

Crown Melbourne Limited

# Crown Poker Rules



Victorian Commission for  
Gambling and Liquor Regulation

## RULES OF THE GAME

### CROWN POKER

	PAGE NO
1 DEFINITIONS.....	1
2 EQUIPMENT .....	7
3 THE CARDS .....	7
4 MAXIMUM NUMBER OF PLAYERS PER GAME .....	10
5 THE SHUFFLE, CUT AND CARD REPLACEMENT .....	10
6 PLACEMENT OF WAGERS.....	11
7 COMMISSION OR TABLE CHARGE .....	15
8 DEALING THE GAME .....	17
9 IRREGULARITIES .....	24
10 SIDE WAGERS.....	27
11 BONUS PRIZES.....	28
12 CROWN POKER TOURNAMENT RULES .....	28
13 GENERAL PROVISIONS .....	34
Diagram A .....	37
Diagram B .....	38
Diagram C .....	39



# 1 DEFINITIONS

1.1 In these Rules, the following meanings apply:-

**'Absent Button'** means a button placed by the Dealer in a player's playing area denoting this player has previously missed his/her blind bet and is absent from the table.

**'Action'** means a player acting in turn.

**'All-in'** means a player has invested all of his/her remaining chips in the outcome of a hand. His/her wager cannot be more than a legal bet or a legal bet and raise, if a raise is an option. He/she can only win that portion of the pot in which he/she contributed chips plus an equal amount of chips from each player remaining in the pot.

**'Bet'** means a player's wager.

**'Betting round'** means a complete cycle from the time the Dealer deals the cards and the first bettor makes his/her wager, to the last person to call.

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

**'Boxed Card'** means a card found face-up in the deck.

**'Burn'** means the Dealer removing the top card from the deck before the start of a betting round.

**'Burn card'** 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 before the start of a round.

**'Button'** means an object used in the game of Poker to identify a particular action or function including, but not limited to, designating seat or player status at a Poker table. Each button will be distinctly designed and marked to denote its purpose.

**'Buy-in'** means the purchase of chips before the start of a hand.

**'Cage'** means a secure area with access to the gaming floor from which players and Chip Runners (or above) purchase chips.

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

**'Cap'** means the maximum amount of rake to be collected.

**'Cards speak'** means that any hand placed open and flat on the table will be read by the Dealer and can be announced by any player at the table. A player need not correctly identify his/her hand to win if the above conditions have been met.

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

**'Chemmy Shuffle'** means cards mixed face-down on the table with a circular motion of the hands.

**'Chip Box'** means the container attached to a gaming table used for the deposit of chips collected as commission.

**'Chip Runner'** means a casino employee employed by the casino to facilitate player buy-ins, player seating and change for Poker tables.

**'Collection time'** means the time at which the house will assess time collection.

**'Commission'** means the percentage of the pot due to the house or the amount due to the house for hosting the game.

**'Community cards'** means cards dealt face-upward which can be used by all players to complete their best possible hand.

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

**'Cutting card'** means a card which cannot be construed as a playing card to be placed under the bottom card of the deck before dealing.

**'Dead button'** means a Dealer Button placed in front of an empty seat to adjust the movement of the blind, so that each person pays the correct amount of blind.

**'Dead hand'** means a hand that has no claim to the pot.

**‘Deal’** means the distribution of playing cards to the players.

**‘Dealer’** means a casino employee, who distributes all cards and handles all pot duties, but does not have a financial stake or receive a hand.

**‘Dealer Button’** means a button placed to indicate the designated player who will receive the last cards in each round of play. The player to the immediate right of the Dealer will receive the button for the first round of play. The button will be moved in a clockwise direction around the table at the conclusion of each round of play. Also known as ‘the button’.

**‘Dealt-out Button’** means a button placed by the Dealer in a player’s playing area denoting that this player is to be dealt-out of the current hand.

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

**‘Down card’** means a card dealt face-downward.

**‘Drop’** means the amount of rake or commission for the game.

**‘Drop slide’** means a device attached to a table which is used for the placement and dropping of the commission into the Chip Box.

**‘Fixed bet’** means a bet must be of a designated amount. This may also be known as a structured bet.

**‘Flexible bet’** means a bet can be of varying size within fixed parameters. This may also be known as spread limit.

**‘Flop’** means three community cards dealt face-downward and turned face-upward simultaneously.

**‘Flop Chase wager’** means a side wager which may be offered on single flop games which wins if the first three cards dealt to the flop are either all red or all black (as nominated by the player). Players may place a wager on either ‘Red’ or ‘Black’.

**‘Fold’** means to surrender a hand or refuse to call a bet.

**'Forced bet'** means a mandatory bet for the purpose of starting a pot.

**'Hand'** means one game in a series, one deal, the cards held by a player, cards retained by a player entitling him/her to participate in the action, or the combination of cards necessary to win a pot.

**'Head to Head'** means where only two active players remain in the betting round.

**'Holdem'** means a type of Poker.

**'Hole cards'** means a player's concealed cards.

**'House'** means the Casino Operator.

**'Lammer'** means a button used to denote a cash and/or chip transfer.

**'Limits'** means the range or structure of the betting.

**'Main Pot'** means the first pot created in a hand of Poker.

**'Misdeal'** means a hand dealt incorrectly or the action of dealing a hand incorrectly.

**'Missed Blind Button'** means a button placed by the Dealer in a player's playing area denoting that this player has missed his/her blind bet.

**'Mobile Bank'** means an amount of chips carried by a Chip Runner to facilitate change for players and poker tables.

**'Muck'** means the discard pile.

**'No limit'** means no constraint is placed on the maximum size of any bet or raise.

**'Omaha'** means a type of Poker.

**'Open'** means making the first betting action.

**'Opener'** means the person who makes the first betting action.

**'Over-blind bet'** means a voluntary blind bet immediately to the left and double the amount of the previous blind. This may also be known as a straddle.

