are as follows:
- 8.8.1 Where a blind bet is required, all compulsory blind bets shall be indicated on the table limit sign. The last blind bet shall be at least equal to the table minimum of the first betting round.
  - 8.8.2 Should a player be absent and miss their turn to place the blind bet(s) they shall have the following options:
    - 8.8.2.1 place the equivalent value of the blind bet(s) missed into the pot for the current round of play; or

- 8.8.2.2 be dealt out of all subsequent rounds of play until it is their turn to place the blind bet again.
- 8.8.3 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 place one required blind bet equivalent to the table minimum for the round of play to receive a hand immediately.
- 8.8.4 A new player to the table shall have the following options:
  - 8.8.4.1 place one required blind bet equivalent to the table minimum for the round of play; or
  - 8.8.4.2 be dealt out of all subsequent rounds of play until it is their turn to place the blind bet again.
- 8.8.5 A raise shall be within the table limits and shall not be less than any previous bet or raise in that round, except in the event of a player going all-in;
- 8.8.6 Where a betting limit is specified in terms of a ratio to the pot (i.e. half pot or full pot) and a player wishes to raise, the amount required for a player to call shall be included in the pot before the betting limit is calculated;
- 8.8.7 In all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit, there shall be no limit to the number of raises permitted;
- 8.8.8 In cases where there is a structured limit there shall be a limit of three raises in a betting round, unless there remains only two active players in the final betting round, in which case there shall be no limit to the number of raises.
- 8.9 In a game of poker, straddle wagers may be permitted. The first active player to the left of the last compulsory blind bet may place a wager double the last compulsory blind, this wager is known as a "Straddle".
  - 8.9.1 A player who places a straddle will be entitled to act last in the first betting round only. A straddle bet will have no effect on the structure of the game. For the purposes of limiting the number of raises in a round, a straddle will not be counted as a raise.
  - 8.9.2 Where straddle wagers are permitted this option shall be indicated on the table limit sign.
- 8.10 Subject to approval of a Gaming Manager and players receiving prior advice and consenting to the conditions of play, the game may be conducted under

conditions known as Freeze Out as follows:

- 8.10.1 each player shall buy in for an identical amount;
- 8.10.2 a player shall not add or remove any chips from their table stake after the game has commenced;
- 8.10.3 a player shall not join the game after play has commenced;
- 8.10.4 a player shall not leave the game unless his table stake is exhausted or there are reasonable grounds in the opinion of the casino supervisor for that player being unable to continue;
- 8.10.5 each time a player is eliminated the amount of any blind bet shall increase by the amount of the original minimum wager; and
- 8.10.6 play shall continue until only one player is left in the game. That player shall be the winner.

8.11 For the purposes of rule 8.10 “game” shall mean the condition of Freeze Out which shall commence with the first card dealt and concluding with the determination of the winning player.

## **9. Order of Play/Deal**

- 9.1 The player seated to the immediate right of the dealer receives the dealer button for the first round of play.
- 9.2 The dealer button shall be passed in a clockwise direction around the table at the conclusion of each round of play.
- 9.3 The person holding the dealer button becomes known as the designated player and shall receive the last card in the initial deal.
  - 9.3.1 Where the number of seated patrons exceeds the number of allowable players in a poker game, the dealer will not deal cards to the designated player. In this instance, the player to the immediate right of the designated player will be the last to receive cards.
- 9.4 The player to the immediate left of the designated player will be the first to place an ante/blind and receive the cards.
- 9.5 Prior to the first card being dealt, all players shall be required to place an ante/blind in accordance with the rules for the particular version of Poker in play.
- 9.6 A player may not decline to place any compulsory blinds.
- 9.7 Cards shall be dealt to each player, in a clockwise direction, commencing with the player on the immediate left of the designated player and in

accordance with the rules for the particular version of Poker in play.

- 9.8 Where only two players remain in the game, all rules pertaining to the order of wagering, and order of play shall be amended to the extent that the designated player will be the first to place the blind and shall be the first to check, bet or fold in the first betting round.

## **10. Betting Round**

- 10.1 At the start of each betting round, subject to rule 11.1, the players in order shall verbally announce and/or indicate their intention to check, bet or fold.
- 10.2 A player who elects to bet shall place a wager in accordance with rule 7.
- 10.3 A player who elects to fold shall verbally announce 'fold' or pass their cards facedown towards the dealer who shall collect them. The dealer shall then verbally announce the player's decision to fold. Cards will be live until mucked.
- 10.4 Once a player has folded and their hand has been mucked the hand cannot be returned to play.
- 10.5 Players should protect their live cards by keeping them face down on the table surface and placing their hand on top of their cards.
- 10.6 The dealer shall collect any monies due to the pot, placing it in the centre of the table, and the cards from each player who elects to fold. The cards shall be individually spread out face downwards by the dealer, counted and then placed in the discard pile.

## **11. Checking**

- 11.1 Checking is not permitted in the first betting round.
- 11.2 The first player who may check in subsequent betting round is the first active player to the left of the designated player.
- 11.3 If a player checks, the next active player may also check.
- 11.4 No player may check once a bet has been made in a betting round.
- 11.5 Checking is not permitted in the game of Draw Poker.
- 11.6 Players shall indicate their decision to check verbally or by knocking or tapping the table. The dealer shall then verbally announce the players' decision.

## **12. All-In**

- 12.1 A player who does not have a table stake of sufficient value to meet a wager and who wishes to stay in the hand must wager the remaining amount of their table stake. They remain in the hand as an active player, taking no further part in any subsequent betting round(s).
- 12.2 When a player goes all-in for less than the amount required to constitute a bet, all subsequent players must call to any previous amount wagered in the betting round or to the structured limit or call and raise to the structured limit and if necessary start a separate (side) pot.
- 12.3 If an all-in player is opening the betting and the amount wagered is less than the amount required to constitute a bet, all subsequent players shall be permitted to call for the amount wagered or raise to the structured limit and if necessary start a separate (side) pot.
- 12.4 When an all-in player's wager is in excess of the amount required to call but is less than the amount required to constitute a raise, this excess amount shall not be considered a raise. All subsequent players shall call to the all-in amount or call and raise to the structured limit.
- 12.5 Amounts bet by players that are more than the player who has gone all-in are then combined in a separate (side) pot.
- 12.6 An all-in player is only eligible to win the pot or pots they have contributed to.
- 12.7 An all-in player who has been called shall be required to expose their cards after the final betting round is completed.

