

Casino Control (Poker – Ultimate Texas Hold-em) Approval 2019 (No 1)

Notifiable Instrument NI2019-212

made under the

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

1 Name of instrument

This instrument is the *Casino Control (Poker – Ultimate Texas Hold-em) Approval 2019 (No 1)*.

2 Commencement

This instrument commences on the day after the date of notification.

3 Approval

I approve the rules for the Authorised Game of “Poker – Ultimate Texas Hold-em” as set out in the attached schedule.

Derise Cubin
Executive Branch Manager
Licensing and Registrations

16 April 2019

CASINO CANBERRA LIMITED

RULES OF

POKER – ULTIMATE

TEXAS HOLD-EM

POKER – ULTIMATE TEXAS HOLD-EM INDEX

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A. DICTIONARY OF TERMS USED

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

After the Flop

The time following the first three communal cards being exposed to the players and prior to the exposure of the final two communal cards (being, the Turn and the River).

Ante

An initial wager placed by a player in a round of play.

Approved

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

Automated shuffling shoe

An approved automated device for shuffling cards and from which cards are dealt.

Before the Flop

The time prior to the first three communal cards being exposed to the players.

Blind

An initial wager, additional and equal to the amount of the player's ante wager, which is required for the player to be dealt a two-card hand.

Box

An area marked on the layout of the table for a player to place wagers.

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

To abstain from wagering in a round of betting, but to stay in the hand and not fold. A player declares his or her intention to check, by tapping or knocking on the table (or by such other visual hand signal acceptable to the casino operator).

Communal Cards

The five (5) cards dealt to the designated playing area in a round of play (comprising the Flop, the Turn and the River). In a round of play, both the player and the dealer will use some or all of the communal cards to create the best possible poker hand.

Dealer

A person responsible for the operation of the game.

Flop

The first three (3) of the five (5) communal cards.

Fold

A decision by a player not to continue in the round of play, by passing in his or her cards (and thereby losing all wagers).

Hole Cards

The two cards dealt face down to the players.

On the River

The period of time after the exposure of the final two communal cards (being, the Turn and the River) to the players.

Play Wager

A wager placed in the 'Play' box in order to continue in a round of play. This wager shall be placed in accordance with **Rules 8.1, 8.3 or 8.5**.

Push

A wager shall neither win nor lose.

Quads (or 'Four of a Kind')

Four cards of the same face value; plus one other card, with four Aces being the highest ranked Quad (or Four of a Kind) hand.

Qualify

The dealer has a poker hand containing One Pair or higher.

River

The fifth and final communal card.

Round of Play

The period of play which commences when a card is first removed from the automated shuffling shoe by the dealer and concludes with the last wager being settled.

Session

A session is a period of play until a designated number of players remain in the tournament; the play of a designated number of rounds of play; or a set period of time, at the completion of which:

- (a) the winner and/or place-getter(s) advance to a further or final session; or
- (b) the winner and/or place-getter(s) are determined.

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.

Trips

Three cards of the same face value, with any two unmatched cards.

Additionally, it means an optional wager which may be placed by players prior to the first card being dealt for each round of play, which is based solely on the best hand that a player can make that is, or is higher than, Three of a Kind.

Turn

The fourth communal card.

Void

An invalid hand or wager, as the context requires, with no result.

B. RULES OF POKER – ULTIMATE TEXAS HOLD-EM

1. TABLE LAYOUT AND EQUIPMENT

1.1 The equipment and the layout for the table on which Ultimate Texas Hold-em is played shall be approved prior to use.

2. CARDS

2.1 For the game of Poker – Ultimate Texas Hold-em, two 52 card decks without jokers, shall be in use, one at a time for each round of play, with:

(a) the colour of the first deck being different to the second deck;
and

(b) each deck with backs of the same colour and design.

2.2 All cards shall be dealt from an automated shuffling shoe.

2.3 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, except as provided in **Rule 3.1** where the Ace may be counted as low.

