

Australian Capital Territory

# Casino Control (Blackjack) Approval 2006 (No 1)\*

**Notifiable Instrument NI2006—147**

made under the

***Casino Control Act 2006*, s 96 (Rules for Authorised Games).**

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**1 Name of instrument**

This instrument is the *Casino Control (Blackjack) Approval 2006 (No 1)*.

**2 Commencement**

This instrument commences on 1 May 2006.

**3 Approval**

I approve the rules for the Authorised Game of “Blackjack” as set out in the attached schedule.

Greg Jones

Chief Executive Officer

ACT Gambling and Racing Commission

10 April 2006

\*Name amended under Legislation Act, s 60

**CASINO CANBERRA LIMITED**

**RULES**

**OF**

**BLACKJACK**

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**A. DICTIONARY OF TERMS USED IN BLACKJACK**

(nb. terms defined in the dictionary are underlined throughout this document.)

**Approved**

Means approved in writing by the ACT Gambling and Racing Commission.

**Blackjack**

A hand containing an ace and any card having a point value of ten (10) that are dealt as the initial two cards to a player or dealer.

**Box**

An area marked on the table layout in which a player is to place a wager.

**Burn**

The removal of a card from play by placing it in the discard rack.

**Casino Operator**

The organisation or person responsible for the conduct of gaming in the casino.

**Casino Supervisor**

A person responsible for the supervision of the operation of the game.

**Dealer**

A person responsible for the operation of the game.

**Double/double down**

A wager up to the amount of the player's initial wager for which the player will receive one additional card.

**Float**

The chip inventory issued to a gaming table.

**Hard total**

The total of a hand that contains no ace, or that contains an ace or aces that are each counted as having a point value of one.

**Initial deal**

That part of a round of play in which each player receives two cards and the dealer one card.

**Insurance line**

That area marked on the table layout for a player to place an insurance wager.

**New shoe**

Occurs when all cards are shuffled, then cut and put into the shoe.

**Not suited**

Describes cards that are not of the same suit.

**Round of play**

That part of the game that commences when a card is first removed from the shoe and concludes when all the cards are collected and placed in the discard rack.

**Session**

A session is the number of rounds of play or the number of shoes, determined by the structure of the tournament.

**Shoe**

An approved container from which the dealer deals the cards.

**Starting Marker**

A marker used to denote which player is to make the first wager for a round of play. After a round of play the marker shall be moved to the next player in a clockwise direction.

**Soft total**

The total of a hand containing an ace or aces, where one ace can be counted either as one or eleven.

**Split**

Occurs when the initial cards are of equal value and a player places a wager equal to the initial wager, in order to separate the cards to form two hands.

**Stand off**

A wager that neither the player nor the dealer wins.

**Subsequent deal**

That part of a round of play that follows the initial deal and allows players to draw extra cards.

**Suit**

Describes any of the four types of cards in a deck of playing cards: hearts, spades, clubs or diamonds.

**Suited**

Describes cards that are of the same suit.

**Tournament Chips**

Chips that cannot be exchanged for money, are distinguishable from all other casino chips, and are used exclusively for the playing of tournaments.

**Tournament Commission**

The amount the casino operator collects from players as payment to the casino operator for conducting the game.

**Tournament Director/Assistant**

The person responsible for the conduct of the tournament.

**Void**

Neither the player nor the dealer wins and any chips wagered or paid shall be returned as if the round of play had never occurred.

## **B. RULES OF BLACKJACK**

### **1. BLACKJACK TABLE**

1.1 A Blackjack table layout shall be approved prior to use.

### **2. CARDS**

2.1 Blackjack shall be played with four to eight decks with each deck consisting of 52 cards, without jokers.

2.2 The cards shall be checked, one by one, by the dealer prior to the commencement of gaming and at or after the conclusion of gaming.

2.3 Before the start of a round of play, the casino operator shall determine:

(a) the number of decks of cards; and

(b) the approved shuffle, as set out in the approved procedures;

and if requested by a player, the dealer is to advise players of the determinations.

2.4 The casino operator may change a marked or damaged card at any time and may change all of the cards after any round of play. The casino supervisor and dealer shall check each replacement card prior to its introduction to play.

2.5 The value of the cards shall be as follows:

(a) any Ace has a value of either 1 or 11;

(b) any card from 2 to 9 inclusive has its face value; and

(c) any 10, Jack, Queen or King has a value of 10.