### **13. Order of Poker Hands**

- 13.1 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.
- 13.2 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. The highest card in the hand designates the relative value of the straight flush. 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. The value of the three cards has priority over the pair in

comparing hands;

- (e) **Flush** five cards of the same suit. The highest card in the suit designates the relative value of the flush, followed by the next highest, and so on in descending order of rank;
- (f) **Straight** five cards in numerical sequence not all of the same suit. The highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight e.g. Ace, King, Queen, Jack, 10 or 5, 4, 3, 2, Ace;
- (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. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;
- (i) **One Pair** two cards of the same value combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank;
- (j) **No Pair** five unmatched cards. The highest card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of value.

13.3 The value of each card in descending order for a 32 card deck is ace, king, queen, jack, 10, 9, 8, and 7 (ace, when used in a small straight); All suits have the same rank. The order of hands from 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. The highest card in the hand designates the relative value of the straight flush.
- (c) **Four of a Kind** four cards of the same value; plus one other card;
- (d) **Flush** five cards of the same suit. The highest card in the suit designates the relative value of the flush, followed by the next highest, and so on in descending order of value.
- (e) **Full House** three cards of the same value combined with a pair of another value. The value of the three cards has priority over the pair in comparing hands;
- (f) **Straight** five cards in numerical sequence not all of the same suit. The

highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight e.g. Ace, King, Queen, Jack, 10 or 10, 9, 8, 7, Ace;

- (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. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;
- (i) **One Pair** two cards of the same value, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of value;
- (j) **No Pair** five unmatched cards, the highest card in the hand, designates the relative value of the hand, followed by the next highest, and so on in descending order of value.

13.4 The value of each card in descending order for a 36-card deck is ace, king, queen, jack, 10, 9, 8, and 7, 6 (ace when used in a small straight); All suits have the same rank. The order of hands from 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. The highest card in the hand designates the relative value of the straight flush;
- (c) **Four of a Kind** four cards of the same value, plus one other card;
- (d) **Flush** five cards of the same suit. The highest card in the suit designates the relative value of the flush, followed by the next highest, and so on in descending order of value;
- (e) **Full House** three cards of the same value combined with a pair of another value. The value of the three cards has priority over the pair in comparing hands;
- (f) **Three of a Kind** three cards of the same value, with any two unmatched cards;
- (g) **Straight** five cards in numerical sequence not all of the same suit. The highest card in the sequence designates the relative value of the straight. An ace may count high or low in a straight e.g. Ace, King, Queen, Jack, 10 or 9, 8, 7, 6, Ace;

- (h) **Two Pair** two cards of the same value combined with two cards of another value, plus one other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card;
- (i) **One Pair** two cards of the same value, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of value;
- (j) **No Pair** five unmatched cards, the highest card in the hand, designates the relative value of the hand, followed by the next highest, and so on in descending order of value.

The dealer shall then announce the winning hand or hands.

## 14. Seven Card Stud

14.1 Prior to the first card being dealt, all players shall be required to place an ante.

14.2 Commencing with the player on the immediate left of the designated player and in a clockwise direction, the dealer shall deal two cards at a time face down to each player and then, in the same order, a third card face up to each player.

14.3 The first betting round is as follows:

14.3.1 after the initial deal, the player with the lowest up card shall place a compulsory bet not less than the table minimum. If two or more players have up cards of equal rank then the player with the lowest up card closest to the left of the designated player shall place a compulsory bet not less than the table minimum;

14.3.2 subsequent players in order shall bet or fold until:

14.3.2.1 only one player remains in the game, in which case this player shall win the pot; or

14.3.2.2 two or more players remain in the game.

14.4 The second, third and fourth rounds of betting are as follows:

14.4.1 if two or more players remain in the game the dealer shall, commencing with the first active player on the immediate left of the designated player and in a clockwise direction, deal to each active player in sequence one card face up;

14.4.2 the player with the highest value hand showing shall check, bet or fold. If two or more players have value hands of equal rank then the player with the highest value hand closest to the left of the designated player shall check, bet or fold;

14.4.3 subsequent players in order shall check, bet or fold until:

14.4.3.1 only one player remains in the game, in which case this player shall win the pot; or

14.4.3.2 two or more players remain in the game.

14.5 The final betting round is as follows:

14.5.1 if two or more players remain in the game the dealer shall, commencing with the first active player on the immediate left of the designated player and in a clockwise direction, deal to each active player in sequence one card face down;

14.5.2 if there are insufficient cards remaining, the dealer shall deal a community card face up;

14.5.3 the player with the highest value hand showing, including the community card, shall check, bet or fold. If two or more players have value hands of equal rank then the player with the highest value hand closest to the left of the designated player shall check, bet or fold;

14.5.4 subsequent players in order shall check, bet or fold until:

14.5.4.1 only one player remains in the game, in which case this player shall win the pot; or

14.5.4.2 two or more players remain in the game.

14.6 If two or more players remain in the game, subject to rule 12.7:

14.6.1 the player being called shall then expose his/her hole cards; or

14.6.2 if all players check the player with the highest hand showing may expose his/her hole cards; and

14.6.3 Any remaining players wishing to claim the pot shall then expose their hole card. The winning hand shall be the highest-ranking five-card poker hand consisting of any combination of the player's seven cards, which, in some instances, may include a community card pursuant to 14.5.2.

14.7 The dealer shall then announce the winning hand or hands.

## **15. Texas Hold'em**

15.1 Prior to the first card being dealt, blinds shall be placed as follows:

15.1.1 the player on the immediate left of the designated player shall place the first blind bet;

15.1.2 the player on the immediate left of the first blind shall place the second blind bet and so on in a clockwise direction around the table until all compulsory blind bets have been placed; and

15.1.3 the number of compulsory blind bets required shall be displayed on a sign at the table.

15.2 Commencing with the player on the immediate left of the designated player and in a clockwise direction, the dealer shall deal one card at a time face down to each player until each player receives two cards.

15.3 The first betting round is as follows:

15.3.1 after the initial deal, the first active player on the immediate left of the last blind shall bet or fold;

15.3.2 subsequent players in order shall bet or fold until:

15.3.2.1 only one player remains in the game, in which case this player shall win the pot; or

15.3.2.2 two or more players remain in the game.

15.4 The second betting round is as follows:

15.4.1 if two or more players remain in the game the dealer shall burn a card before dealing three community cards. These three community cards will be called the flop and are dealt one at a time face down and then turned face up simultaneously;

15.4.2 the first active player on the immediate left of the designated player shall check, bet or fold;

15.4.3 subsequent players in order shall check, bet or fold until:

15.4.3.1 only one player remains in the game, in which case this player shall win the pot; or

15.4.3.2 two or more players remain in the game.

15.5 The third betting round is as follows:

15.5.1 if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card face up;

15.5.2 the first active player on the immediate left of the designated player shall check, bet or fold;

15.5.3 subsequent players in order shall check, bet or fold until:

15.5.3.1 only one player remains in the game, in which case this player shall win the pot; or

15.5.3.2 two or more players remain in the game.