**'Oversize chip'** means a wager made with a single chip that is in excess of the previous wager made.

**‘Picked up’** means that if a player is away from a table for a specific period of time, his/her chips will be removed from the table and secured until he/she returns.

**‘Player Walking Button’** means a button placed by the Dealer in a player’s playing area denoting that this player is absent from the table.

**‘Poker’** means Crown Poker.

**‘Pot’** means the sum of the ante wagers, blinds and called wagers.

**‘Rack’** means a metal tray secured to a Poker Table for the storing of chips, cards, cash and other items which from time to time may be used in a game of Poker.

**‘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. A player will be bound to raise if they announce their intention to do so.

**‘Rake’** (also known as commission) means the act of taking the percentage of the pot due to the house, or the amount due to the house for hosting the game.

**‘Reserved Button’** means a button placed by the Dealer in the playing area of a vacant seat denoting that this seat is available for allocation as determined by Poker Room Management.

**‘Round of Play’** means from the time the Dealer deals the first card until the time the pot is pushed.

**‘Showdown’** means determining the winner of the pot after the completion of all betting.

**‘Side pot(s)’** means a separate pot(s) created in a game of Poker due to one or more players being all-in.

**‘Side Wager’** means a betting option which is an accessory to the main game and on which a player may place a wager in addition to his/her Poker wager.

**‘Spread Limit’** means a bet can be of varying size within fixed parameters. This may also be known as a flexible bet.

**‘Stand-alone Table’** means a Poker table that operates independently of a Poker Cage and in accordance with the requirements for a regular gaming table.

**‘Structured limit’** means the amount required to bet, or the amount required to raise in any given round of play. This may also be known as a fixed bet.

**‘Substantial action’** means an action by two or more players. An action may consist of betting, checking, folding, calling or raising.

**‘Suit’** means a group of similarly coloured and like-symbol cards.

**‘Table stakes’** means a player will only wager within the limits up to the amount of chips possessed by that player on the table in plain view before the start of any one hand.

**‘Time Collection’** means the collection of money due to the House determined as a set fee per time period.

**‘TG Area Manager’** means the person responsible for the management of Table Games operations, service and employees within an allocated area.

**‘TG Assistant Casino Manager’** means the person responsible for the on-floor management of Table Games operations, service and employees.

**‘TG Higher Duties Dealer’** means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as may be required from time to time.

**‘Tournament’** means a competition conducted in accordance with Rule 12.

**‘Tournament Director’** means the person responsible for the overall management of a tournament.

**‘Tournament Player’** means a player in a tournament.

**‘Tournament Terms and Conditions’** means the Terms and Conditions approved for a tournament in accordance with Rule 12.

**‘VCGLR’** means Victorian Commission for Gambling and Liquor Regulation.

**‘Wager’** means an action by which a player places gaming chips into the pot on any betting round.

- 1.2 Unless contrary intention appears, a TG Higher Duties Dealer (or above) may perform any function or exercise any power of the Dealer.
- 1.3 A reference in these Rules to the game is a reference to the game of Poker played at a particular gaming table.

## **2 EQUIPMENT**

- 2.1 The game will be played on a table having places for seated players and a place for the Dealer.
- 2.2 The table layout will be marked in a manner similar to that shown in Diagram's 'A' 'B' and 'C' and may or may not have printed on it the name and/or logo of the Casino or the logo of the particular Promotion or Event being played at the time.
- 2.3 Where side wagers are offered, areas will provided on the table layout for the placement of side wagers.
- 2.4 A table may be fitted with a drop slide and/or a Chip Box or Drop Box.

## **3 THE CARDS**

- 3.1 The game will be played will be played with full deck of 52 cards without jokers, with backs of the same colour and design and one cutting card; or
- 3.2 Card Ranking and Order of Poker Hands
  - 3.2.1 The rank 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).
  - 3.2.2 The order of Poker Hands for a 52 card deck in descending order is as follows:
    - (a) Royal Flush

Ace, King, Queen, Jack, 10 of the same suit. No suit is deemed higher than any other 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. No suit is deemed higher than any other suit

(c) Four of a kind

Four cards of the same rank, plus one other card. If the four of a kind's are the same, the remaining card is compared beginning with the highest, then in descending order of rank.

(d) Full House

Three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands.

(e) Flush

Five cards of the same suit. The highest ranked card in the hand designates the relative value of the flush, followed by the second, third fourth or fifth ranked card if necessary in comparing hands. No suit is deemed higher than any other suit.

(f) Straight

Five cards in numerical sequence - The highest ranked card in the sequence designates the relative value of the straight. An Ace may count high or low in a straight, e.g. 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, Ten.

(g) Three of a Kind

Three cards of the same rank, with any two unmatched cards. If the three of a kind's are the same, the remaining cards are compared beginning with the highest, then in descending order of rank.

(h) Two Pair

Two cards of the same rank combined with two cards of another rank, 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 rank, 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 ranked card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of rank.

(j) Low hand values

Low hands apply only to the games of Omaha Hi-Lo, Holdem Hi-Lo and Crazy Pineapple Hi-Lo, and will consist of 5 individual cards from the range 8,7,6,5,4,3,2,A. For the purpose of determining winning hands in low Poker, the reverse order of ranking will apply. In low hands, series of consecutive cards and series of cards comprising cards of the same suit do not constitute straights or flushes. The highest card used in the hand designates the relative value of the low hand. E.g. If 7,5,4,3,2, versus 6,5,4,3,2, then 6,5,4,3,2, is the winning low hand.

3.3 All suits have the same rank except when determining the bring-in bet, in Stud games, or when a pot cannot be divided equally. In these instances the rank of suits, highest to lowest will be:

3.3.1 Spades;

3.3.2 Hearts;

3.3.3 Diamonds; and

3.3.4 Clubs.

subject to Rule 8.5

3.4 A TG Higher Duties Dealer (or above) may, at any time, instruct the Dealer to check and verify the correct number of cards.