### **3. MINIMUM AND MAXIMUM WAGERS**

3.1 The casino operator shall display the minimum and maximum wagers per box on a sign at or near the table and may change these limits provided that prior notice of the change is given to the players.

3.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker denoting the new limit is placed adjacent to the box.

3.3 The multiples of wagers permitted shall be displayed at the table.

- 3.4 Wagers below the minimum shall initially be paid or collected and the owner of the wager shall be advised that further wagers under the minimum will be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected only to the maximum.

#### **4. WAGERS**

- 4.1 Prior to the first card of a round of play being dealt, each player shall be given the opportunity to place a wager.
- 4.2 All wagers shall be made by placing gaming chips in the box.
- 4.3 Once the first card has been dealt, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager other than as provided for in Rules 7, 10 and 11.
- 4.4 A player may be permitted by the casino operator to wager on more than one box at a Blackjack table and make the decisions regarding the playing of those hands with the understanding that, if there are insufficient vacant boxes at the table to accommodate patron demand, a player making the decisions on more than one box shall give up control of a box or boxes to accommodate other players.
- 4.5 Subject to Rule 4.6, a maximum of three players may wager on the one box. If more than one player wagers on a box, the decisions with regard to the cards shall be made, in order of preference, by:
- (a) the player seated at that box; or
  - (b) the player whose wager is nearest to the dealer.
- 4.6 If a new maximum limit is allocated to a box in accordance with Rule 3.2, any other player may wager on that box provided the total of all wagers does not exceed the stated box maximum.
- 4.7 The casino operator may require any player:
- (a) who has not made a wager on the first round of play; or
  - (b) who, after placing a wager on a given round of play, declines to place a wager on any subsequent round of play

to wager the minimum wager displayed at the table until a new shoe is commenced.



- 4.8 The casino operator may limit a player to a single box and to the minimum table wager as displayed. Any such restriction must be in accordance with the approved procedures and be routinely advised to the ACT Gambling and Racing Commission.
- 4.9 Where a player has been previously tracked by the casino operator and subsequently had their play restricted, then that player may have their play restricted without the need to be tracked again.

## 5. SHUFFLE AND CUT OF THE CARDS

- 5.1 The dealer shall shuffle the cards in preparation for each new shoe.
- 5.2 After the shuffle the cards will be offered to a player to be cut. The player will be, in order of preference:
- (a) the first player to the table if the game is just beginning;
  - (b) the player on whose box the cutting card appeared during the last round of play;
  - (c) the player at the farthest point to the right of the dealer, if the cutting card appeared on the dealer's hand during the last round of play; or
  - (d) the player who first accepts the dealer's offer, each player being individually asked in a clockwise order if or until an acceptance is made.

If no player wishes to cut, a casino supervisor will cut the cards.

- 5.3 The person designated in Rule 5.2 shall cut the cards by placing a cutting card at least one deck in from either end. Once the cutting card has been inserted the dealer shall take all cards in front of the cutting card and place them at the back of the stack. The dealer shall then insert the cutting card in a position at least one deck in from the back of the stack and no more than approximately half the number of decks in play from the back of the stack.
- 5.4 The cards shall be shuffled:
- (a) when the cutting card is drawn as the first card of a new round of play; or
  - (b) at the end of a round of play if the cutting card is drawn during that round of play.
- 5.5 If a cutting card is reached during the final 3 rounds of play it shall be discarded and the dealer shall continue dealing until the final hand has been completed.

## **6. INITIAL DEAL**

- 6.1 All cards, excluding burn cards, shall be dealt face up from a shoe.
- 6.2 The dealer shall announce “NO MORE BETS”. Then, starting from the first box containing a wager, shall, in a clockwise direction around the table, deal the cards in the following manner:
- (a) one card to each box;
  - (b) one card to the dealer; and
  - (c) another card to each box.

## **7. INSURANCE**

- 7.1 If the dealer's first card is an ace, a player may place a wager on the dealer getting a Blackjack. The maximum wager allowed is half the total of the player's initial wager.
- 7.2 Players shall place insurance wagers on the insurance line before the commencement of the subsequent deal.
- 7.3 All insurance wagers shall be in multiples of half the smallest denomination chip in the float.
- 7.4 Winning insurance wagers shall be paid at odds of 2 to 1.
- 7.5 Settlement of insurance wagers shall be as follows:
- (a) if the dealer's second card is not a 10 value card all insurance wagers lose and are collected by the dealer. The dealer shall then complete the round of play; and
  - (b) if the dealer's second card is a 10 value card the winning insurance wagers shall be paid.