15.6 The final betting round is as follows:

15.6.1 if two or more players remain in the game the dealer shall burn a card before dealing a fifth and final community card face up;

15.6.2 the first active player on the immediate left of the designated player shall check, bet or fold;

15.6.3 subsequent players in order shall check, bet or fold until:

15.6.3.1 only one player remains in the game, in which case this player shall win the pot; or

15.6.3.2 two or more players remain in the game.

15.7 If two or more players remain in the game, subject to rule 12.7:

15.7.1 the player being called shall then expose his/her cards; or

15.7.2 if all players check the first active player on the left of the designated player may then expose his/her hole cards; and

15.7.3 Any remaining players wishing to claim the pot shall then expose their cards. The winning hand shall be the highest-ranking five-card hand consisting of any combination from the five community cards and the player's two hole cards.

15.8 The dealer shall then announce the winning hand or hands.

## **16. Omaha**

16.1 Prior to the first card being dealt, blinds shall be placed as follows:

16.1.1 the player on the immediate left of the designated player shall place

the first blind bet;

16.1.2 the player on the immediate left of the first blind shall place the second blind bet and so on in a clockwise direction around the table until all compulsory blind bets have been placed; and

16.1.3 the number of compulsory blind bets required shall be displayed on a sign at the table.

16.2 Commencing with the player on the immediate left of the designated player and in a clockwise direction, the dealer shall deal one card at a time face down to each player until each player receives four cards.

16.3 The first betting round is as follows:

16.3.1 after the initial deal, players in a clockwise direction commencing with the player to the immediate left of the last blind shall bet or fold;

16.3.2 subsequent players in order shall bet or fold until:

16.3.2.1 only one player remains in the game, in which case this player shall win the pot; or

16.3.2.2 two or more players remain in the game.

16.4 The second betting round is as follows:

16.4.1 if two or more players remain in the game the dealer shall burn a card before dealing three community cards. These three community cards will be called the flop and are dealt one at a time face down and then turned face up simultaneously;

16.4.2 the first active player on the immediate left of the designated player shall check, bet or fold;

16.4.3 subsequent players in order shall check, bet or fold until:

16.4.3.1 only one player remains in the game, in which case this player shall win the pot; or

16.4.3.2 two or more players remain in the game.

16.5 The third betting round is as follows:

16.5.1 if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card face up;

16.5.2 the first active player on the immediate left of the designated player shall check, bet or fold;

16.5.3 subsequent players in order shall check, bet or fold until:

16.5.3.1 only one player remains in the game, in which case this player shall win the pot; or

16.5.3.2 two or more players remain in the game.

16.6 The final betting round is as follows:

16.6.1 if two or more players remain in the game the dealer shall burn a card before dealing a fifth and final community card face up;

16.6.2 the first active player on the immediate left of the designated player shall check, bet or fold;

16.6.3 subsequent players in order shall check, bet or fold until:

16.6.3.1 only one player remains in the game, in which case this player shall win the pot; or

16.6.3.2 two or more players remain in the game.

16.7 If two or more players remain in the game, subject to rule 12.7:

16.7.1 the player being called shall then expose his/her cards; or

16.7.2 if all players check the first active player on the left of the designated player may then expose his/her hole cards; and

16.7.3 Any remaining players wishing to claim the pot shall then expose their cards. The winning hand shall be the highest-ranking five-card hand consisting of two of the player's four hole cards and three community cards.

16.8 The dealer shall then announce the winning hand or hands.

## **17. Pineapple Poker**

17.1 Prior to the first card being dealt, blinds shall be placed as follows:

17.1.1 the player on the immediate left of the designated player shall place the first blind bet;

17.1.2 the player on the immediate left of the first blind shall place the second blind bet and so on in a clockwise direction around the table until all compulsory blind bets have been placed; and

17.1.3 the number of compulsory blind bets required shall be displayed on

a sign at the table.

17.2 Commencing with the player on the immediate left of the designated player and in a clockwise direction, the dealer shall deal one card at a time face down to each player until each player receives three cards.

17.3 The first betting round is as follows:

17.3.1 after the initial deal, the first active player on the immediate left of the last blind shall bet or fold;

17.3.2 subsequent players in order shall bet or fold until:

17.3.2.1 only one player remains in the game, in which case this player shall win the pot; or

17.3.2.2 two or more players remain in the game.

17.3.3 if two or more players remain in the game, commencing with the first active player to the immediate left of the designated player, all players will discard one card to the dealer.

17.4 The second betting round is as follows:

17.4.1 if two or more players remain in the game the dealer shall burn a card before dealing three community cards. These three community cards will be called the flop and are dealt one at a time face down and then turned face up simultaneously;

17.4.2 the first active player on the immediate left of the designated player shall check, bet or fold;

17.4.3 subsequent players in order shall check, bet or fold until:

17.4.3.1 only one player remains in the game, in which case this player shall win the pot; or

17.4.3.2 two or more players remain in the game.

17.5 The third betting round is as follows:

17.5.1 if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card face up;

17.5.2 the first active player on the immediate left of the designated player shall check, bet or fold;

17.5.3 subsequent players in order shall check, bet or fold until:

17.5.3.1 only one player remains in the game, in which case this player shall win the pot; or

17.5.3.2 two or more players remain in the game.

17.6 The final betting round is as follows:

17.6.1 if two or more players remain in the game the dealer shall burn a card before dealing a fifth and final community card face up;

17.6.2 the first active player on the immediate left of the designated player shall check, bet or fold;

17.6.3 subsequent players in order shall check, bet or fold until:

17.6.3.1 only one player remains in the game, in which case this player shall win the pot; or

17.6.3.2 two or more players remain in the game.

17.7 If two or more players remain in the game, subject to rule 12.7:

17.7.1 the player being called shall then expose his/her cards; or

17.7.2 if all players check the first active player on the left of the designated player may then expose his/her hole cards; and

17.7.3 Any remaining players wishing to claim the pot shall then expose their cards. The winning hand shall be the highest-ranking five-card hand consisting of any combination from the five community cards and the player's two hole cards.

17.8 The dealer shall then announce the winning hand or hands.

## **18. Crazy Pineapple Poker**

18.1 Prior to the first card being dealt, blinds shall be placed as follows:

18.1.1 the player on the immediate left of the designated player shall place the first blind bet;

18.1.2 the player on the immediate left of the first blind shall place the second blind bet and so on in a clockwise direction around the table until all compulsory blind bets have been placed; and

18.1.3 the number of compulsory blind bets required shall be displayed on a sign at the table.