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 The order of hands, highest to lowest shall be:

(a) **Royal Flush** - the five top cards, all of the same suit. For example, A; K; Q; J; 10, all Spades;

(b) **Straight Flush** - five cards of the same suit in sequence (other than a Royal Flush). For example, J; 10; 9; 8; 7, all Hearts. An Ace may count high or low in a Straight Flush (for example, 5; 4; 3; 2; A);

(c) **Four of a Kind (Quads)** – for example, A; A; A; A; 4;

(d) **Full House** - three cards of one kind plus two of another. For example, K; K; K; J; J. All hands take their rank from the Three of a Kind;

- (e) **Flush** - five cards of the same suit, not in sequence. For example, K; J; 9; 7; 5, all Diamonds;
- (f) **Straight** - any five cards in sequence not of the same suit. For example, K (Hearts); Q (Clubs); J (Clubs); 10 (Spades); 9 (Diamonds).
An Ace may count high or low in a Straight (for example, 5; 4; 3; 2; A);
- (g) **Three of a Kind (Trips)**. For example, Q; Q; Q; 8; 5;
- (h) **Two Pairs**. For example, Q; Q; 4; 4; J;
- (i) **One Pair**. For example, 10; 10; K; 6; 2; and
- (j) **Five odd cards not of the same suit**. For example, Q (Hearts); 10 (Clubs); 7 (Clubs); 4 (Diamonds); 3 (Spades).

3.2 Hands of the same poker hand value but consisting of different card values are ranked according to the card values described in **Rule 2.3**.

4. PLACEMENT OF WAGERS

4.1 All wagers shall be made with chips and shall be placed on the appropriate box.

4.2 Prior to the first card being dealt in each round of play, each player at the table shall be given the opportunity to place a wager on:

- (a) ante and blind; and
- (b) subject to **Rule 4.3**, trips.

4.3 A player may only place a trips wager if the player has placed an ante and blind wager for that round of play.

4.4 A player shall not wager on more than one hand in a round of play.

4.5 Only one wager shall be accepted in any one box.

4.6 Until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of a round of play has been dealt unless explicitly permitted by these rules.

5. MINIMUM AND MAXIMUM WAGERS

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

- 5.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker is placed adjacent to the box.
- 5.3 The multiples of wagers permitted shall be displayed at the table.
- 5.4 Initially, a wager made by a player that is below the minimum shall be paid or collected and the player shall be advised of the fact that further wagers under the minimum shall be returned.
- 5.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

6. SHUFFLE

- 6.1 The dealer shall shuffle the cards with an automated shuffling shoe:
- (a) in preparation for each round of play;
 - (b) immediately if, in the opinion of the casino supervisor, there has been a misdeal; or
 - (c) at other times when, in the opinion of the casino supervisor, there is reasonable cause to believe that a shuffle is warranted.

7. DEALING THE CARDS

- 7.1 Immediately prior to the commencement of a round of play and after all ante, blind and trip wagers are placed, the dealer may announce “no more bets”, and will deal the cards in the manner set out in **Rule 7.2**.
- 7.2 The cards shall be dealt face-down in the following manner:
- (a) five cards stacked and placed in front of the dealer to comprise the communal cards;
 - (b) the dealer shall then spread the five communal cards face-down from left to right in the designated area of the table for the communal cards, with the first three cards being the flop;
 - (c) two cards at a time to each area containing an ante and blind wager; and
 - (d) two cards to the dealer.

8. BETTING ROUNDS

- 8.1 After all hole cards have been dealt in accordance with **Rule 7**, the players may look at their cards and elect whether to:
- (a) fold;
 - (b) check; or
 - (c) bet before the flop by placing a play wager. If a player elects to place this wager, the player shall:
 - (i) place his or her cards face-down on their playing area; and
 - (ii) place the wager in an amount that is three or four times the ante wager.
- 8.2 After all players have been given the opportunity to fold, check or place a play wager, the dealer shall reveal the flop.
- 8.3 After the flop has been revealed, players who have elected to place a play wager are not permitted to place any further wagers for the round of play. Any remaining players who elected to check, as described at **sub-rule 8.1(b)**, may then either:
- (a) fold;
 - (b) check; or
 - (c) bet after the flop by placing a play wager. If a player elects to place this wager, the player shall:
 - (i) place his or her cards face-down on their playing area; and
 - (ii) place a play wager in an amount that is two times the ante wager.
- 8.4 After all relevant players have been given the opportunity to either fold, check, or place a play wager, the dealer shall then reveal the remaining communal cards.
- 8.5 After the remaining communal cards are revealed, players who have elected to place a play wager are not permitted to place any further wagers for the round of play. Any remaining players who elected to check, as described at **sub-rule 8.1(b)** and **8.3(b)**, may either:
- (a) fold; or
 - (b) bet on the river by placing a play wager. If a player elects to place this

wager, the player shall:

- (i) place his or her cards face-down on their playing area; and
- (ii) place a play wager in an amount that is equal to the ante wager.

