

Australian Capital Territory

Casino Control (Poker - Five Card Stud) Approval 2006 (No 1)*

Notifiable Instrument NI2006—154

made under the

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

1 Name of instrument

This instrument is the *Casino Control (Poker - Five Card Stud) Approval 2006 (No 1)*.

2 Commencement

This instrument commences on 1 May 2006.

3 Approval

I approve the rules for the Authorised Game of “Poker - Five Card Stud” as set out in the attached schedule.

Greg Jones
Chief Executive Officer
ACT Gambling and Racing Commission
13 April 2006

*Name amended under Legislation Act, s 60

CASINO CANBERRA LIMITED

RULES OF

POKER

FIVE CARD STUD

POKER - FIVE CARD STUD INDEX

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A. DICTIONARY OF TERMS USED IN POKER - FIVE CARD STUD

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

Ante

A pre-determined contribution to the pot made by every player before the start of a round of play.

Approved

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

Bet

The amount a player wagers when it is their turn to play.

Betting Round

A period of play during which each active player, in order, has the option to check, bet or fold until all wagers have been matched or reached the maximum number of raises.

Big Blind

The second blind made by the second player in a clockwise direction from the dealer button.

Blind

A pre-determined contribution to the pot before the start of a round of play.

Buy-in

The initial table stake a player is required to have when joining a poker game.

Call

The amount required to equal the last active player's bet.

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.

Check

The decision made by a player to pass the opportunity of opening the betting round while remaining an active player.

Commission

The amount the dealer collects from a player or players as payment to the casino operator for conducting the game.

Communal Cards

The cards dealt face up in the centre of the table and used by all active players to complete their hand.

Dealer

A person responsible for the operation of the game.

Dealer Button

The marker used to indicate the designated player in the position of the “dealer”, who is the last to receive cards on the initial deal.

Declared

To fail to increase your table stake to the table minimum.

Fold

Occurs if a player decides not to continue in the round of play by not checking, making a bet, or not calling a bet, and passes in his or her cards.

Full Deck

A deck of cards containing 52 cards or more.

Full Pot

A maximum betting limit equal to the total amount of all bets in the pot.

Half Pot

A maximum betting limit equal to half of the total amount of all bets in the pot.

Hand

The five cards used by a player to contest the pot/s.

High Ball

The highest ranking hand wins the pot/s at showdown.

High/Low Split

The highest ranking hand and the lowest ranking hand each win half of the pot at showdown.

Hole Card

A card dealt face down to a player.

Initial Deal

The cards that are dealt before the first betting round begins.

Low Ball

The lowest ranking hand wins the pot/s at showdown.

Misdeal

A misdeal does not constitute a round of play, the dealer button is to remain in the same position and the cards are to be reshuffled and re-dealt.

No Limit

No maximum betting limit applies.

Over-Blind

An optional blind made, in addition to the last blind, by a player before the start of a round of play.

Post

To make a blind bet.

Pot

The total amount the players have bet during a round of play.

Raise

That part of a player's bet which is greater than the last active player's bet.

Reduced Deck

A deck of cards containing less than 52 cards.

Round of Play

That part of the game which commences when a card is first removed from the shoe and concludes with the winning of the pot/s.

Session

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

Shoe

An approved container from which the dealer deals the cards.

Showdown

The disclosure of the remaining active players' cards after the final betting round to determine the winning hand.

Small Blind

The first blind made by the first player in a clockwise direction from the dealer button.

Straddle

A betting limit equal to twice the total amount of the previous bet.

Table Stake

The total amount of chips on the table in front of, and belonging to, any one player.

Tap Out

To place all chips remaining of a player's table stake into the pot.

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 tournament.

Tournament Director/Assistant

The person responsible for the conduct of the tournament.

Void

No player wins the pot and any chips wagered shall be returned.

Wild Card

The Joker added to the deck of cards that substitutes for any other card in the deck being played and increases the player's ranking in the order of hands.