18.2 Commencing with the player on the immediate left of the designated player

and in a clockwise direction, the dealer shall deal one card at a time face down to each player until each player receives three cards.

18.3 The first betting round is as follows:

18.3.1 after the initial deal, the first active player on the immediate left of the last blind shall bet or fold;

18.3.2 subsequent players in order shall bet or fold until:

18.3.2.1 only one player remains in the game, in which case this player shall win the pot; or

18.3.2.2 two or more players remain in the game.

18.4 The second betting round is as follows:

18.4.1 if two or more players remain in the game the dealer shall burn a card before dealing three community cards. These three community cards will be called the flop and are dealt one at a time face down and then turned face up simultaneously;

18.4.2 the first active player on the immediate left of the designated player shall check, bet or fold;

18.4.3 subsequent players in order shall check, bet or fold until:

18.4.3.1 only one player remains in the game, in which case this player shall win the pot; or

18.4.3.2 two or more players remain in the game.

18.4.4 if two or more players remain in the game, commencing with the first active player to the immediate left of the designated player, all players will discard one card to the dealer.

18.5 The third betting round is as follows:

18.5.1 if two or more players remain in the game the dealer shall burn a card before dealing the fourth community card face up;

18.5.2 the first active player on the immediate left of the designated player shall check, bet or fold;

18.5.3 subsequent players in order shall check, bet or fold until:

18.5.3.1 only one player remains in the game, in which case this player shall win the pot; or

18.5.3.2 two or more players remain in the game.

18.6 The final betting round is as follows:

18.6.1 if two or more players remain in the game the dealer shall burn a card before dealing a fifth and final community card face up;

18.6.2 the first active player on the immediate left of the designated player shall check, bet or fold;

18.6.3 subsequent players in order shall check, bet or fold until:

18.6.3.1 only one player remains in the game, in which case this player shall win the pot; or

18.6.3.2 two or more players remain in the game.

18.7 If two or more players remain in the game, subject to rule 12.7:

18.7.1 the player being called shall then expose his/her cards; or

18.7.2 if all players check the first active player on the left of the designated player may then expose his/her hole cards; and

18.7.3 Any remaining players wishing to claim the pot shall then expose their cards. The winning hand shall be the highest-ranking five-card hand consisting of any combination from the five community cards and the player's two hole cards.

18.8 The dealer shall then announce the winning hand or hands.

## **19. Final Settlement**

19.1 Each hand shall be played to a conclusion and the pot or pots shall not be divided by agreement of two or more players.

19.2 A player must show all cards in the hand face up on the table to win the pot.

19.3 After the dealer announces the winning hand or hands the dealer shall:

19.3.1 calculate the amount of the casino operator's commission, if applicable; and

19.3.2 deduct the commission, if applicable, from the pot or pots; and

19.3.3 pass the pot or pots, less the commission deducted, to the winning player or players; and

19.3.4 collect and count the cards and place them in the discard pile.

19.4 When two or more players hold winning hands of equal value, the pot or pots shall be divided equally to the lowest chip denomination at the table. If in the event that after the pot or pots have been divided there is an amount that cannot be equally divided, then this remaining amount shall be given to the first active player on the left of the designated player.

19.5 Cards exposed by players shall be declared at their optimum value in accordance with rule 13.

19.6 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 13.

## **20. Misdeals**

20.1 There is a misdeal in all games if:

20.1.1 one or more cards are exposed in cutting;

20.1.2 before substantial action has occurred, it is noticed that the cards were not shuffled or cut prior to the deal;

20.1.3 before substantial action has occurred, the dealer has dealt the cards out of order and the error cannot be reconstructed;

20.1.4 before substantial action has occurred, the dealer during the initial deal, deals a player out or deals an extra hand in and the hand(s) cannot be reconstructed;

20.1.5 before substantial action has occurred, an eligible player has received an incorrect number of cards and the error cannot be corrected. If substantial action has occurred the player's hand shall be declared void and all wagers shall be returned to the player;

20.1.6 if only one player remains in the game at the completion of the final betting round and that player has the incorrect number of cards, the round of play shall be declared void and all wagers shall be returned to players.

20.2 There is a misdeal in Seven Card stud if during the initial dealing round the dealer deals two or more cards face up to the same player.

20.3 There is a misdeal in all flop games if during the initial dealing round the dealer exposes two or more cards.

20.4 In the event of a misdeal all bets shall be void, all antes/blinds and all wagers

shall be returned to players.

20.5 Whenever a misdeal occurs there shall be a new shuffle and cut in accordance with rule 5. The same player(s) shall be required to place their compulsory blinds and the first to receive cards in the new deal.

20.6 Only a dealer or casino supervisor shall determine if there is a misdeal.

## **21. Irregularities**

21.1 A card found face up in the shoe shall be immediately placed in the discards and shall not be used in the round of play. Play will continue with the remaining cards in the shoe.

21.2 If a card(s) is dropped and/or exposed by a player this card or these cards shall still be played. A count will then be performed at the end of the round of play.

21.3 If a player shows another player his/her card(s), upon request by the dealer or another player, he/she shall be required to show the entire table the same card(s) at the completion of the round of play.

21.4 Where a player is directed in error by a dealer to act out of turn that player or any following players who act in those circumstances shall retract their action and shall then act in the correct sequence.

21.5 Subject to rule 214.4 where a player attempts to wager out of turn

21.5.1 The action will be backed up to the missed player in order with the out of turn wager binding if action to the out of turn player does not change. A check, call or fold by the correct player does not change the action.

21.5.2 If action changes, the out of turn wager is not binding and the out of turn wager is returned to the out of turn player who now has all options returned to them including call, raise or fold.

21.5.3 An out of turn fold is binding.

21.6 In the event that a card(s) is found to be missing; or a card(s) is found that does not form part of the cards that make up a deck in accordance with rule 4.1, the following shall apply:

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

21.6.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared a misdeal and all monies

- returned to players for that round of play; and
- 21.6.3 the deck shall be checked for any further missing or foreign cards; and
- 21.6.4 Surveillance and an Inspector shall be notified.
- 21.7 It is the player's responsibility to protect their hand at all times. Failure to do so will mean the player will have no redress if the dealer accidentally mucks their cards.
- 21.8 Except as expressly permitted by these rules, players may not exchange cards, nor exchange, communicate, nor cause to be exchanged or communicated any information regarding their respective hands.
- 21.9 A player, including an inactive player, shall not look at the discards either before or after the winning hand(s) has been determined.
- 21.10 A player shall not look at the undealt cards at any time.
- 21.11 At any time while a game is in progress a casino supervisor may direct that:
- 21.11.1 only English be spoken by the players at the table;
  - 21.11.2 there be silence, except for a player declaring their intention, while a hand is in progress;
  - 21.11.3 players suspected of collusion not play at the same table;
  - 21.11.4 any spectators to leave the area.
- 21.12 A casino supervisor may impose a time restriction on any player deemed to be taking too long to make a decision. On being advised by the casino supervisor that the time limit is being imposed the player shall then be given 30 seconds to make and act on their decision. Notwithstanding rule 7.12, a player who fails to make and act on their decision within the 30 second time limit will be required to fold their hand if facing a bet. If not facing a bet, the hand is checked. All wagers by the player will remain in the pot.
- 21.13 If a player wants to contest a pot, they must do so immediately. The right to claim a pot from a round of play ends when the next new round of play begins or if it is the final hand of a table that is closing, the closure of that table. A round of play begins when the first card is drawn from the card shoe. The results for all previous rounds of play shall stand.
- 21.14 Where an error has occurred that is not covered by rule 21, a casino supervisor may declare the hand void and all monies returned for that

round of play.

