

Australian Capital Territory

Casino Control (Pontoon) Approval 2006 (No 1)*

Notifiable Instrument NI2006—162

made under the

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

1 Name of instrument

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

2 Commencement

This instrument commences on 1 May 2006.

3 Approval

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

Greg Jones

Chief Executive Officer

ACT Gambling and Racing Commission

12 April 2006

*Name amended under Legislation Act, s 60

CASINO CANBERRA LIMITED

RULES

OF

PONTOON

PONTOON INDEX

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A. DICTIONARY OF TERMS USED IN PONTOON

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

Approved

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

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.

Pontoon

An ace and any card having a point total of 10 (King, Queen, Jack) dealt as the initial two cards to a player or the dealer.

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 number of shoes, determined by the structure of the tournament.

Shoe

An approved container from which the dealer deals the cards.

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.

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.

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.

Surrender

The option adopted by the player making decisions with regard to the box to forfeit half their original wager where the dealer has a Jack, Queen, King or Ace as their first card.

Surrender Button

A marker which will be placed on the cards of a hand that has been surrendered by the player making decisions with regard to the box.

Tournament Commission

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

Tournament Chips

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

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 PONTOON

1. PONTOON TABLE

1.1 A Pontoon table shall be approved prior to use.

2. CARDS

2.1 Pontoon shall be played with three to eight decks of 48 cards, without jokers or tens ie. Ten of Hearts, Diamonds, Clubs and Spades will have been removed. The backs of all cards shall have the same colour and design.

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;

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

2.4 The casino operator may change any or 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 shall have a value of 1 or 11 unless it is in the first two cards of a double then it shall have the value of one;
- (b) any card from 2 to 9 inclusive shall have its face value; and
- (c) any Jack, Queen or King shall have 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 be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 3.5 Wagers above the displayed maximum shall be paid or collected 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 on 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, 11 and 12.
- 4.4 A player may be permitted by the casino operator to wager on more than one box at a Pontoon table and make the decisions regarding the playing of those hands. However, 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 Up to three players may wager on a box. Where 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 In accordance with Rule 3.2, where a new maximum limit is allocated to a box, other players 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 person:
- (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 only 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. This player will be:
- (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) if the player designated above declines to cut the cards, the cards shall be offered to each player moving clockwise around the table, until a player accepts the cut.

If no player wishes to cut, a casino supervisor shall 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 that round of play if the cutting card is drawn during the 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 Where the dealer's first card is an ace, with the exception of a player who has achieved Pontoon, a player may place a wager on the dealer achieving Pontoon on their hand. The maximum wager allowed is half the player's original 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) when the dealer's second card is not a 10 value card all losing insurance wagers are collected and the dealer shall complete the round of play; and

- (b) when the dealer's second card is a 10 value card the winning insurance wagers shall be paid on completion of Rule 14.

8. INTERIM SETTLEMENT

- 8.1 An interim settlement shall occur where a player has Pontoon. In this case, the dealer shall pay the wager, or wagers, on that hand at odds of 3 to 2 regardless of the value of the dealer's first card.

9. SURRENDER

- 9.1 After the interim settlement the dealer shall offer the players the option to surrender if the dealer's first card is a Jack, Queen, King or Ace.
- 9.2 Where the player making the decisions with regard to the box chooses to surrender, a surrender button will be placed on that player's cards and no further cards will be dealt to that hand. All players wagering on that box must also surrender.
- 9.3 When a dealer obtains Pontoon, the surrender option, if selected, shall be annulled and all original wagers on that box shall lose.
- 9.4 When the dealer does not achieve Pontoon, the dealer shall complete the round of play and collect in the final settlement all forfeited amounts from those boxes where the surrender option was selected.
- 9.5 Where the player making decisions with regard to the box decides not to surrender other players playing that box cannot surrender.

10. SUBSEQUENT DEAL

- 10.1 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 10.2; and/or
 - (d) stand, subject to Rule 10.2.

10.2 When a player has:

- (a) Pontoon, they shall not draw additional cards; or
- (b) a hard or soft total of 21, they shall not draw additional cards and the dealer shall announce the hand and pay the appropriate odds as listed in Table 1 and remove the player's cards, except in the case of a Super Bonus win, before any further cards are dealt; or
- (c) a hard total of less than 12, they shall be required to draw cards until the total is 12 or greater, unless they double.

11. SPLITTING

- 11.1 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.
- 11.2 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.
- 11.3 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.
- 11.4 If a player splits, the first hand shall be completed before continuing to the next and subsequent hands in turn.
- 11.5 If aces have been split, one card only shall be dealt to each hand.
- 11.6 If a hand has been split, the resulting hands shall be completed according to Rule 10.
- 11.7 After a split, a card with a value of ten dealt to an ace, or an ace dealt to a card with a value of ten shall not constitute a Pontoon.
- 11.8 If a split hand total exceeds 21, all wagers on that hand lose regardless of the result of the dealer's hand.
- 11.9 If the dealer obtains Pontoon after a player has split pairs the dealer shall collect only an amount equal to the original wager.
- 11.10 All players wagering on a box where suited 7's have been split shall forfeit the opportunity to receive a Super Bonus payout.