B. RULES OF POKER - FIVE CARD STUD

1. POKER TABLE

1.1 A poker table shall be approved prior to use.

2. CARDS

2.1 Poker - Five Card Stud shall be played with one deck (refer Rule 2.2). One cutting card shall be used.

2.2 The casino operator shall determine the number of cards used in a game and shall declare the chosen option to the players before the start of play. Subject to Rule 2.3, the number shall be any one of the following:

- (a) 52 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2 in each of Spades, Hearts, Diamonds and Clubs;
- (b) 48 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4 and 3 in each of Spades, Hearts, Diamonds and Clubs;
- (c) 44 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5 and 4 in each of Spades, Hearts, Diamonds and Clubs;
- (d) 40 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7, 6 and 5 in each of Spades, Hearts, Diamonds and Clubs;
- (e) 36 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8, 7 and 6 in each of Spades, Hearts, Diamonds and Clubs; or
- (f) 32 cards consisting of an Ace, King, Queen, Jack, 10, 9, 8 and 7 in each of Spades, Hearts, Diamonds and Clubs.

2.3 The casino operator may include a wild card as an additional card.

2.4 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.

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

2.6 The casino supervisor may at any time instruct the dealer to check and verify the number of cards.

3. ORDER OF HANDS

- 3.1 All suits have the same rank. The rank of cards from highest to lowest is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.
- 3.2 All cards count in determining the value of a player's hand, e.g. Q; Q; J; J; 10 beats Q; Q; J; J; 9.
- 3.3 In relation to a full deck, the order of hands, highest to lowest shall be:
- (a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.
 - (b) Five of a kind - e.g. A; A; A; A; Joker.
 - (c) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 5; 4; 3; 2; A.
 - (d) Four of a kind - e.g. A; A; A; A; 4.
 - (e) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All hands take the rank from the threesome.
 - (f) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
 - (g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 5; 4; 3; 2; A.
 - (h) Three of a kind - e.g. Q; Q; Q; 8; 5.
 - (i) Two pairs - e.g. Q; Q; 4; 4; J.
 - (j) One pair - e.g. 10; 10; K; 6; 2.
 - (k) Five odd cards not of the same suit - e.g. Q (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).
- 3.4 In relation to a reduced deck, the order of hands, highest to lowest shall be:
- (a) Royal flush - the five top cards, all of the same suit, e.g. A; K; Q; J; 10, all Spades.
 - (b) Five of a kind - e.g. A; A; A; A; Joker.

- (c) Straight flush - five cards of the same suit in sequence, e.g. J; 10; 9; 8; 7, all Hearts. Subject to Rule 3.5(a) an Ace may count high or low in a straight flush, e.g. 8; 7; 6; 5; A.
- (d) Four of a kind - e.g. A; A; A; A; 4.
- (e) Flush - five cards of the same suit, not in sequence, e.g. K; J; 9; 7; 5, all Diamonds.
- (f) Full house - three cards of one kind plus two of another, e.g. K; K; K; J; J. All hands take the rank from the threesome.
- (g) Straight - any five cards in sequence not of the same suit, e.g. K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds). Subject to Rule 3.5(a) an Ace may count high or low in a straight, e.g. 8; 7; 6; 5; A.
- (h) Three of a kind - e.g. Q; Q; Q; 8; 5.
- (i) Two pairs - e.g. Q; Q; 4; 4; J.
- (j) One pair - e.g. 10; 10; K; 6; 5.
- (k) Five odd cards not of the same suit - e.g. Q (Hearts); 10 (Clubs); 9 (Clubs); 7 (Diamonds); 4 (Spades).

3.5 Before the start of a round of play the casino operator may determine:

- (a) the Ace to be high and low for the purpose of forming the hands in relation to Rules 3.3(c), 3.3(g), 3.4(c) and 3.4(g);
- (b) the winning hand of a round of play to be the player/s holding the low ball hand or the high ball hand;
- (c) the winning hand/s of a round of play to be the players holding the high/low split hands; or
- (d) the winning low hand to consist of five odd cards with a value of eight or less to qualify in high/low split games. e.g. 8 (Hearts); 6 (Clubs); 4 (Clubs); 3 (Diamonds); 2 (Spades).