## 4 MAXIMUM NUMBER OF PLAYERS PER GAME

4.1 The maximum number of players will be:

Game	Maximum Number of Players
Holdem	Eleven (11)
Pineapple Holdem	Eleven (11)
Crazy Pineapple Holdem	Eleven (11)
Crazy Pineapple Holdem Hi-Lo Eight Qualifier	Eleven (11)
Holdem Hi-Lo Eight Qualifier	Eleven (11)
Omaha	Ten (10)
Omaha Hi-Lo Eight Qualifier	Ten (10)

## 5 THE SHUFFLE, CUT AND CARD REPLACEMENT

5.1 The cards will be shuffled in preparation for each round of play.

5.2 After the cards have been shuffled, the Dealer will cut the cards (once only) and place them on the cutting card. The deck of cards, including the cutting card must be held in the Dealer's hand and be clearly visible above the table during the dealing process.<sup>1</sup>

5.3 Card Replacement

5.3.1 Cards may, at the discretion of a Dealer (or above) be changed after any round of play if for any reason a card or cards become unfit for further use.

5.3.2 Where all the cards are replaced, the new cards will be checked, shuffled and cut in accordance with these Rules.

<sup>1</sup>As published in the Victorian Government Gazette S 44 dated 24 April 1997 in accordance with s 64(1)(b) of the **Casino Control Act 1991**.

## 6 PLACEMENT OF WAGERS

- 6.1 In respect of the game, the casino operator must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the Casino Control Act 1991<sup>2</sup>.
- 6.1.1 The information displayed will include, where applicable: the type of game, minimum buy-in, betting limits, commission or hourly time charge, time to act.
- 6.2 Wagers will only be accepted in chips.
- 6.3 Prior to the commencement of play, each player will place on the table, in full view of the Dealer and all players, at least the minimum buy-in required in chips, or cash which will be immediately converted to chips.
- 6.4 In a blind game, the last compulsory blind bet will be at least equal to the table minimum for the first betting round.
- 6.5 Straddle wagers may be permitted. The first active player to the left of the Big Blind may place a wager twice the size of the Big Blind, this wager is known as a 'straddle'.
- 6.5.1 A player who places a straddle will be entitled to act last in the first betting round only. A straddle bet will be treated as a raise and will have no effect on the structure of the game.
- (a) For the purpose of limiting the number of raises in a round, a straddle will not be counted as a raise.
- 6.6 A raise will be within the table limits and will not be less than any previous bet or raise, in that betting round, except in the event of a player being all-in.

---

<sup>2</sup> Section 66 of the **Casino Control Act 1991** states:

**66. Assistance to patrons**

- (1) A casino operator must—

...

- (c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.  
Penalty: 25 penalty units.

- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

- 6.7 Where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call will be included in the pot before the betting limit is calculated.
- 6.8 In a spread limit game, each bet or raise will be at least equal to the betting minimum if first to act, or equal to the last bet or raise if action has been taken, but a player may raise up to the betting maximum.
- 6.9 Where the betting limit is expressed in terms of a ratio to the pot or is specified as no limit, there will be no limit to the number of raises permitted. In all other cases there will be a limit of three raises in a betting round, unless the betting is head to head in which case there will be no limit to the number of raises.
- 6.10 A TG Area Manager (or above) may change any game, minimum buy-in, betting limit and betting type, provided prior notice of at least three hands has been given to the players. In the event the majority of the players are in agreement, no notice need be given and changes will become effective immediately. Changes will only be made at the completion of a hand.
- 6.11 A player will not augment or reduce his/her table stake during any round of play. A player not in a hand may augment his/her stake, but will not remove chips from the table.
- 6.11.1 Where a side wager is offered:
- (a) A player may use his/her table stakes to place a side wager.
  - (b) Payouts from winning side wagers cannot be added to a player's table stakes until after that round of play has been completed.
- 6.12 If a player makes a raise of 50% or more of the previous wager without an indication of intent, he/she 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 an announcement or indication of intent, it will be taken as a call.
- 6.13 In limit games, a single oversize chip will constitute a call if there is no announcement or indication of intent to raise.

6.14 In No-Limit or pot ratio games:

6.14.1 A single oversize chip without an announcement or indication of intent to raise will:

- (a) In the first betting round constitute a call;
- (b) In subsequent betting rounds if it is the first wager of that betting round it will constitute the size of the oversize chip bet or the maximum wager permitted within the betting limits. If it is not the first wager of the betting round, it will constitute a call.

6.14.2 If a player states “raise” and bets with an oversize chip, the raise will be the maximum amount allowable up to the size of that chip.

6.15 Games may be scheduled with a predetermined amount of time to act, administered by the Dealer. If a player has not acted before this time, his/her hand may be dead if there was a previous bet, or may be considered a check if there has been no previous betting for that betting round.

6.15.1 Where time to act is in operation, players may be permitted to extend their time to act by purchasing additional time.

6.15.2 The amount of additional time that may be purchased, the number of times a player may extend his/her time to act and the relevant fee, will be displayed in accordance with rule 6.1.

6.16 Tapping Out or Going All-In

6.16.1 A player who wishes to remain in a hand but does not have a sufficient bank of chips to meet a wager, must wager the remaining amount of his/her bank of chips and tap out or go all-in. He/she remains in the hand as an active player until the showdown, but will take no further part in any subsequent betting round(s).

6.16.2 In fixed and spread limit games; if the amount wagered by a player is:

- (a) Less than half the amount required to constitute a bet or raise, all subsequent players will be permitted to call for less than the structured amount, or raise by increasing the bet to the structured level. Any active player previous to the all-in may only call the all-in bet if there has been no subsequent raise.
- (b) Equal to or greater than half the amount required to constitute a bet or raise, all subsequent players will have the option of calling the amount wagered, or calling and raising the structured level. Any active player previous to the all-in may also raise by the structured level if there has been no subsequent raise.

6.16.3 Where betting limits are specified as a ratio to the pot or no limit and a player goes all-in, if the total amount wagered by the player is in excess of the amount required to call and is less than the amount required to constitute a raise, this excess amount will not be considered to be a raise. No other active player will call and raise in respect to only the excess amount wagered by the player tapping out.