8.6 A player who has elected to fold, shall pass his or her cards, face downwards on the table, towards the dealer. After a player has folded his or her cards, the cards cannot be returned to play.

8.7 Players are not permitted to communicate, other than declaring an intention to fold, check or bet, until all players have completed the betting round.

8.8 After all remaining players have bet or folded, and the five communal cards have been exposed, the dealer shall:

- (a) announce “dealer’s hand”;
- (b) reveal the dealer’s two cards; and
- (c) declare the best possible five card poker hand (in accordance with **Rule 3**) from any combination of the dealer’s cards and the five communal cards.

9. SETTLEMENT

9.1 After the dealer has declared his or her hand, a player may fold. The dealer shall announce “conceding hand” and collect the player’s wagers and cards.

9.2 If the dealer does not have a qualifying hand, the dealer shall refund all ante wagers and then proceed according to **Rule 9.3**.

9.3 The dealer shall, commencing from the dealer’s right, act in turn upon each continuing player’s hand by:

- (a) turning the player’s two hole cards and spreading them face up;
- (b) declaring the optimum value of the player’s best possible five card poker hand (in accordance with **Rule 3**) from any combination of the player’s hole cards and the five communal cards, with respect to each wager placed by the player;
- (c) taking or paying; and
- (d) then placing the player’s two hole cards in the discard rack before moving onto the next hand.

9.4 All remaining wagers shall be settled in accordance with **Rules 9.5 – 9.8**.

9.5 A wager placed on ante shall:

- (a) win where the player's hand is of a higher poker value than the dealer's qualifying hand;
- (b) lose where the dealer's qualifying hand is of a higher poker value than that of the player; or
- (c) push where:
 - (i) the player's hand is of the same poker value as that of the dealer; or
 - (ii) the dealer does not have a qualifying hand.

9.6 A wager placed on blind shall:

- (a) win where the player's hand is a Straight or higher, and is of a higher poker value than the dealer's hand;
- (b) lose where the dealer's hand is of a higher poker value than that of the player; or
- (c) push where:
 - (i) the player's hand is of the same poker value as that of the dealer; or
 - (ii) the player's hand is of a higher poker value than that of the dealer, but is not a Straight or higher.

9.7 A wager placed on trips shall:

- (a) win where the player's hand is of a poker value that is Three of a Kind (Trips) or higher; or
- (b) lose where the player's hand is of a poker value less than Three of a Kind (Trips).

9.8 A play wager shall:

- (a) win where the player's hand is of a higher poker value than the dealer's hand;
- (b) lose where the dealer's hand is of a higher poker value than that of the player; or
- (c) push where the player's hand is of the same poker value as that of the dealer.

9.9 Winning wagers shall be paid in accordance with **Rule 10**.

9.10 Losing wagers shall be collected by the dealer and the dealer shall collect the player's cards and place them in the discard rack.

10. PAYOUT ODDS

10.1 Winning wagers shall be paid at the odds set out below:

Table 1: Odds payable for winning <u>ante</u>, <u>blind</u> and <u>play wagers</u>			
Bet	Payout		Maximum payout **
<u>Ante</u>	1 to 1 (even money)		
<u>Blind</u> (for hands with a poker value of Straight or higher) *Must beat <u>dealer</u>	Royal Flush	500 to 1*	Up to max. payout
	Straight Flush	50 to 1*	Up to max. payout
	Four of a Kind (<u>Quads</u>)	10 to 1*	Up to max. payout
	Full House	3 to 1*	Up to max. payout
	Flush	3 to 2*	Up to max. payout
	Straight	1 to 1 (even money)	Up to max. payout
<u>Blind</u> (for hands with a poker value less than Straight)	Push		
Play wager	1 to 1 (even money)		
** Maximum payout per table will be displayed on a notice at the table			