- 21.15 Notwithstanding rule 20.2, in Seven Card Stud if one of the first two cards is dealt face up the third card shall be dealt face down.
- 21.16 In Seven Card Stud an all-in player in the first betting round shall not be considered an active player for the purpose of opening the betting. For all subsequent rounds, if an all-in player is the player required to open the betting then the action shall pass to the player to the immediate left of the all-in player.
- 21.17 In Seven Card Stud if the dealer commences dealing the final round of cards and subsequently realises there are insufficient cards to complete the deal, the dealer shall retrieve the final round cards and shall shuffle these with remaining cards and deal a community card face up.
- 21.18 In Seven Card Stud if any card is exposed by the dealer prior to the completion of a betting round, the card(s) shall be taken back and set aside. The betting round shall be completed, and the card(s) set aside reshuffled with the remainder of the deck. The dealer shall cut and continue dealing.
- 21.19 In Seven Card Stud if the seventh card is dealt face up or exposed by the dealer while being dealt, if it is the first card to be dealt for that round, then all final cards shall be dealt face up and the opener shall be the opener from the previous round. If the exposed card or cards is not the first card dealt, then the player or players receiving an exposed card shall have the option of being treated as an all-in player. The dealer shall request the affected player to determine how they shall be treated before substantial action occurs. If substantial action has occurred, then the affected player shall be treated as an all-in player for the remainder of the hand.
- 21.20 In all flop games if one of the face down cards is exposed by the dealer while dealing, the dealer shall complete the deal and then replace the exposed card with the card that was to be the first burn card and the exposed card becomes the first burn card.
- 21.21 In all flop games if the dealer neglects to burn a card prior to dealing the flop, and it is unable to be reconstructed and there has been no substantial action it shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut and continue dealing. If substantial action has occurred the flop stands.
- 21.22 In all flop games if the dealer neglects to burn a card after the flop has

been dealt but prior to dealing further community cards, and the dealer is unable to reconstruct the cards or substantial action has occurred, the community cards as dealt will stand.

- 21.23 In all flop games if the flop has too many cards dealt, and it is unable to be reconstructed, it shall be taken back by the dealer, together with the burn card and shuffled with the remainder of the deck. The dealer shall cut and continue dealing.
- 21.24 In all flop games if the flop is dealt and turned face up prior to the completion of the betting round, it shall be taken back by the dealer, together with the burn card and shuffled with the remainder of the deck. The betting round shall be completed, and the dealer shall cut, and continue dealing.
- 21.25 In all flop games if the fourth community card is exposed by the dealer prior to the completion of the second betting round;
- i. That card will be taken back and set aside, the burn card shall remain, and the second betting round completed.
  - ii. The dealer will burn a card, turn over a new fourth community card and complete the betting round.
  - iii. The card that was set aside will then be reshuffled with the remainder of the deck and a fifth community card turned without burning a card.
- 21.26 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 reshuffled with the remainder of the deck. The burn card will remain; the third betting round will be completed, and a new card dealt.
- 21.27 In all flop games if the dealer exposes two cards simultaneously when dealing a community card and the hand can be reconstructed the correct card shall remain in play. If no further cards are to be dealt, the exposed cards shall be placed in the discard pile, or if further cards are to be dealt, the incorrect exposed card shall become the next burn card. If the hand is unable to be reconstructed the exposed cards shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut the cards and continue dealing.
- 21.28 In all flop games if the dealer exposes more than two cards simultaneously when dealing a community card and the hand can be reconstructed, only the correct card for that betting round shall remain in play. If no further cards are to be dealt the exposed cards shall be placed in the discard pile, or if further cards are to be dealt, the incorrect exposed cards shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut and continue

dealing. If the hand is unable to be reconstructed the exposed cards shall be taken back by the dealer and shuffled with the remainder of the deck. The dealer shall cut the cards and continue dealing.

21.28.1 In all Pineapple games, the betting round in which players are required to discard will be deemed incomplete until all cards have been discarded. If a player has failed to discard at the required time and substantial action has occurred in the next or subsequent betting rounds, as soon as the dealer realises the player has the incorrect number of cards, they shall declare the player's hand dead, and muck the cards;

21.28.2 If a player has failed to discard at the required time and substantial action has not occurred, they shall be required to discard prior to the next round commencing;

21.28.3 If a player has failed to discard at the required time and this is noticed prior to substantial action and the community cards for that betting round have been dealt, the community cards will be brought back and shuffled with the remainder of the deck. The player will discard the required card, and the dealer will cut the cards and continue dealing.

21.29 In the event that a wager or Colour Change has not been correctly settled by reason of an overpayment or underpayment, then provided:

21.29.1 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

21.29.2 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.

21.30 In the event that a wager 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:

21.30.1 Within a reasonable time, rectify the incorrect settlement; and

21.30.2 Make a reasonable attempt to identify the patron involved.

21.31 For the avoidance of doubt:

21.31.1 For the purposes of rule 21.29.2 and 21.30.2 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:

21.31.1.1 Where an underpayment has been made, an attempt to reimburse that patron; or

21.31.1.2 Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;

21.32 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 21.29, 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.

21.33 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.

21.33.1 If a player fails to comply with rule 22.2 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 rule 22.2.

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

## **22. General Provisions**

22.1 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:

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

22.1.2 the person with the economic stake in the wager.

- 22.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:
- 22.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;
  - 22.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;
  - 22.2.3 declare any remaining chips to a dealer when leaving a table game; and
  - 22.2.4 comply with all other reasonable guidance and directions notified by The Star from time to time relevant to the monitoring of their gaming activity.
- 22.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.
- 22.4 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.
- 22.5 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 22.2.
- 22.6 While involved in a hand, 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, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used. The only exception to this is the use of a device for listening to audio. Whilst listening to audio, a person cannot have physical contact or any interaction with the device.
- 22.7 While not involved in a hand, a person shall not use or control at a gaming table or location related to the playing of a game, an electronic, electrical or mechanical apparatus or device for the purpose of conducting or receiving a voice call.
- 22.8 Rule 22.6 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.