6.17 If a player makes a bet of less than the amount required to call, he/she will be required to make up the difference or fold and surrender the bet to the pot.

6.18 Verbal declarations in turn are binding. Action out of turn may be binding:

6.18.1 If a player bets, raises or calls out of turn, the bet stands;

6.18.2 If a player who should have acted prior to the out of turn player chooses to bet more than the out of turn bet, the player who acted out of turn can either make up the difference to call, or take back his/her bet and fold or re-raise.

6.18.3 A player who checks out of turn forfeits all rights to bet or raise.

6.18.4 In the event that a player is 'all-in' out of turn for less than the amount required to call, 6.18.2 will not apply.

## 7 COMMISSION OR TABLE CHARGE

- 7.1 The Casino Operator will levy a fee at each Poker table in the form of a commission known as a rake or a time charge on each player participating in the game. The Casino Operator will display a sign detailing the type of rake utilised: straight percentage, time charge and/or fixed commission per hand, and the amount of minimum and maximum permissible rake in dollar terms (cap). The commission will be known as the rake.
- 7.2 The Casino Operator will use one or more of the following methods in determining and collecting the commission:
- 7.2.1 A commission in the range of 2% to 10% of all sums wagered in a hand will be collected from the pot and any side pots.
- (a) The amount to be collected will be calculated and collected from the pot and any side pots by the Dealer during or after the conclusion of a betting round and placed on the drop slide as play progresses.
  - (b) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the Chip Box.
  - (c) Where the game is being played on a stand-alone table, commission will be collected and added to the float at the completion of the hand.
- 7.2.2 A fee based on time charges:
- (a) Assessments will be calculated on a 'per-table' basis and imposed on a 'per-player' basis. Inactive players will also be assessed.
  - (b) Time charges will be expressed as an hourly fee, based on the particular limits at a game. The hourly fee will be payable in advance.
  - (c) A sign detailing the maximum hourly fee per player will be displayed at the table.
  - (d) Time charges, once assessed, will be placed on the drop slide by the Dealer or where the game is being played on a stand-alone table, commission will be collected and added to the float.

- (e) All time charges collected must be verified by a TG Higher Duties Dealer (or above) prior to being dropped into the Chip Box by the Dealer, or in the case of a stand-alone table, placed in the float.

#### 7.2.3 Fixed commission payable per hand

- (a) The amount to be collected will be taken from the pot and any side pots, by the Dealer during or after the conclusion of a betting round and placed on the drop slide as play progresses.
- (b) The charge will be expressed as a per hand commission, based on the particular limits at a game and the number of players in the hand. A sign detailing the commission rate will be displayed at the table or location related to the playing of the game.
- (c) Upon completion of that round of play, the commission will be immediately dropped by the Dealer into the Chip Box, or in the case of a stand-alone table, placed in the float.

#### 7.2.4 Fixed commission payable per person per hand

- (a) This type of commission will be expressed as a 'per person per hand' fee, based on the particular limits of the game. A sign detailing the fee per hand will be displayed at the table or location related to the playing of the game.
- (b) The Dealer will collect the fee from each player prior to the commencement of the hand.
- (c) The Dealer will immediately drop the commission into the Chip Box, or in the case of a stand-alone table, place it in the float.

7.3 A TG Area Manager (or above) may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the sign at the table or location related to the playing of the game is changed.

7.4 A TG Area Manager (or above) may vary the method and amount of commission to be charged for a game so that nil commission is collected.

- 7.5 For the purpose of calculating a percentage commission, an uncalled wager will not form part of the pot.
- 7.6 In games where the only wagers are blind bets, no commission will be collected.
- 7.7 Once the amount of commission collected by the Dealer has reached the cap, no additional commission will be collected.
- 7.8 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 deducted.

## **8 DEALING THE GAME**

- 8.1 Players will have a choice of seat.
  - 8.1.1 Where two or more players desire the same seat a draw of cards will decide seating positions.
  - 8.1.2 When a player leaves the game, any remaining active players have priority over a player waiting to join the game, to move to the vacated playing position.
- 8.2 Players will indicate their decision to call, raise, check or fold as follows:
  - 8.2.1 Call, by placing the required amount in chips on the table in front of them;
  - 8.2.2 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
  - 8.2.3 Fold, by passing their cards face-down to the Dealer.
  - 8.2.4 Check, by announcing the word check.
- 8.3 When a player leaves a table permanently, the Dealer will place a reserved button in front of the playing area of the vacated seat. This button will indicate the seat is now vacant and is available for allocation as determined by the Poker Room Management.
- 8.4 Unless otherwise stated, the Dealer will deal the cards to each player in a clockwise direction, commencing with the player to the immediate left of the button, one card at a time, face-down until each player receives the appropriate number of cards for the game of Poker being played.

- 8.5 When two or more players hold winning hands of equal value, the pot or pots will be divided equally to the lowest chip denomination in play at the table.
- 8.5.1 Where a Dealer Button is in use, if, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided, the remaining amount will be given to the hand(s) closest to the Dealer Button in a clockwise direction.
- 8.5.2 Where a Dealer Button is not in use, if in the event that, after the pot or pots have been divided, there is an amount remaining that cannot be equally divided among the players in contention for the pot or pots, then the amount remaining will be given to the hand(s) containing the highest card by suit.
- 8.6 The pot will not be divided by the agreement of two or more players. Each hand will be played to a conclusion.
- 8.7 Provided all hole cards are exposed at the showdown (open and flat on the table), a particular player is eligible to win the pot regardless of whether or not he/she is aware of the value of his/her hand or his/her hand is identified as a winning hand by the Dealer.
- 8.8 A player's chip(s) must remain on the table in full view of all participants, with the highest denomination chip(s) the most prominent.
- 8.9 Player and Blind Movements
- 8.9.1 The number of compulsory blind bets required will be displayed on a sign at the table or location related to the playing of the game.
- 8.9.2 Unless otherwise stated, blinds will be placed by the requisite players as follows.
- (a) The player on the immediate left of the Dealer Button will place the first blind bet.
- (b) The player on the immediate left of the first blind will place the second blind bet and so on until all compulsory blind bets have been placed.
- 8.9.3 Each player at the table utilising blinds will post blinds in turn. Players avoiding blinds will be ineligible to be dealt cards until correction has been made.

