



GENERAL POKER RULES

We will use the following rules as a base for any decisions given on the tables. These have been adapted from 'Roberts Rules of Poker', the staff of Our staff will endeavour to maintain a consistent delivery of these rules. However the 'spirit' of the game will be taken into account and a decision may be made that does not follow strict interpretation of these rules.

START OF A GAME

1. The dealer will spread the cards on the table before the first hand.
2. On commencement of game, the button position will be determined by a high card draw.
3. All blinds are off the button.
4. The shuffle will consist of: A Chemmy shuffle, 2 riffles, a strip, 1 riffle and will be finished with the dealer cutting the cards (this should take no more than 20 seconds).
5. Blinds should be posted before cards are dealt.

DEALERS DUTIES

The dealer will be responsible for the smooth running of the game. The dealers responsibilities will include (but are not limited to):

6. The dealer will be responsible for the integrity of the game.
7. The dealer will be responsible for protecting the deck at all times by holding the deck. If a situation requires two hands then the deck must be secured by a chip from the main pot.
8. The dealer will be permitted to prompt the action when players are not acting.
9. A player may be told all of their options upon request.
10. Only when all bets are matched should they be brought in to the pot.
11. The pot should not be stacked, it should be laid in a neat pile left of the community board.
12. Before the drawing of any burn card, the table should be knocked twice.
13. The edge of the first burn card should be pushed under the pot, subsequent burn cards should be pushed underneath each other.
14. The flop should be dealt face down out of the box and all three cards turned and spread together within the box.

BETTING

15. Verbal declarations in turn are binding, verbal declarations not in turn are not binding.
16. A verbal declaration of intent will take precedent over a differing physical action.
17. A single over sized chip placed into the pot will count as a call. This includes throwing in a single over sized chip in either blind position.
18. Offering into the pot multiple chips, where one chip would suffice, constitutes a raise.
19. Players are required to act in turn.
20. Action out of turn will stand, unless positive action occurs from the correct positions – a check, call or fold is not considered positive action. If there is out of turn action and then positive action, the offender may call the new bet or fold.



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21. All-ins out of turn do not stand and will be treated as described in rule 20.
22. If a player does not realise there has been positive action and offers into the pot enough to call, the offender may call the raise or fold and lose his erroneous call.
23. A raise must be made by (1) placing the full amount in the pot one motion (2) verbally declaring the full amount prior to initial placement of chips into the pot (3) verbally declaring 'raise' prior to the placement of the amount to call into the pot and then completing the action with one additional motion. It is the players responsibility to make their intentions clear.
24. All raises must be at least the size of the largest previous bet or raise in the current betting round.
25. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise they must make a full raise – the raise will be exactly the minimum raise allowed.
26. An all-in wager of less than a full raise does not re-open the betting to a player who has already raised.
27. All-in means all-in (all of the players chips on the table).
28. An all-in bet should not be cut down or counted until an active player requests a count.
29. String bets are not allowed.
30. Dealers will be responsible for calling string bets and raises.

SHOWDOWN

31. Upon showdown the last player to make positive action will be required to show their hand first.
32. If there has been no betting on the final board card the hands will be shown in order from the button. Unless there has been an 'all in', where the player who is 'all in' shall be required to show first.
33. At showdown, if any player tables their hand and it is deemed to be the winning hand by other players left holding cards, they may muck. These players are not obliged to show their hand (subject to rule 74).
34. Shown hands should be brought in and displayed before the losing hand/hands are killed.
35. The remaining hand/hands should be promoted by the board and the pot raked and shoved accordingly.

MISDEALS AND IRREGULARITIES

36. A card leaving the table due to a player error will not constitute a misdeal, the player will have no redress and must still play the card.
37. A card leaving the table due to a dealer error will not constitute a misdeal, instead it will be treated as an exposed card.
38. An exposed card on the initial deal will be replaced with the burn card.
39. 2 exposed cards on the initial deal will constitute a misdeal.
40. If either of the first 2 cards to be dealt are exposed a misdeal will be called.
41. Only the dealer may call a misdeal.
42. A misdeal will occur if the button has been placed in the wrong position (subject to rule 49).
43. An incorrect amount of cards dealt to any player is a misdeal if there has been no action, if action has occurred the players hand is mucked, action in this instance is defined as 2 players acting.
44. Cards dealt in the wrong order is a misdeal.
45. Players receiving another players cards constitutes a misdeal.