- 22.9 Where a casino supervisor is satisfied that a person has contravened any provision of rule 22.6, they may:
- 22.9.1 declare that any wager made by the person is void;
  - 22.9.2 direct that the person shall be excluded from further participation in the game;
  - 22.9.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;
  - 22.9.4 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.
- 22.10 A casino supervisor may invalidate the outcome of a game if:
- 22.10.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 22.10.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 22.11 Where the outcome of a game is invalidated under rule 22.10, all wagers made by the players for that particular result may be returned provided that a casino supervisor may direct that the wager of any player referred to in rule 22.10.2 be forfeited.
- 22.12 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 22.13 No spectator or any player wagering at any table may attempt to influence, influence or offer advice to another player regarding that player's decisions of play.
- 22.14 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.
- 22.15 Subject to rule 9.5 or 9.6, a player who abstains from placing any wagers for three consecutive rounds may be required to vacate their seat at the table.
- 22.16 Players and spectators are not permitted to have side bets with or against each other.
- 22.17 A casino supervisor or above may refuse, on reasonable grounds, any

wager made by a player prior to the first card of a round of play being dealt, and in so doing may cause the wager(s) to be removed from the layout.

- 22.18 Where casino supervisor is satisfied that a player has contravened any provision of the rules or has acted in a manner that is detrimental to the integrity of the game, the casino supervisor may declare void any wager made by that player and/or may direct that the player be excluded from further participation in the game and may set a time period for the period of that exclusion.
- 22.19 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. gaming supervisor
- 22.20 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*.
- 22.21 A copy of these rules shall be made available for inspection upon request.
- 22.22 Proxy Betting is not permitted

## **23. Tournaments**

### 23.1 Definitions

23.1.1 In these rules, unless the contrary appears:

**“add on”** means a once-only purchase of an additional bank of tournament chips at a specified time, purchased by the tournament player(s) during the play of the tournament;

**“balancing”** means the method by which players may be moved between tournament tables in order to maintain an even number of players across the tournament tables in use;

**“big blind ante”** means a single ante posted by the player in the big blind position and in the amount of the big blind;

**“bonus round”** means a round of play in which there is an additional amount of tournament chips contributed to the pot by the casino operator and/or an additional prize is awarded to the winner;

**“breaking”** means the method by which the number of tournament tables may be reduced as players are eliminated from the tournament;

**“buy-in”** means the amount paid by the tournament player(s) to comprise a prize pool or prize pools;

**“elimination round”** means a round of play on completion of which the player with the lowest table stake may be eliminated from the tournament;

**“Entry Fee”** means the amount paid by the tournament player(s) that may be retained by the casino operator for administrative purposes or other related prize pools;

**“Heads Up:”** means a game of poker where two players in a tournament play exclusively against each other;

**“Match”** means a sequence of hands in a Heads Up tournament. The players commence each match with an equal number of chips and the winner of the match is determined when one player holds all of the chips;

**“play-off”** means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal value of chips;

**“re-buy”** means the purchase of an additional bank of tournament chips that may be purchased by the tournament player during a pre-determined time period of the tournament whenever the tournament player has less than the starting bank of chips;

**“session”** means a period of play until a designated number of players remain in the tournament or a set time period or the play of a designated number of rounds of play, at the completion of which:

- (i) The remaining players advance to a further session;  
or
- (ii) the winner and/or placegetter(s) advance to a further or final session; or
- (iii) the winner and/or placegetter(s) are determined;

**“tie”** means that two (2) or more tournament players have equal value amounts of tournament chips at the conclusion of

a heat or final;

**“time bank chip”** means a chip allocated to players during an action clock tournament which can be used to extend the amount of time a player has to act on their hand;

**“tournament”** means a competition for the playing of Poker, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

**“tournament chips”** means non-value chips issued to tournament players for the purposes of wagering and scoring in tournament play.

**“Tournament Supervisor”** means a licensed person(s), designated by the casino operator, who shall be present while the tournament is in progress and be responsible for the overall conduct of the tournament.

## 23.2 Application of Poker rules

23.2.1 The rules for playing of Poker other than sub rules (3, 6, 8.3, 8.7, 8.8, 8.9.1, 8.9.2, 8.9.10) shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.

23.2.1.1 The requirement for an ante to be placed is at the discretion of a casino supervisor.

23.2.1.2 a float tray shall not be required if the table is to be used for tournament or promotional play.

23.2.2 Rule 20.1 may, at the discretion of a casino supervisor, be amended to the extent necessary for the following to have effect: 20.1 Prior to the first cards being dealt, all players shall be required to place an ante and/or blind.

23.2.3 The order of play may, at the discretion of a casino supervisor, be amended to the extent necessary for the following to have effect:

(i) Where a player is eliminated the dealer button will not be moved until each player has taken their turn in sequence to place the compulsory antes and/or blinds for the round; and/or

(ii) Where the player seated to the left of the designated player is eliminated and the position is not immediately filled by another player, the dealer button will move to the eliminated position for the next round of play; and/or

- (iii) Where a player is moved to a table and is seated between the designated player and the player who would have been required to the seat, the incoming player will not participate in the next round of play and the dealer button will pass to the player seated to the left of the incoming player for the subsequent round of play.

23.2.4 Where only two players remain in the game, all rules pertaining to the order of wagering and order of play shall be amended to the extent that the designated player will be the first to place the blind, and shall be the first to bet or fold in the first betting round.

### 23.3 Entry fees/prize pool for tournament

23.3.1 The casino operator may charge tournament players a fee to enter the tournament and may retain up to 100% of the entry fee to cover administrative costs.

23.3.2 All buy-ins, re-buys and add-ons received by the casino operator shall be included in a prize pool or prize pools for distribution to the winning tournament players in accordance with the conditions of play and no buy-in, re-buy, add-on or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.

23.3.3 The casino operator may, at its discretion, add value to the prize pool in the form of cash, goods or services.

23.3.4 The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.

23.3.5 The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees and any buy-ins received will be refunded.

### 23.4 Tournament conditions

23.4.1 The casino operator is to publish and display in each part of the casino where tournament Poker is played, a copy of the tournament conditions.