- 8.9.4 Where over-blind bets are permitted, all subsequent voluntary over-blind bets will be double the previous blind bet placed.
- 8.9.5 Players at a table utilising blinds may move into empty seats; however if the seat change is more than two live player seats clockwise from their original position, the player must wait until the blinds are due, or post a penalty big blind to receive a hand immediately. A player who has paid blinds for a round of play may move into the button seat and receive a hand.
- 8.9.6 In the event a player due to post the first or small blind leaves a game, the player on the immediate left of the vacating player will post the large blind and the game will proceed without a small blind. On the subsequent deal, the button is moved to an empty seat to become a “dead button” and the blinds will have become normalised.
- 8.10 With the exception of players joining a game from an existing game that has closed, or players being moved by a TG Higher Duties Dealer (or above), new players to a game may not be seated and subsequently dealt a hand, at the position on the table where the Dealer Button is placed. The TG Higher Duties Dealer (or above) may require new players to:
- 8.10.1 Wait until the blind is due; or
- 8.10.2 Post an amount equivalent to the large blind before receiving cards.
- 8.11 A player may be picked up from a game if the TG Area Manager (or above) determines that a player has been absent from the table for an excessive amount of time.
- 8.12 Players who have been picked up will be placed on the top of the waiting list for the game that they were picked up from if they return within 20 minutes from the time they are picked up. Players returning after 20 minutes from the time they were picked up will be placed on the bottom of the list for that particular game.
- 8.13 Each player will be required to keep all cards dealt to him/her in full view of the Dealer at all times.
- 8.14 It is the player’s responsibility to protect his/her hand at all times.

## 8.15 Side wagers

8.15.1 Where a side wager is offered, prior to the cards being dealt for a round of play, players will be given the opportunity to place a side wager by placing a chip(s) on the appropriate area of the table layout. Only seated players may place a side wager.

8.15.2 Side wagers must be placed prior to any cards being dealt by the Dealer.

## 8.16 Initial Deal

8.16.1 In accordance with Rule 8.4, the Dealer will deal to each player:

- (a) Two cards for Holdem;
- (b) Three cards for Pineapple Holdem and Crazy Pineapple Holdem; and
- (c) Four cards for Omaha.

## 8.17 First Betting Round

8.17.1 After the initial deal, players in a clockwise direction commencing with the first player left of the last blind will call, raise or fold.

8.17.2 Should the player designated in Rule 8.17.1 fold, the option to open the betting or fold will pass to the next player in a clockwise direction.

8.17.3 Subsequent players in order will call, raise or fold until:-

- (a) Only one player remains in the game. This player will win the pot; or
  - (i) Where one or more side wagers have been placed, and only one player remains, the Dealer will deal the flop and settle the side wager(s) accordingly.
- (b) Two or more players remain in the game.

8.17.4 If the flop game being played is Pineapple Holdem and two or more players remain in the game, commencing with the first active player to the immediate left of the button, players will discard one card to the Dealer.

## 8.18 Second Betting Round

- 8.18.1 If two or more players remain in the game, the Dealer will burn a card before the start of the betting round and deal three community cards (these are the first three cards of a possible five community cards). These first three cards will be called the flop and are dealt one at a time face-down and then turned face-up in a pile and spread.
- 8.18.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
- 8.18.3 Players in a clockwise direction from the opener, will call, raise or fold until:-
- (a) Only one player remains in the game. This player will win the pot; or
  - (b) Two or more players remain in the game.
- 8.18.4 If the flop game being played is Crazy Pineapple Holdem and two or more players remain in the game, commencing with the first active player to the immediate left of the button, players will discard one card to the Dealer.

## 8.19 Third Betting Round

- 8.19.1 If two or more players remain in the game the Dealer will burn a card before dealing the fourth community card.
- 8.19.2 Players in a clockwise direction commencing with the first player to the immediate left of the button will open the betting, check or fold.
- 8.19.3 Players in a clockwise direction from the opener, will call, raise or fold until:
- (a) Only one player remains in the game. This player will win the pot; or
  - (b) Two or more players remain in the game.

## 8.20 Final Betting Round

- 8.20.1 If two or more players remain in the game, the Dealer will burn a card before dealing the fifth and final community card.

- 8.20.2 Players, in a clockwise direction commencing with the first player to the immediate left of the button, will open the betting, check or fold.
- 8.20.3 Players in a clockwise direction from the opener, will call, raise or fold until:-
- (a) Only one player remains in the game. This player will win the pot; or
  - (b) Two or more players remain in the game.
- 8.20.4 If two or more players remain in the game, the player being called will then expose his/her cards. All remaining players will, if holding a hand of equal or higher value, expose their cards. Any player at the table may request to see any or all hands involved in the final showdown. The Dealer will then announce the winning hand(s).
- (a) If the flop game being played is Holdem, Pineapple Holdem or Crazy Pineapple Holdem, the winning hand will be the highest ranking five card hand consisting of any combination from the five community cards and the player's two hole cards. (The player's hole cards do not need to be included in the hand).
  - (b) If the flop game being played is Crazy Pineapple Hi-Lo Eight Qualifier or Holdem Hi-Lo Eight Qualifier;
    - (i) The winning high hand will be the highest ranking five card hand consisting of any combination from the five community cards and the player's two hole cards. (The player's hole cards do not need to be included in the hand).
    - (ii) The winning low hand will be the highest ranking low eight qualifier five card hand consisting of any combination from the five community cards and the player's two hole cards. (The player's hole cards do not need to be included in the hand).