3.6 Straights and flushes do not count in relation to a low ball hand or a low hand of a high/low split game.

3.7 If the casino operator includes a wild card in the deck, it shall count as the card it substitutes for when determining the rank of hands.

4. TABLE STAKES AND BETS

- 4.1 The casino operator shall display the minimum table stake and minimum bet for each table on a sign near the table and may change these limits provided that prior notice of the change is given to the players.
- 4.2 Before the start of a round of play the casino operator shall, where necessary, determine:
- (a) the minimum table stake, and the determined rate of commission (refer Rule 15);
 - (b) whether to use blind or ante bets;
 - (c) the number of players to post blinds to be either one, two or three;
 - (d) the blind betting limits;
 - (e) whether the players have the option to bet over-blinds;
 - (f) the level of each blind, over-blind/s or ante;
 - (g) the minimum and maximum bets. If half pot or full pot limits are selected as maximum bets, the dealer shall include the amount required for a player to call before calculating the betting limit;
 - (h) that either the player holding the lowest value card or the highest value card will open the first betting round. The player holding the highest value card shall open the betting in the following and final betting rounds; and
 - (i) the maximum buy-in.
- 4.3 At the start of play each player shall place on the table, in full view of the dealer and all players, at least the minimum table stake required. Each player's table stake shall remain in full view of the dealer and all other players during all rounds of play.
- 4.4 A player shall not augment or reduce this table stake during any round of play.
- 4.5 In between rounds of play, a player may augment their table stake to at least the minimum required under section 4.2(a) and not greater than the amount determined under 4.2(i).
- 4.6 A player may not reduce their table stake.
- 4.7 All bets shall be made with chips.
- 4.8 The casino supervisor may at any time instruct a player that they have ninety seconds to act on their hand. If the player does not act on their hand during the ninety seconds (as determined by the casino supervisor), the player's hand is folded and all bets made by that player shall remain in the pot.

5. BLIND BETTING

- 5.1 In each round of blind betting there shall be a maximum of three raises unless there are only two players contesting a pot, in which case they may continue to raise each other until they expend their table stakes. Each raise shall be within the table limits and shall be not less than the opening bet or any previous raise in the betting round.
- 5.2 The opening bet or raise for each betting round shall be in accordance with the determinations made under Rule 4.2.

6. ANTE BETTING

- 6.1 The opening bet shall be not less than the table minimum and shall be in accordance with the determinations made under Rule 4.2.
- 6.2 A raise shall be in accordance with the determinations made under Rule 4.2 and shall not be less than the opening bet or any previous raise in the betting round.

7. SHUFFLE AND CUT OF THE CARDS

- 7.1 The dealer shall shuffle the cards in preparation for each round of play.
- 7.2 After shuffling, the dealer shall cut the cards once and place the cards in the shoe. The cut shall be made more than one card from either end of the deck.
- 7.3 All cards shall be dealt from a shoe.

8. COMMENCEMENT OF PLAY

- 8.1 The casino operator may determine that a particular game is conducted with a specific or selected group of players only, e.g. new players only or experienced players only.
- 8.2 Players may have a choice of seat. In the event of two or more players desiring the same seat, a draw of cards shall decide the seating positions. Should a seat become vacant, the remaining active players shall have priority to move to the vacant seat over any player waiting to join the game.
- 8.3 The player to the immediate right of the dealer will receive the dealer button for the first round of play. The dealer button shall be passed in a clockwise direction to the next player in turn at the conclusion of each round of play.
- 8.4 A player shall not refuse to post a blind.

- 8.5 In accordance with the determinations made under Rule 4.2, before the start of each round of play, the dealer shall either:
- (a) collect a blind from the first player in a clockwise direction from the dealer button, and if required, additional blinds from the next players in sequence in a clockwise direction; or
 - (b) ensure each player contributes the determined ante to the pot.