23.4.2 The tournament conditions must include, but is not limited to, the following:

- (a) the amount of the entry fee for each session of the tournament;
- (b) the amount of the buy-in for each session of the tournament;
- (c) the amount of tournament chips to be allocated to the tournament player at the commencement of a session;
- (d) the maximum number of re-buys or add-ons permitted, the time period during which re-buys or add-ons may be conducted, the cost of such re-buys or add-ons and the amount of tournament chips to be received for each re-buy or add-on;
- (e) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
- (f) the structure of the tournament including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method(s) of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions and the method(s) for determining the winners and place getters;
- (g) any conditions of play generally that may not be described in, but are consistent with, these rules such as method for balancing and/or breaking of tables, the method for imposing any time restrictions for wagering, the timing and method of play for any bonus or elimination rounds if applicable etc.;
- (h) the conditions of play applicable to the allocation of tables and wagering areas, and the order of wagering;
- (i) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, whether there is one or more opportunities for a player to buy into the final sessions of the tournament and the method and timing of those opportunities;
- (j) whether entries may be transferred to other nominated sessions and/or whether a player may nominate in person, subject to Tournament Supervisor approval, a substitute player to take that person's allotted seat

during a session;

- (k) in respect of eligibility for entry:
  - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
  - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (l) the terms of entry (including the period within which a tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players permitted (if any);
- (m) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (n) a statement that the tournament is conducted by the Tournament Supervisor in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

23.4.3 The Tournament Supervisor may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

## 23.5 Conduct of Play

23.5.1 The Tournament Supervisor shall designate the gaming tables to be used in the conduct of the tournament.

23.5.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 28.5.1 is used exclusively for tournament play.

23.5.3 The game of Poker when part of a Heads Up tournament shall be conducted on one Poker table which will be split in two with

the use of a divider which will act to create two separate playing areas. Each separate area will have a maximum of two patrons and a place for the dealer in accordance with diagram "A"

- 23.5.4 The Tournament Supervisor may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 23.5.5 The casino operator may determine whether to allow a tournament player to transfer their entry to another nominated session and/or whether to allow a player to nominate a substitute player to take their allotted seat during any session and may impose conditions as considered necessary to those allowances.
- 23.5.6 The Tournament Supervisor may determine the method of allocating tables and playing areas to tournament players, the order of wagering, the method of balancing and breaking tables, and any other conditions providing those conditions are consistent with the relevant rules of the game.
- 23.5.7 The casino operator may determine to conduct a bonus round(s) at any time providing players are advised prior to the bonus round commencing and no cards have been dealt and no blinds or antes have been placed prior to the announcement of the bonus round.
- 23.5.8 The casino operator may determine to conduct an elimination round(s) at any time providing players are advised prior to the elimination round commencing and no cards have been dealt and no blinds and/or antes have been placed prior to the announcement of the elimination round.
- 23.5.9 If the tournament player(s) to progress to the following session from that gaming table or round have been determined, the Tournament Supervisor may conclude the play of a session prior to the completion of the scheduled number of hands or the scheduled completion time.
- 23.5.10 Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Supervisor:
  - 23.5.10.1 shall direct the dealer to deduct, where applicable, an amount equal to all compulsory antes, blinds and/or minimum wagers from the player's tournament chips for each round of play for which the tournament player is absent and place them in

the pot; and

23.5.10.2 shall direct the dealer to deal the cards to the absent player's position as though he/she were present. Should the player still not be present at the completion of the initial deal the hand shall be folded, and/or

23.5.10.3 may declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee, except on the approval of the Tournament Supervisor and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.

23.5.11 The Tournament Supervisor may disqualify a tournament player if found to have contravened any of the rules of Poker or tournament play and shall not be entitled to receive a refund of the entry fee, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.

## 23.6 Heads Up Tournament Play

23.6.1 Each Heads Up round will consist of a possible three matches, the winner of the round will be the first player to win two matches against his/her opponent utilising the 'best of three' method to determine which player advances to the next round. A "Heads Up" round will be completed when a player wins two matches. Each player in a match will commence the next "Heads Up" round with an equal amount of chips.

23.6.2 A tournament table number will be displayed on each side of the divider. This is a separate number to the actual table.

23.6.3 Cards with different coloured backs shall be used on either side of the divider when a Heads-up tournament is being conducted.

## 23.7 Wagers

23.7.1 All wagers will be made with tournament chips.

23.7.2 Prior to the start of any session, each tournament player will receive an equivalent allotment of tournament chips at the table.

- 23.7.3 Any tournament player who cannot provide the prescribed buy-in prior to the commencement of the tournament shall be eliminated and the entry fee will not be refunded.
- 23.7.4 Subject to rule 12 or unless these rules state otherwise, a tournament player must participate in each round of play, and where applicable, contribute all compulsory antes, blinds and/or minimum wagers to the pot. A player who fails to contribute such compulsory antes, blinds and/or minimum wagers shall be disqualified.
- 23.7.5 Where a big blind ante is in play, players will post the big blind before the big blind ante. In Omaha games, for betting purposes, the big blind ante will not be counted as part of the pot pre-flop.
- 23.7.6 Tournament players will be disqualified if they increase, or attempt to increase their table stake by any other means than is permitted in these rules. No such tournament player shall be entitled to a refund of entry fee, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 23.7.7 Tournament players may not remove their tournament chips from the table, unless instructed by the Tournament Supervisor for the purpose of balancing and breaking of the tournament tables. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason unless authorised to do so by the Tournament Supervisor to facilitate the running of the game and with any approved exchange of chips being of equal value.
- 23.7.8 The Tournament Supervisor shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.
- 23.7.9 Players should act in a timely manner to maintain a reasonable pace of the game. If in the Tournament Director's judgement reasonable time has passed, the Tournament Director may call the clock or approve a clock request by any other player in the event. Players must be at their seats to call for a clock. A player on the clock has up to 25 seconds plus a 5 second countdown to act.

- 23.7.10 If a player on the clock is facing a bet and time expires, the hand is dead; if not facing a bet, the hand is checked. All wagers by the player will remain in the pot.
- 23.7.11 Where a tournament has an action clock in play, players may receive time bank chips as part of the tournament structure which players may use to increase the amount of time they have to act. Where time bank chips are available to a player, 23.7.9 and 23.7.10 will not apply but players will be subject to action clock rules as outlined in the tournament terms and conditions.
- 23.7.12 Any tournament player who no longer possesses any tournament chips and who is not entitled to a re-buy will be eliminated and must vacate the table.
- 23.7.13 The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

## 23.8 Session winners/placegetters

- 23.8.1 The number of tournament players to advance to the next session will be determined at the start of the tournament.
- 23.8.2 The method(s) for determining the number(s) of tournament players to advance to the next session will be determined at the start of the tournament and be included in the terms and conditions.
- 23.8.3 Where two or more all-in players who would have been eligible for place in the tournament, are eliminated in the same round of play. If players are eliminated from different tables, the placing/ placings shall be equally shared among those players. If the players are on the same table, then the order of placings will be determined by the table stake with the player with the largest table stake prior to the start of the hand being declared the higher placegetter. If players had the same value table stake at the commencement of the round of play then a draw of cards shall determine the winner or place getter. Commencing with the player on the immediate left of the designated player and in a clockwise direction, the dealer shall deal one card face down to each player. Players shall turn their cards face up and the player holding the highest card shall be declared the winner. Should two or more players hold an equal value card, further card(s) shall be dealt to those players until

a winner is decided. Ace shall be counted as high.