- (iii) One player may contest for both the High and Low, using the same or different combination consisting of any combination from the five community cards and the player's two hole cards. (The player's hole cards do not need to be included in the hand).
  - (iv) If there is no low hand, the pot will be won by the highest ranking high hand.
  - (v) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand(s).
- (c) If the flop game being played is Omaha the winning hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards.
- (d) If the flop game being played is Omaha Hi-Lo Eight Qualifier;
- (i) The winning high hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards.
  - (ii) The winning low hand will be the highest ranking low eight qualifier five card hand consisting of two of the player's four hole cards and three community cards.
  - (iii) One player may contest for both the High and Low, using the same or different combination consisting of two of the player's four hole cards and three community cards.
  - (iv) If there is no low hand, the pot will be won by the highest ranking high hand.
  - (v) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided, the amount remaining will be given to the high hand(s).

8.21 A Dealer (or above) may inspect a player's hand at the completion of the hand.

## 9 IRREGULARITIES

### 9.1 Misdeals

9.1.1 Whenever a misdeal occurs, there will be a new shuffle and cut. The same player will be first to receive cards in the new deal as in the previous misdeal. Only a Dealer or a TG Higher Duties Dealer (or above) will determine if there is a misdeal. There is a misdeal if:-

- (a) One or more cards are exposed in cutting.
- (b) Before any substantial action takes place, it is noticed that the cards were not shuffled or cut prior to the deal. Once there has been substantial action, the hand will be played out.
- (c) The Dealer has dealt the cards out of order and the error was noticed prior to substantial action and the error cannot be corrected.
- (d) During the initial deal, a Dealer deals a player out or deals an extra hand in and it is discovered before there has been substantial action and the hand(s) cannot be re-constructed.
- (e) At the end of the initial deal, an eligible player has received an incorrect number of cards and the error cannot be corrected and there has been no substantial action.
- (f) A player is dealt an incorrect number of cards, and this is discovered before substantial action is taken. If there has been substantial action before it is discovered, but the affected player has not acted, all wagers, forced bets and blinds will be returned to the player and the player's hand is voided. If the affected player has acted prior to discovering the inappropriate number of cards, his/her hand is dead and all wagers, forced bets, and blinds will remain in the pot.
- (g) Only one player remains in the game at the completion of the showdown and that player has the incorrect number of cards, his/her hand will be declared a dead hand and all wagers will be returned.

- (h) The deck is found to be defective before the Dealer pushes the pot. All wagers, forced bets and blinds will be returned to the players.
  - (i) More than one card is exposed by the Dealer during the initial deal.
- 9.2 If a player shows another player his/her hand, at the completion of the hand, he/she will be required to show the entire table, upon request.
- 9.3 A boxed card is considered a non-existent card and is placed in the muck. The next card immediately replaces it.
- 9.4 If the Dealer neglects to burn a card and there has been no substantial action, the Dealer will reconstruct the hand(s) if possible and burn the correct card. If it is not possible to reconstruct the hand(s) or there has been substantial action, the hand will continue. In this instance, there will be less burn cards than the normal number required for the game.
- 9.5 If a player discards his/her hand and this player was in the final called betting round, and a player wishes to see that player's hand, they may do so. The Dealer will tap the hand on the muck and expose the hand on the table. In this case the hand is ineligible to win the pot. If however, the requesting player is a pot winner, then the hand in question will not be tapped on the muck prior to it being exposed and the hand is live and will still be eligible to win.
- 9.6 If a card(s) is dropped and or exposed by a player, this card(s) will still be played.
- 9.7 If one of the face-down cards is exposed by the Dealer while dealing, the Dealer will complete the deal and then replace the exposed card with the card that was to be the first burn card. The exposed card becomes the first burn card.
- 9.8 If the Dealer neglects to burn a card prior to dealing the flop and there has been no substantial action, it will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut, burn a card and re-deal a flop.
- 9.9 If the flop has too many cards dealt and turned face-up, it will be taken back without the burn card by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and then re-deal the flop.

- 9.10 If the flop is dealt and turned face-up prior to the completion of the first betting round, it will be taken back without the burn card by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and then re-deal the flop.
- 9.11 If the fifth community card is exposed by the Dealer prior to the completion of the third betting round, that card will be taken back by the Dealer and shuffled with the remainder of the deck. The burn card will remain. The third betting round will be completed and then a new card dealt. No further burn cards will be dealt for that betting round.
- 9.12 If the fourth community card is exposed by the Dealer prior to the completion of the second betting round:
- 9.12.1 That card will be taken back and set aside, the burn card will remain and the second betting round will then be completed.
  - 9.12.2 The Dealer will burn a card, turn over a new fourth community card and ensure that the betting for that round is complete.
  - 9.12.3 The card set aside as described in 9.12.1, above will then be shuffled with the stub and a fifth card will be turned without burning a card.
- 9.13 If the Dealer opens two cards simultaneously when dealing a community card:
- 9.13.1 Only the correct card will remain in play.
  - 9.13.2 The incorrect exposed card will become the next burn card, or
  - 9.13.3 If no more cards are to be dealt, it will be placed in the muck.
- 9.14 If the Dealer opens more than two cards, only the correct card for that betting round will remain in play. The additional cards will be taken back by the Dealer and shuffled with the remainder of the deck. The Dealer will cut and continue dealing.
- 9.15 In all Pineapple variations:
- 9.15.1 The betting round in which players are required to discard will be deemed incomplete until all cards have been discarded.

9.15.2 If a player has failed to discard at the required time and substantial action has occurred in the next betting round, that player will have the incorrect number of cards for that game and their hand will be declared dead.

#### 9.16 Side wagers

If an error is made with respect to the flop, that error will be corrected in accordance with the relevant irregularity and any side wagers will remain active until the flop error is corrected or the flop re-dealt. The side wager will then be settled according to the result of the corrected flop.