## **8. INTERIM SETTLEMENT**

- 8.1 An interim settlement shall occur on completion of the initial deal and before the subsequent deal as follows:
- (a) if a player has a Blackjack and the dealer's card is neither a 10 nor an ace, the dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2; or
  - (b) if a player has a Blackjack and the dealer's first card is an ace, the dealer shall, at the player's request, pay the wager, or wagers, on that hand at odds of 1 to 1.

## **9. SUBSEQUENT DEAL**

- 9.1 Starting with the first box containing a wager, and continuing clockwise around the table, each player shall be given the opportunity to:
- (a) split;
  - (b) double;
  - (c) draw additional cards, subject to Rule 9.2 (a); and/or
  - (d) stand, subject to Rule 9.2 (b).
- 9.2 If a player:
- (a) has a Blackjack or a hard or soft total of 21, the player shall not draw additional cards; or
  - (b) has a hard total of less than 12, the player is required to draw cards until the total is 12 or greater, unless the player doubles.

## **10. SPLITTING**

- 10.1 After the initial deal, if the player making decisions with regard to a box declines to split then no other player wagering on that box may split.
- 10.2 If the player making decisions with regard to a box elects to split, other players wagering on that box may:
- (a) elect to split; or
  - (b) have their wager placed on the first of the hands to be determined.

- 10.3 A maximum of four hands may be formed from splitting, unless the initial deal to a hand results in two aces, in which case the hand may be split only once.
- 10.4 If a player splits, the first hand shall be completed before continuing to the next and subsequent hands in turn.
- 10.5 If aces have been split, one card only shall be dealt to each hand.
- 10.6 If a hand has been split, the resulting hands shall be completed according to Rule 9.
- 10.7 After a split, a ten value card dealt to an ace, or an ace dealt to a ten value card does not constitute a Blackjack.

## **11. DOUBLING**

- 11.1 After the initial deal, if the player making decisions with regard to a box declines to double then no other player wagering on that box may double.
- 11.2 If the player making decisions with regard to a box elects to double, other players wagering on that box may also elect to double. If the other players do not double their wagers, the condition that only one additional card be dealt to that hand shall remain unchanged.
- 11.3 A player may double on a split hand in accordance with Rule 11.2.

## **12. SUBSEQUENT DEAL TO DEALER'S HAND**

- 12.1 Subject to Rule 12.2 and provided that the subsequent deal to all players' hands has been completed, the dealer shall deal additional cards to the dealer's hand. The dealer must draw to at least 16, and if a count value of 17, 18, 19, 20, 21, or Blackjack has been achieved the dealer shall not draw additional cards.
- 12.2 Additional cards shall not be drawn to the dealer's hand if decisions have been made on all players' hands and the additional cards to the dealer's hand would have no effect on the outcome of the round of play.

### **13. FINAL SETTLEMENT**

- 13.1 A wager by a player (except an insurance wager under Rule 7):
- (a) wins, if the total value of the player's hand is 21 or less and that of the dealer's is in excess of 21;
  - (b) wins, if the total value of the player's hand exceeds that of the dealer, without exceeding 21;
  - (c) wins, if the player has achieved a Blackjack and the dealer has not;
  - (d) loses, if the total value of the player's hand is in excess of 21;
  - (e) loses, if the total value of the dealer's hand exceeds that of the player's, without exceeding 21;
  - (f) loses, if the dealer has achieved a Blackjack and the player has not; or
  - (g) is a stand off, if the total value of the player's hand and that of the dealer's hand are the same without exceeding 21, or if the player and the dealer both have achieved a Blackjack.
- 13.2 Settlement of winning wagers shall be as follows:
- (a) a wager on a winning Blackjack shall be paid at odds of 3 to 2; and
  - (b) a wager on a winning hand other than a winning Blackjack shall be paid at odds of 1 to 1.

### **14. IRREGULARITIES**

- 14.1 A card found face upwards in the shoe shall be burnt.
- 14.2 A card drawn in error, whether or not its face has been exposed, shall be used as though it were the next card from the shoe, except if the card drawn is burnt in error, in which case it shall remain discarded and shall not be used.
- 14.3 Any card drawn to the dealer's hand not in accordance with Rule 12 shall be burnt.
- 14.4 If during a round of play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.