23.8.4 As each session progresses and players are eliminated, the Tournament Supervisor will record the order of elimination and announce the placegetters and/or winners.

## 23.9 General provisions

23.9.1 Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.

23.9.2 In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Supervisor will be final and the game will not proceed until the dispute is settled.

23.9.3 At the Tournament Supervisor discretion, a count of all tournament player's chips may be conducted.

23.9.4 A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry, buy-in, re-buy or add-on and will not be entitled to retain the value of any tournament chips in their possession at the time of disqualification.

23.9.5 Tournament chips in the possession of a tournament player at the conclusion of each session shall remain the property of the casino operator and be returned to the casino operator at the end of the session for which they were used.

23.9.6 At the conclusion of each session, dealers and/or casino supervisors are to ensure that all tournament chips have been returned. If a situation arises where tournament chips have not been returned, the Tournament Supervisor is to be advised and the quantity and denomination recorded.

23.9.7 Entry fees, buy-ins, re-buys, add-ons and prizes paid in a tournament pursuant to these Rules shall not form part of the calculation of Gross Gaming Revenue.

## **24. Player Rewards and Promotional Prizes**

24.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

24.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.

24.3 When offering a non-monetary Promotional Prize, with the exception

of prizes consisting casino dollars, the casino operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead.

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

24.5 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:

24.5.1 tobacco in any form;

24.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;

24.5.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;

24.5.4 more than 20 litres of liquor; or

24.5.5 any item or service prescribed by the regulations.

24.6 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.

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

24.7.1 the manner in which a Promotional Prize is to be awarded;

24.7.2 when and where the Promotional Prize will be awarded;

24.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

24.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

24.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

24.7.6 the closing date and time for receipt of entry into any

Promotional Prize promotion;

24.7.7 the place, date and time of any Promotional Prize promotion;

24.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

24.7.9 how the winner of a Promotional Prize will be notified;

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

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

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

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

24.7.11.2 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.

24.7.11.3 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.

24.7.11.4 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.

- 24.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours 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:
- 24.8.1 face-to-face; or
  - 24.8.2 mail; or
  - 24.8.3 telephone; or
  - 24.8.4 email.
- 24.9 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:
- 24.9.1 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.
- 24.10 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*.
- 24.11 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.
- 24.12 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.
- 24.12.1 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.

## **25. Jackpot**

- 25.1 Where a jackpot system is run in conjunction with the game of poker, the rules of the game shall apply, except where the game rules are inconsistent with the jackpot rules and then the jackpot rules will apply.

- 25.2 Tables linked to the jackpot system shall be clearly signed as participating in the jackpot game.
- 25.3 A jackpot pool shall only be available on the same variation of Poker.
- 25.4 The jackpot pool shall be funded by the Casino Operator. For each round of play, a predetermined amount shall increment the jackpot pool. There shall be a maximum of four jackpot events per jackpot pool.
- 25.5 When a jackpot is offered, the following equipment will be used in addition to that noted in rule 2.1:
- 25.5.1 A dealer console; and
  - 25.5.2 a jackpot controller; and
  - 25.5.3 a management terminal; and
  - 25.5.4 A display that details the type of jackpot(s) in operation.
- 25.6 At the commencement of a round of play, the dealer shall activate the incrementation of the jackpot pool by pressing 'no more bets' on the dealer console.
- 25.7 Should the dealer neglect to press 'no more bets' prior to a round of play:
- 25.7.1 prior to the completion of the round of play, they may with the authorisation of a gaming supervisor or above, press 'no more bets' on the dealer console; or
  - 25.7.2 upon completion of the round of play, they may with the authorisation of a gaming supervisor, press 'no more bets' and then 'end game' on the dealer console to ensure correct incrementing of the jackpot.
- 25.8 A player shall be entitled to claim the jackpot if they have an active hand, are playing on an eligible table and their hand matches the hand displayed as the eligible jackpot hand.
- 25.9 Jackpot hands shall be settled after the completion of the hand in play and any hands that have been folded shall not be eligible for the jackpot.
- 25.10 In order to qualify for a jackpot payout a player must expose their hole cards face up on the table.
- 25.11 In a round of play where all other players have folded, a player who has an eligible jackpot hand may table their cards and request to see the flop. Once the flop has been exposed, the outcome of the jackpot

hand will be determined and actioned as per the rules of the game.

- 25.12 Where two or more players qualify for a jackpot simultaneously and the jackpot prize is for 100% of the jackpot, each player shall receive an equal share of the jackpot.
- 25.13 Where two or more players qualify for a jackpot simultaneously and the jackpot prize is for a percentage of the jackpot, each player shall be paid an equal share of the aggregate of the percentage payouts from each subsequent jackpot total.
- 25.14 Where two or more players qualify for a jackpot simultaneously and the jackpot prize is a fixed dollar amount, each player shall receive the fixed dollar amount.
- 25.15 Where the broadcast jackpot amount is in contradiction to the amount displayed on the management console, the amount on the management console shall be used as the correct amount for any associated reporting or payouts.
- 25.16 The jackpot event / pool parameters shall only be changed (if required):
- 25.16.1 Once the current jackpot event / pool has been awarded to a player, or the timeframe of the jackpot event being offered has expired; and
- 25.16.2 If a sign indicating the new jackpot event / pool parameters and the proposed time of the change have been displayed at least 20 minutes before the change.
- 25.17 If there is a malfunction in the jackpot equipment, the following shall occur:
- 25.17.1 L&G NSW and Surveillance shall be notified immediately; and
- 25.17.2 The Assistant Gaming Manager shall make any necessary adjustments to the jackpot via the management terminal; and
- 25.17.3 Any winning jackpot hand won during the malfunction shall be retroactively settled upon confirmation of jackpot amount through the management terminal by the Assistant Gaming Manager; and
- 25.17.4 Results of all previously completed hands shall stand.
- 25.18 Any errors made in the course of general game play shall be handled in accordance with the relevant irregularity and any jackpot settled in accordance with the corrected hand.

**Diagram “A”**  
**POKER LAYOUT**