12. DOUBLING

- 12.1 A player may double down after the initial deal on:
- (a) the player's original two cards; or
 - (b) any hand with a point total less than 21 formed with a third or subsequent card.
- 12.2 If the player controlling a box declines to double then no other player wagering on that box may double.
- 12.3 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 is dealt to that hand shall remain unchanged.
- 12.4 A player may double down on a split hand in accordance with Rule 12.3.
- 12.5 If the dealer obtains Pontoon after a player has doubled the dealer shall collect only an amount equal to the original wager.
- 12.6 If the point count of a hand on which a player has doubled has not exceeded 21, any player wagering on the betting area for that hand may elect to forfeit their original wager and withdraw the doubled portion.
- 12.7 All winning doubled hands shall be paid at odds of 1 to 1 and shall not be eligible for payout odds as set out in table 1 of Rule 14.4 and table 2 of Rule 14.5.
- 12.8 Where the player making decisions with regard to a box has elected to double his/her wager, all winning wagers on that box shall be paid at odds of 1 to 1.

13. SUBSEQUENT DEAL TO DEALER'S HAND

- 13.1 The subsequent deal to the dealer's hand shall be as follows:
- (a) once 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 a hard total of 16 or soft total of 17. If a hard total of 17, 18, 19, 20 or 21, or a soft total of 18, 19, 20 or 21 has been achieved the dealer shall not draw additional cards; and

- (b) additional cards shall not be drawn to the dealer's hand if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round of play.

14. FINAL SETTLEMENT

14.1 A wager by a player (except insurance under Rule 7) shall:

- (a) win, if the total of the player's hand is less than 21 and the dealer's hand is in excess of 21;
- (b) win, if the total of the player's hand exceeds the dealer's hand, without exceeding 21;
- (c) win, if the player has achieved a Pontoon;
- (d) win, if the total of the player's hand is 21;
- (e) lose, if the total of the player's hand is in excess of 21;
- (f) lose, if the total of the dealer's hand exceeds the player's hand, without exceeding 21;
- (g) lose, if the dealer has achieved a Pontoon and the player has not; or
- (h) be a stand off, if the player's and the dealer's total are the same without exceeding 21 except as provided for in Rules 14.1 (c) and 14.1 (d).

14.2 Settlement of winning wagers shall be paid at the odds set out in Table 1 below:

TABLE 1: PAYOUT ODDS

Result	Odds
Pontoon	3 to 2
5 cards totalling 21	3 to 2
6,7,8 mixed <u>suits</u>	3 to 2
7,7,7 mixed <u>suits</u>	3 to 2
6 cards totalling 21	2 to 1
6,7,8 <u>suited</u> (except spades)	2 to 1
7,7,7 <u>suited</u> (except spades)	2 to 1
7 or more cards totalling 21	3 to 1
6,7,8 all spades	3 to 1
7,7,7 all spades	3 to 1
All other winning wagers	1 to 1

- 14.3 Super Bonus payouts will be paid in accordance with Table 2 below and shall be made before the cards are collected to complete the round of play.

TABLE 2: SUPER BONUS

Super Bonus 7,7,7 <u>suited</u> and the <u>dealer's</u> first card is any 7.	Payout \$1,000 if the bet is less than \$25, \$5,000 if the bet is \$25 or greater.
All other wagers (winning or losing) on the <u>round of play</u> in which there is a Super Bonus winner shall receive a bonus payment of \$50.	

15. IRREGULARITIES

- 15.1 A card found face upwards in the shoe shall be burnt.
- 15.2 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.
- 15.3 Any card drawn to the dealer's hand not in accordance with Rule 13 shall be burnt.
- 15.4 If during a round of play an error of card placement is detected, that hand shall be reconstructed in accordance with these rules.
- 15.5 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.
- 15.6 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.
- 15.7 If a player is not present to render a decision on their hand, the dealer shall deal cards to that hand until the total of that hand exceeds 11.
- 15.8 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.

16. TABLE CLOSURE

- 16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 16.2 Subject to Rule 16.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

17. GENERAL PROVISIONS

- 17.1 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
- 17.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made a player void; and
 - (b) direct that the player be excluded from further participation in the game.
- 17.3 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.
- 17.4 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.
- 17.5 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 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.
- 17.6 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.

- 17.7 A person shall not instruct or influence another player's decisions of play.
- 17.8 Players are not permitted to have side bets against each other.
- 17.9 Upon request the casino operator shall make a copy of these rules available.

18. PERFECT PAIRS

- 18.1 Where the game played includes the Perfect Pairs option, the approved rules of Pontoon shall apply except where they are inconsistent with the rules of Perfect Pairs in which case the rules of Perfect Pairs will prevail to the extent of the inconsistency.
- 18.2 The Perfect Pairs table 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** shall mean 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** shall mean a *pair* comprised of two 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** shall mean a suited pair.
- 18.8 Prior to the first card being dealt by the dealer, each player shall be given the opportunity to place a wager on the Perfect Pairs box. All wagers shall be made by placing gaming chips on 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 Pontoon wager shall be deemed void.
- 18.11 A Perfect Pairs wager shall:
- (a) win, if the first two cards dealt to a player placing the wager are a *mixed pair*;
 - (b) win, if the first two cards dealt to a player placing the wager are a *coloured pair*;
 - (c) win, if the first two cards dealt to a player placing the wager are a *perfect pair*; or
 - (d) lose, 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 on the Perfect Pairs boxes; and
 - (b) pay all Perfect Pairs winners.
- 18.14 Perfect Pairs payout odds shall be 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 as per Rule 10.

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, 15.6 and 15.8 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 of 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; and
 - (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 an 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 and Appendices, 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 Pontoon 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 including any 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; 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.