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46. Cards dealt to a vacated seat constitutes a misdeal.
47. If a duplicate card appears on the table it will constitute a misdeal. All bets will be returned. All previous decisions will stand.
48. A card face up in the deck will be treated as a 'meaningless scrap of paper'.
49. A misdeal due to dealer error can only be called prior to action taking place, action in this instance is defined as 2 players acting.
50. If a customer exposes a card or cards whilst facing action there hand may be deemed to be folded.
51. If a customer exposes a card or cards when not facing action they will go passive – call, fold or check behind only – they may not bet or raise.
52. The 'show one, show all' rule applies.
53. The dealer is responsible for announcing any exposed cards to the players.
54. If a Dealer draws the FLOP before action is complete, the flop cards will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed.
55. If a Dealer draws the TURN card before action is complete, the error is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn or mucked cards. The dealer then cuts the deck and deals the final card without burning a card. A supervisor must be called before this action is performed.
56. If a Dealer draws the RIVER card before action is complete the river card will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed.
57. If the flop contains too many cards, the supervisor will be called to randomly select the 3 cards to be used as the flop. The extra card or cards will then act as subsequent burn cards.

GENERAL

58. ENGLISH ONLY MUST BE SPOKEN WHILST AT THE TABLE.
59. Players are not entitled to ask for a pot count in no-limit games – the pot can be spread flat on the table by request.
60. No one other than the dealer may interfere with the pot.
61. Players must keep all high denomination chips visible to the other players.
62. Players must keep their cards over the table and in view of the dealer at all times.
63. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if the player had raised and the raise had not yet been called, the raise will be returned to the player.
64. On a table with no action line the players cards are the action line, all bets must be offered into the pot in one forward motion in front of the cards.
65. In a split pot scenario the chips will be split in order of high to low denomination.
66. Multiple all ins will be dealt with in order of smallest chip stack first. The smallest stack should be matched by all players, added to the main pot to form pot 1 and placed on the left of the table. The next all in stack would follow the same procedure being placed to the right of pot 1 and so on. Care must be taken and this process must be completed if a side pot is being contested. Allocation of pots to winning hands must be done backwards – starting with the pot that is furthest to the right of the table and then work backwards to pot 1. Pot 1 will be raked first and if the cap is not reached the next pot will be raked and so on.



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67. Multiple all ins should, staff levels permitting, be supervised.
68. Players may NOT come in on the small blind or the button. The button must pass before they can play.
69. If a player has missed either of their blinds but return before the button passes, they may post a small blind and be dealt in.
70. Our staff will not use a 'dead button' in cash games.
71. The button and subsequent blind bets may move to accommodate rule 70.
72. A straddle will be classed as an additional blind.
73. Players are obligated to protect other players at all times, therefore players – whether in the hand or not – may not disclose contents of live or folded hands, advise or criticize play or read a hand that has not been tabled.
74. Any player who is dealt cards in a hand may request to see any other players cards, however this is to stop 'soft play' or collusion and may not be used simply to gather information on another players 'style'.
75. The one player to one hand rule will be enforced.
76. No rabbit hunting. If a price has been put on a card and has not been met the card may not be seen.
77. Cards speak, verbal declarations as to the content of a players hand are not binding; however, players deliberately miscalling their hand may be penalized.
78. Players should be advised not to act until prompted by the dealer.
79. A player may disclose the content of their hand without the hand being declared dead, however this is not in the 'spirit of the game' and repeat offenders may invoke penalties.
80. A player who shows his cards to another player or spectator may have the hand ruled dead.

SEATING

81. A player must get permission before joining a game.
82. Playing over without permission is not permitted.
83. A player may not hold a seat in more than one game.
84. A list for all games will be managed by our staff who will decide when to start each game.
85. Comfort breaks may be taken, however if these are more than 30 minutes long you may lose your seat.
86. Transferring between tables without permission is not permitted.
87. If a player wishes to move down in stakes (ie a £1/£3 game to a £1/£2 game), they will only be permitted if they do not exceed the maximum allowed on the game and they do not breach rule 90.

MISCELLANEOUS

88. Players may not add to their stacks during a hand.
89. Players may pay for incidental items such as food or drinks from their stack.
90. Players may not remove any chips from play (subject to rule 89). If you wish to play for a lesser amount you must cease play for 2 hours.
91. If a situation arises that cannot be accounted for in these rules the supervisors decision will be final.