9. DEALING PROCEDURES

- 9.1 A player's completed hand shall consist of one hole-card and four face up cards.
- 9.2 The dealer shall deal to each player, in a clockwise direction starting with the player after the dealer button, one hole-card face down. The dealer shall then deal, in sequence, one card face up to each player.
- 9.3 There shall be a betting round after each active player receives a card face up.
- 9.4 If two or more players are still in the round of play and all bets have been met by these players, the dealer shall deal each active player one more card, face up, and the next betting round shall commence.
- 9.5 Play shall continue until a player has won the pot or the active players, after receiving five cards, complete the final betting round.

10. THE FIRST BETTING ROUND

- 10.1 After the initial deal, the opening player, in accordance with the determinations made under Rule 4.2, shall comply with one of the following betting options:
- (a) Blind A -
 - (i) call;
 - (ii) call and raise; or
 - (iii) call and fold.

(b) Blind B -

- (i) call;
- (ii) call and raise; or
- (iii) fold.

(c) Blind C -

- (i) call and raise; or
- (ii) fold.

(d) Ante -

- (i) open the betting by placing a bet into the pot.

The last blind player may raise, if no other player raises during the first betting round.

10.2 Thereafter, players in sequence in a clockwise direction from the opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.2 and 14.1, either:

- (a) call;
- (b) call and raise; or
- (c) fold.

10.3 Each player shall follow the procedure in Rule 10.2 until:

- (a) only one player remains in the game, in which case this player shall win the pot; or
- (b) two or more players have put an equal amount into the pot, in which case the first betting round shall conclude.

11. CHECKING

11.1 The first player in all but the first betting round may check and each player in sequence following the first player may also check.

11.2 No player can check if a bet has been made in that betting round.

11.3 If all players check, the betting round shall end.

12. ADDITIONAL ROUNDS OF BETTING

- 12.1 Poker - Five Card Stud shall consist of a maximum of four betting rounds.
- 12.2 The opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.1 and 14.1, either:
- (a) open the betting round by placing a bet into the pot;
 - (b) check; or
 - (c) fold.
- 12.3 Each player in sequence in a clockwise direction from the opening player shall, subject to Rules 4.2, 5.1, 5.2, 6.2 and 14.1, either:
- (a) call;
 - (b) call and raise;
 - (c) check; or
 - (d) fold.
- 12.4 Subject to the number of betting rounds specified in Rule 12.1 each player shall follow the procedure in Rule 12.3 until:
- (a) only one player remains in the game, in which case this player shall win the pot; or
 - (b) two or more players have put an equal amount into the pot, in which case that betting round shall conclude.

13. DETERMINATION OF WINNING HANDS

- 13.1 The player being called in the final betting round shall expose his/her hole-cards. The remaining player/s shall if holding a hand of equal or higher value, expose their hole-card. The dealer shall then announce the winning hand/s.
- 13.2 When two or more players hold winning hands of equal value, the dealer shall divide the pot/s equally in units of the smallest denomination chips in play. The dealer shall return any amount that they cannot equally divide to the winning player seated to the left or closest to, in a clockwise direction, to the dealer button.
- 13.3 The players shall not agree to divide the pot between themselves. The players must play each round of play to its conclusion.

14. TAPPING OUT

- 14.1 A player with an insufficient table stake remaining to make or meet a bet, and who wishes to stay in the round of play, must bet the remaining amount of their table stake, in units of the minimum bet, and thus tap out. The player remains in the round of play until the showdown, taking no further part in any subsequent betting rounds.
- 14.2 A player tapping out is eligible to win only those pots formed up to the point of tapping out. Active players holding the next winning ranking hand shall win any remaining pot/s at the showdown.
- 14.3 Before the start of a round of play, a player may buy more chips to increase their table stake. The player shall increase their table stake to at least the minimum required for that table. Should the player fail to increase their table stake to the minimum required they shall become a declared player. A declared player may not add to their table stake, and should they subsequently lose their table stake, they shall leave the table.
- 14.4 A player shall not give, lend or bet chips for another player in the course of a round of play.
- 14.5 In the event of a player tapping out and the bet being less than the amount required to constitute a raise, no other active player shall call and raise in respect of the amount bet by the player tapping out.