### 10 SIDE WAGERS

#### 10.1 Wagers

10.1.1 A wager placed on the Flop Chase side wager will:

- (a) Win, when a player has placed a wager on 'Black' and all three flop Cards are black;
- (b) Lose, when a player has placed a wager on 'Black' and the three cards dealt to the flop are not all black;
- (c) Win, when a player has placed a wager on 'Red' and all three flop Cards are Red;
- (d) Lose, when a player has placed a wager on 'Red' and the three cards dealt to the flop are not all red;

#### 10.2 Settlement

10.2.1 All winning and losing side wagers will be actioned once the flop has been dealt and the action has commenced for that round of betting.

10.2.2 The odds payable for winning wagers placed on the side wager are -

Description		Payout Odds
Red	All three cards dealt to the flop are coloured red.	7 to 1
Black	All three cards dealt to the flop are coloured black.	7 to 1

## **11 BONUS PRIZES**

- 11.1 The casino operator may offer bonus prizes in the form of cash, goods or services.
- 11.2 Bonus prizes may be offered on one or more tables and where offered, the type of bonus (cash, goods or services) together with the qualifying outcomes will be displayed on a sign, either on the particular table(s) or in close proximity to the table(s).
- 11.3 In a round of play where a player is eligible to receive a bonus prize, the Dealer will notify the TG Higher Duties Dealer (or above) who will verify the hand.
  - 11.3.1 Where the bonus prize is in the form of cash it will be paid in chips, cash or cash equivalent.
  - 11.3.2 Where the bonus prize is in the form of goods and/or services it will be awarded to the player at a convenient time thereafter.
- 11.4 Once a hand has been folded, it is no longer eligible to receive a bonus prize.

## **12 CROWN POKER TOURNAMENT RULES**

- 12.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play the variation of Crown Poker being offered with an equal chance.
- 12.2 For each tournament conducted by the casino operator, the casino operator must:
  - 12.2.1 In accordance with clause 12.4, document relevant Terms and Conditions;
  - 12.2.2 Prior to a tournament being conducted and entries having been taken:
    - (a) Make the relevant Terms and Conditions available to patrons; and
    - (b) Advise the VCGLR on-site inspectorate of the intention to conduct the tournament.

12.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.

(a) The Tournament Director may, at his/her discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.

12.2.4 Designate the gaming tables to be used in the conduct of the tournament.

12.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under Rule 12.2.4 is used exclusively for tournament play.

12.3 Prior to the commencement of play in a tournament:

12.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

12.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

12.4 The Tournament Terms and Conditions referred to in Rule 12.2.1 must include the following information at a minimum:

12.4.1 Tournament Details:

(a) Information pertaining to:

(i) When the tournament will be conducted.

(ii) The amount of the entry fee, buy-in re-buy or add-on, if any.

(iii) The minimum and maximum number of tournament players.

(iv) The location of the tournament.

(b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.

(c) A statement to the effect that the VCGLR will be notified of any change to the tournament details prior to the tournament.

#### 12.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:
  - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
  - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
  - (iii) If the casino operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
  - (iv) If the casino operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
  - (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
  - (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.
  - (ii) Information detailing how the Terms and Conditions will be made available to tournament players.

- (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the tournament;
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

#### 12.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:
  - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
  - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
  - (iii) If applicable, the method of progression from round to round or session to session;
  - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
  - (v) If a repechage, catch-up or secondary round(s) or session(s) is offered, details of how a tournament player qualifies to participate, or alternately, a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.

- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
- (c) As applicable, the disposition of tournament chips at the completion of the tournament.

#### 12.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager.

#### 12.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

#### 12.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

#### 12.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

#### 12.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:
  - (i) Be penalised and any relevant penalties;
  - (ii) Be disqualified from the tournament;
  - (iii) Nominate a substitute; and

- (iv) Have his/her entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
- (i) Late arrival or non-attendance for a round or session in the tournament;
  - (ii) Absence from the tournament;
  - (iii) Use of a mobile phone or similar device during play;
  - (iv) Nominating a substitute;
  - (v) Disqualification, including action regarding tournament chips in the player's possession; and
  - (vi) Retirement from the tournament.
- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Crown Poker and that in the event of any inconsistency, the Rules of the relevant variation of Crown Poker prevail.
- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
- (i) If the tournament player(s) to progress to the next round or session have been determined; or
  - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site), unless otherwise provided for in these Terms and Conditions.

- (f) A statement to the effect that, subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Crown Poker.
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Crown Poker.