- 14.5 If an error of card placement is detected to have occurred in a round of play after the next round of play has commenced, the round of play in which the error occurred is void and any subsequent round/s of play that have commenced shall be regarded as having been validly played.
- 14.6 If there are insufficient cards remaining in the shoe to complete a round of play, all the cards in the discard rack shall be shuffled and cut in accordance with these rules and dealt to complete the round of play.
- 14.7 If a player is not present to render a decision on the player's hand, the dealer shall deal cards to that hand until the total of that hand exceeds eleven (11).
- 14.8 If it is detected that the dealer has continued dealing after the cutting card has been drawn, any round of play so dealt shall stand and if a round of play is in progress, it shall continue until it is concluded.

## **15. TABLE CLOSURE**

- 15.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 15.2 Subject to Rule 15.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

## **16. GENERAL PROVISIONS**

- 16.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 16.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by a player void; and
  - (b) direct that the player be excluded from further participation in the game.
- 16.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 16.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.

- 16.5 An employee of the casino shall:
- (a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;
  - (b) not give or allow any advantage to a person, or cause to or allow a change in any probabilities of the game by any means other than that covered by these rules; and
  - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 16.6 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 16.7 A person shall not instruct or influence another player's decision of play.
- 16.8 Players are not permitted to have side bets with each other.
- 16.9 Upon request the casino operator shall make a copy of these rules available.

## **17. SUPER SEVENS**

- 17.1 This section applies if the Super Sevens option has been elected.
- 17.2 The Super Sevens table layout shall be approved prior to use.
- 17.3 Prior to the first card being dealt, each player shall be given the opportunity to place a wager in the Super Sevens box. All wagers shall be made by placing gaming chips in the Super Sevens box.
- 17.4 The Super Sevens wager shall be an approved amount.
- 17.5 A Super Sevens wager not accompanied by a Blackjack wager is void.
- 17.6 A Super Sevens wager:
- (a) wins, if the first card dealt to a player placing the wager is a seven;
  - (b) wins, if the first two cards dealt to a player placing the wager are sevens;
  - (c) wins, if the first three cards dealt to a player placing the wager are sevens; and

- (d) loses, if the first card dealt to a player placing the wager is not a seven.

17.7 A Super Sevens wager that wins is entitled to be paid only at the highest of the odds listed below that is relevant to the Super Sevens wager:

One seven (first card)	3 to 1
Two sevens ( <u>not suited</u> )	50 to 1
Two sevens ( <u>suited</u> )	100 to 1
Three sevens ( <u>not suited</u> )	500 to 1
Three sevens ( <u>suited</u> )	5,000 to 1

17.8 On completion of the initial deal and before the subsequent deal, the dealer shall:

- (a) remove all losing wagers in the Super Sevens boxes; and
- (b) pay all first card winners (players with only their first card being a seven).

17.9 All Super Sevens payouts shall be made as soon as the Super Sevens result is known, with the exception of three suited sevens which shall be paid after the completion of the round of play.

17.10 If a player with a wager on Super Sevens splits a pair of sevens, the initial two cards and the third card received will be used for the Super Sevens result.

## 18. PERFECT PAIRS

18.1 This section applies if the Perfect Pairs option has been elected.

18.2 The Perfect Pairs table layout shall be approved prior to use.

18.3 For the purposes of this section **face value** of a card shall mean:

- (a) the number indicated on the card, namely, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
- (b) the type of card, namely, Jack, Queen, King or Ace.

18.4 For the purposes of this section, **pair** means two cards with the same **face value**.



- 18.5 For the purposes of this section ***mixed pair*** shall mean a *pair* comprised of one red suit and one black suit.
- 18.6 For the purposes of this section, ***coloured pair*** means a *pair* comprised of cards of different suits where either:
- (a) both cards are red; or
  - (b) both cards are black.
- 18.7 For the purposes of this section, ***perfect pair*** means a suited pair.
- 18.8 Prior to the first card being dealt, each player shall be given the opportunity to place a wager in the Perfect Pairs box. All wagers shall be made by placing gaming chips in the Perfect Pairs box.
- 18.9 The casino operator shall display the minimum and maximum wagers for Perfect Pairs on a sign at or near the table.
- 18.10 A Perfect Pairs wager not accompanied by a Blackjack wager is void.
- 18.11 A Perfect Pairs wager:
- (a) wins, if the first two cards dealt to a player placing the wager are a *mixed pair*;
  - (b) wins, if the first two cards dealt to a player placing the wager are a *coloured pair*;
  - (c) wins, if the first two cards dealt to a player placing the wager are a *perfect pair*; and
  - (d) loses, if the first two cards dealt to a player placing the wager are not a *pair*.
- 18.12 Only the highest valid Perfect Pairs payout will be paid to each Perfect Pairs winner.
- 18.13 On completion of the initial deal and before the subsequent deal, the dealer shall:
- (a) remove all losing wagers in the Perfect Pairs boxes; and
  - (b) pay all Perfect Pairs winners.
- 18.14 Perfect Pairs payout odds are as follows:
- (a) a ***mixed pair*** shall be paid at odds of 6 to 1;
  - (b) a ***coloured pair*** shall be paid at odds of 12 to 1; and
  - (c) a ***perfect pair*** shall be paid at odds of 25 to 1.