15. COMMISSION

- 15.1 The casino operator shall charge a commission for the conduct of all Poker games.
- 15.2 Where the casino operator has determined that the commission is payable from the pot/s the commission shall be calculated in the following manner:
- (a) (i) from any pot not exceeding \$19.00 the amount of commission shall be nil. From any pot exceeding \$19.00 the amount of commission shall be 5% of the sum of all pots for that round of play, rounded down to the nearest whole dollar up to a predetermined approved maximum amount; or
- (ii) from any pot not exceeding \$9.00 the amount of commission shall be nil. From any pot exceeding \$9.00 the amount of commission shall be 10% of the sum of all pots for that round of play, rounded down to the nearest whole dollar up to a predetermined approved maximum amount;
- (b) an uncalled bet shall not form part of the pot;

- (c) where two or more players, holding hands of equal value have bet and contested for the pot for the duration of the round of play and no other players have contributed to the pot, no commission shall be deducted;
 - (d) where the pot contains only ante or blind bets, no commission shall be deducted; and
 - (e) the rate of commissions shall be determined by the required table stake of the game. Only games with a table stake of \$100 or less qualify for the lower capped commission (refer Rule 15.2 (a)(ii)).
- 15.3 Where the casino operator determines the commission is payable on a time basis the maximum rate payable shall be approved. The applicable rate shall be advised to the players before the start of a round of play, shall be paid in advance and is non refundable.
- 16. COLLUSION**
- 16.1 Players shall only play Poker - Five Card Stud in their own self-interest. Players shall not behave in a manner that assists one player over another.
- 16.2 A player shall play only one hand in any round of play.
- 16.3 Players shall only speak English at the table.
- 16.4 A player shall protect the identity of his or her cards at all times, regardless of whether or not the player is an active player or has folded. All cards shall remain within the playing area in view of both the dealer and the casino supervisor.
- 16.5 The dealer or players must share any information concerning a folded hand that is given to one active player in a round of play with all players at the table.
- 16.6 The dealer or players must share any information already given to a player in a round of play concerning a hand held by another player.
- 16.7 No player shall look at discards or any undealt cards, either before or after the showdown.
- 16.8 A player may not:
- (a) exchange cards; or
 - (b) exchange or communicate or cause to exchange or communicate information regarding his or her hand.

17. IRREGULARITIES

17.1 A misdeal occurs if the dealer:

- (a) exposes one or more cards during the cut;
- (b) fails to cut the cards before a player places the first bet;
- (c) exposes one of a player's hole-cards during the initial deal;
- (d) deals a hole-card to any player out of turn and another player not entitled to that card looks at it before the start of a betting round. Where another player has not looked at the hole-card, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal;
- (e) misses a player or deals any extra hole-cards before the start of a betting round. If the players have not looked at the hole-cards, the dealer shall if possible reconstruct the hand correctly without declaring a misdeal; or
- (f) deals an excess card to any player during the initial deal.

17.2 If the irregularity has not been detected by the completion of the first betting round it will not constitute a misdeal. The hand will be played to the conclusion and no money will be returned to any player whose hand has been fouled.

17.3 Where a misdeal occurs there shall be a new shuffle and cut. A misdeal shall not constitute a round of play for the purpose of Rule 8.5. The first player in a clockwise direction from the dealer button shall be the first to receive cards in the new deal.

17.4 Should a player miss their turn at paying any blinds during the game, regardless of whether they have played in a round of play or not, that player shall only rejoin the game when it is their turn to post the blind or the player may elect to post any missed blinds into the pot for the next round of play. A player may not rejoin the game at the dealer button.

17.5 Should a player bet out of turn and the player or players who should have bet before the out of turn player fold, check or make bets smaller than, or equal to, the out of turn player, then the out of turn bet shall stand. If the bet is in excess of the betting limits, the dealer shall return the excess amount to the player.

17.6 Should a player bet out of turn and the player or players who should have bet before the out of turn player raise or make a bet in excess of the out of turn bet, then the out of turn player may fold, call, or call and raise. If the player folds, the dealer shall return the out of turn bet.