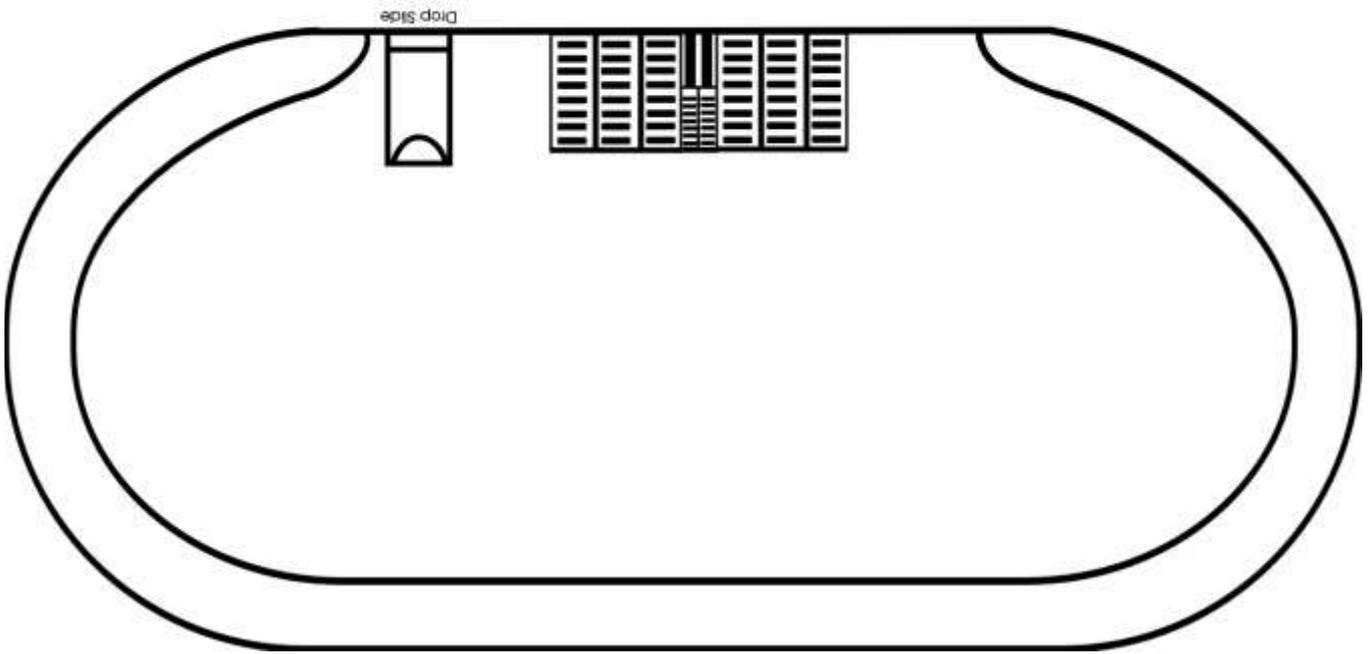
## 13 GENERAL PROVISIONS

- 13.1 A person will not, with respect to a game of Crown Poker or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 13.2 Where a player has contravened any provision of the Rules, a TG Assistant Casino Manager (or above) may:-
- 13.2.1 Declare that any wager made by the player(s) will be void;
  - 13.2.2 Direct that the player(s) will be excluded from further participation in the game;

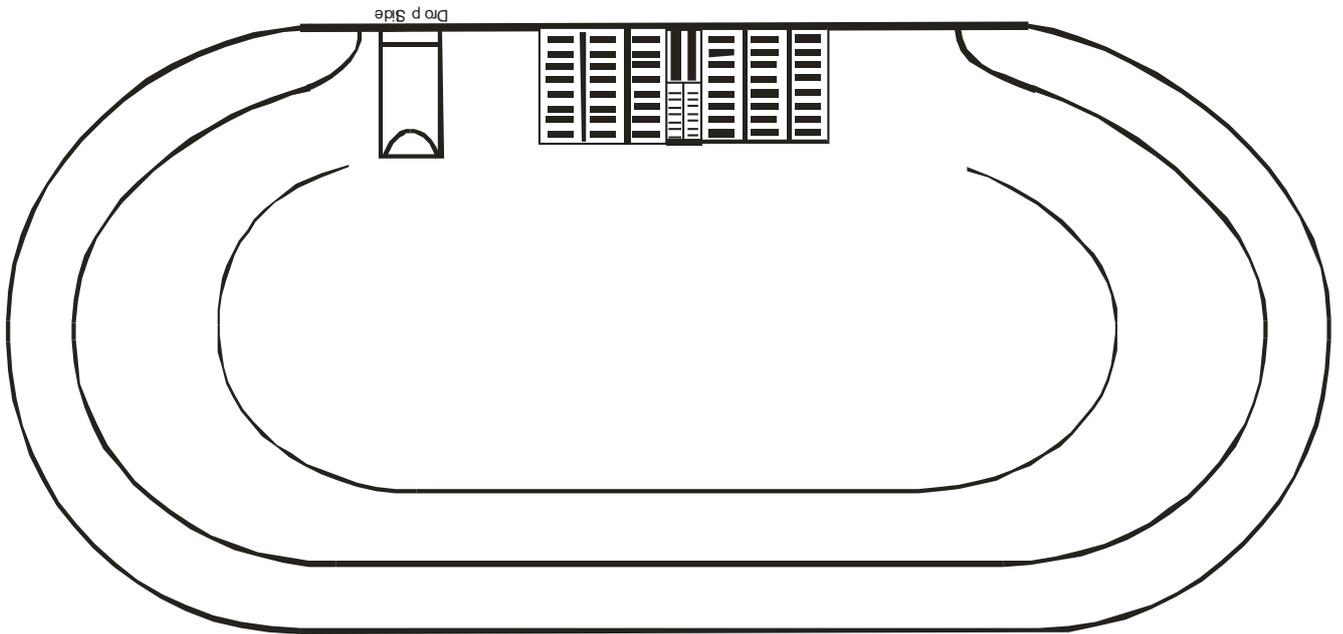
- 13.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation;
- 13.2.4 Confiscate the prohibited device; and
- 13.2.5 Detain the person(s) in possession of the prohibited device until such time as an authorised person has attended and assumed responsibility for the situation.
- 13.3. A TG Area Manager (or above) may close a Poker table at which players are present provided prior notice of at least three hands has been given to the players, or sooner if all players are in agreement.
- 13.4 A TG Area Manager (or above) may determine a player is acting in a manner detrimental to the integrity of the game. The decision of the TG Area Manager (or above) will be final, subject to a review by the VCGLR, if requested.
- 13.5 A TG Higher Duties Dealer (or above) may invalidate the outcome of a game if:
  - 13.5.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - 13.5.2 Any fraudulent act that affects the outcome of the game is perpetrated by any person.
- 13.6 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 13.7 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.
- 13.8 No onlooker or any player wagering at any table may influence another player's decisions of play.
- 13.9 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an inspector appointed under the Casino Control Act 1991.
- 13.10 In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the TG Area Manager (or above) will be final.
- 13.11 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Crown Poker.

- 13.12 Players are not permitted to have side bets against each other.
- 13.13 A copy of these Rules will be made available, upon request.
- 13.14 Players will not exchange cards, or exchange information, or communicate information regarding their hand. Any violation may result in the hand being declared a dead hand.
- 13.15 No player will communicate during the game with any other person or persons with the intent to affect the outcome of the game.

# Diagram A



## Diagram B



# DIAGRAM C