18.15 The dealer shall then continue with the subsequent deal in accordance with Rule 9.

## 19. AUTOMATED SHUFFLING SHOE

19.1 If an automated shuffling shoe is in use, Rule 5 is replaced by Rule 19.2 and Rules 4.7, 14.6 and 14.8 have no effect.

19.2 On the introduction of new cards, the dealer shall shuffle the cards and then place the cards into the automated shuffling shoe in preparation for the first round of play.

19.3 In the event that the automated shuffling shoe malfunctions during a round of play and the malfunction cannot be rectified:

(a) the round of play shall be completed as follows:

(i) the dealer shall remove the cards remaining in the shoe and shuffle the cards;

(ii) offer the cut to the player at the farthest point to the right of the dealer, and thereafter in accordance with Rules 5.2(d) and 5.3; and

(iii) place the cards in a non automated shoe and complete that round of play.

(b) at the completion of the round of play, the automated shuffling shoe may, if necessary, be replaced and new cards shall be used in accordance with these rules. If the replacement shoe is not an automated shuffling shoe, Rule 19 does not apply.

19.4 For the purposes of Rule 19.3, **malfunction** means any mechanical or electrical fault that either prevents or impedes the automated shuffling process or renders the cards unfit for use.

## 20. TOURNAMENT PLAY

- 20.1 In addition to the rules set out in the preceding paragraphs the rules of this section shall apply only to tournament play.
- 20.2 The Gaming Shift Manager shall nominate a person as the Tournament Director/Assistant.
- 20.3 The conditions of entry and of play for each Blackjack tournament shall be approved.
- 20.4 The conditions of the tournament may include the following:
- (a) the tournament starting date and time;
  - (b) the heat structure of the tournament;
  - (c) the entry fee and tournament commission;
  - (d) the amount of tournament chips each player will receive for the entry fee;
  - (e) the minimum and maximum number of players;
  - (f) restrictions on player groups;
  - (g) the table limits;
  - (h) restrictions regarding Perfect Pairs or Super Sevens; and
  - (i) the breakdown of the prize pool.
- 20.5 Where the conditions of entry and play for tournament play approved under Rule 20.3 are inconsistent with the rules set out in the preceding paragraphs, the conditions approved under Rule 20.3 shall prevail to the extent of the inconsistency for the duration of the tournament.
- 20.6 The Tournament Director/Assistant shall allow players one entry only into the tournament.
- 20.7 The Tournament Director/Assistant shall allocate each player a table and seat position by ballot before the commencement of a session and the player is restricted to playing in the assigned position for the duration of that session.
- 20.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 20.9 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.

- 20.10 Where a player has not taken their seat prior to the commencement of the first session the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.
- 20.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 20.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 20.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 20.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.
- 20.15 A starting marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager (refer Rule 20.16) has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 20.16 A player's opportunity to wager begins when they are asked by the dealer to place a wager and ends when the dealer asks the next player to place their wager.
- 20.17 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 20.18 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 20.19 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 20.20 The casino operator shall return 100% of the prize pool to the players by way of prizes.

- 20.21 In the event of two or more players holding an equal value of tournament chips at the completion of any heat, semi-final or the final session, those players shall be given additional rounds of play until a result is achieved.
- 20.22 In the event that a round of play results in two or more players contesting the same division of the prize pool, the prize money shall be combined and divided equally between those players.
- 20.23 The casino operator may charge an entry fee for the tournament and may retain an approved amount of the total entry fees as tournament commission. The casino operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.
- 20.24 All entry fees and tournament commissions are non-refundable. The casino operator reserves the right to cancel the tournament without liability. In the event of cancellations, the casino operator shall refund all entry fees and tournament commissions in full.