- 17.7 If a player's bet is greater than the amount to call and less than the amount to raise, then the dealer shall deem that bet as a call and return the excess to the player, subject to Rule 14.1.
- 17.8 If a player's bet is less than the amount required to call, then that player can either fold or bet the additional amount required to call, subject to Rule 14.1. If the player folds, then the dealer shall return the player's bet.
- 17.9 If a player holds too few or too many cards during the betting round, or at the showdown, the player's hand is folded and all bets made by the player in that round of play remain in the pot. If it is at the showdown and there is only one other player still active, then the player with the correct number of cards wins the pot. If no active player holds the correct number of cards the player who last folded shall win the pot.
- 17.10 Should a player's cards enter the discard pile, those cards will take no further part in the round of play.
- 17.11 A new player cannot enter a game on the dealer button but has the following options:
- (a) to wait for the big blind; or
 - (b) to post the big blind.
- 17.12 A new player will not be required to post any blinds if the dealer button has not completed one revolution of the table, provided that the dealer button has not passed that seat, in which case Rule 17.10 shall apply.
- 17.13 A player in a blind game changing seats to a position further from the blind/s will be dealt out until they are in the big blind position. The player may elect to post a big blind and receive cards without further penalty.
- 17.14 At the commencement of a new round of play the decision on the previous round of play shall stand.
- 17.15 Players must keep their cards in clear view of the dealer and all other players at all times.
- 17.16 The casino operator may offer the players options to decide on the action taken for an irregularity not covered in these rules. The action taken must not contravene any existing rules and all players must be in agreement. Should all players not agree on the course of action Rule 19.6 shall apply.
- 17.17 In the event that the dealer deals the first card to a player face up, the dealer shall deal the second card face down to that player. Should the dealer also deal the second card face up, this will constitute a misdeal.
- 17.18 The dealer shall use any card found face up in the shoe in the normal sequence of play unless it is the first card dealt before a new betting round. In that case the dealer shall shuffle the exposed card with the cards in the shoe in accordance with Rule 7 and continue dealing.

17.19 In the event there are insufficient cards to deal every active player a final card, the dealer shall retrieve the last card dealt from the shoe and place it in the middle of the table face up. This card shall become a communal card for all active players. The dealer shall then retrieve any final cards dealt to the players and place them with the discards.

18. TABLE CLOSURE

18.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.

18.2 Subject to Rule 18.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

19. GENERAL PROVISIONS

19.1 The casino operator may invalidate the outcome of a game prior to its completion if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.

19.2 Where a person has contravened any provision of these rules, the casino operator may:

(a) declare that the player's hand is folded and any wagers made by that player in that round of play shall remain in the pot; and/or

(b) direct that the player shall be excluded from further participation in the game.

19.3 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.

19.4 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.

19.5 An employee of the casino shall:

(a) not advise a player on how to play, except to ensure compliance with these rules;

(b) not give or allow any advantage to a person, or cause 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.
- 19.6 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.
- 19.7 No onlooker or any player playing at any table may instruct or influence another player's decisions of play.
- 19.8 Players are not permitted to have side bets against each other.
- 19.9 Upon request the casino operator shall make a copy of these rules available.

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, known as the Tournament Director/Assistant.
- 20.3 The conditions of entry and of play for each Poker - Five Card Stud 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 betting structure and table limits; and
 - (h) 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 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 may 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. The entry fee paid by the original player shall be returned and not constitute a part of the prize pool.
- 20.11 A paid entrant who is not present at the table may have any compulsory blinds and/or antes removed from their tournament chips and placed in the pot for that betting round. Their cards will be folded when it is their turn to bet.
- 20.12 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 20.13 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 20.14 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 20.15 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.
- 20.16 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.
- 20.17 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 20.18 The casino operator shall return 100% of the prize pool to the players by way of prizes.

- 20.19 Where two or more players are eliminated in the same round of play and one or more of the players is eligible for a place in the tournament, the placings will be determined by the amount of tournament chips contributed to the pot in that round of play. The player contributing the most will be deemed to have finished in the higher position. If two or more players have contributed the same amount, the prize(s) will be combined and divided equally among those players.
- 20.20 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.
- 20.21 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.