Table 1: Odds payable for winning <u>trips wagers</u>	
Poker Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind (<u>Quads</u>)	30 to 1
Full House	8 to 1

Flush	7 to 1
Straight	4 to 1
Three of a Kind (<u>Trips</u>)	3 to 1

11. AUTOMATED SHUFFLING SHOE MALFUNCTION

- 11.1 In the event that the automated shuffling shoe malfunctions, the round of play shall be void.
- 11.2 At the completion of a round of play, the automated shuffling shoe may, if necessary, be replaced and new cards shall be used in accordance with these rules.
- 11.3 For the purposes of **Rule 11.1**, “malfunction” means any mechanical or electrical fault that either prevents or impedes the automated shuffling shoe operating in the way it is intended to operate, or renders the cards unfit for use.

12. COLLUSION

- 12.1 A player shall protect the identity of his or her cards, and the cards shall remain within the playing area in view of both the dealer and the casino supervisor.
- 12.2 A player may not:
- (a) exchange cards; or
 - (b) exchange or communicate, or cause to exchange or communicate, information regarding his or her hand.
- 12.3 Any violation of this **Rule 12** may result in a player being excluded from a round of play or cause the round of play to be void.

13. IRREGULARITIES

- 13.1 An incorrect number of cards dealt to a player, the dealer or to the communal cards constitutes a misdeal and all wagers made on that round of play will be void and may be removed by the players who placed them.
- 13.2 If any cards are revealed during the deal, a misdeal shall be declared.
- 13.3 In the event of a misdeal, all wagers shall be void and a new round of play shall be dealt.

- 13.4 Should the dealer inadvertently reveal one or both of the dealer's cards during a round of play:
- (a) if no play wagers have been made prior to the revealing of the flop, this will constitute a misdeal;
 - (b) if any play wagers have been made, play will continue as normal.
- 13.5 Where a dealer realises that a hand has been dealt to a playing area that does not contain an ante and blind wager, the following shall occur:
- (a) if no player has handled their cards, the whole round of play shall be void;
 - (b) if a player and/or players have handled their cards, only the hand with the missing ante and/or blind wager shall be void.
- 13.6 In the event that a card(s) is found to be missing from the automated shuffling shoe, or a card(s) is found that does not form part of the cards that make up a deck in accordance with **Rule 2.1**, the following shall apply:
- (a) the result of any rounds of play previously completed shall stand; and
 - (b) the round of play where the missing card(s) is discovered, or the foreign card(s) is found, shall be declared void and all money returned to players for that round of play; and
 - (c) the deck shall be checked for any further missing or foreign cards.
- 13.7 If during settlement, the dealer becomes aware that a wager does not comply with **Rule 8**, the dealer shall:
- (a) pay or take the amount wagered when that amount is less than the minimum as according to **Rule 5.4**;
 - (b) pay or take to the stated maximum wager when that amount is over the maximum as according to **Rule 5.5**.
- 13.8 Where a player makes a wager in accordance with **Rule 4.2** and, fails within a reasonable period, or refuses, or is not present to make a decision in regard to the cards dealt to that playing area, then that hand shall be deemed folded.
- 14. TABLE CLOSURE**
- 14.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006 (ACT)*.
- 14.2 Subject to **Rule 14.1**, the casino operator may close any table before the close of gaming provided that notice is given to the players.

15. GENERAL PROVISIONS

- 15.1 A person shall not, with respect to a game or any part thereof, either alone or in concert with any other person, use or intend to use any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used. This rule does not apply to use or control by an agent or employee of the casino operator or a casino supervisor, where such person is acting in the course of their duty.
- 15.2 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.
- 15.3 If a person has contravened any provision of these rules, the casino operator may:
- (a) declare any wagers made by that player void; and/or
 - (b) direct that the player be excluded from further participation in the game.
- 15.4 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.
- 15.5 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).
- 15.6 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.
- 15.7 A seated player who abstains from betting for three consecutive rounds of play, while all other seats at that table are in use, may be required to vacate that seat.
- 15.8 No onlooker or any player playing at any table, may instruct, or influence, another player's decisions of play.
- 15.9 Players are not permitted to have side bets against each other.

15.10 Upon request, the casino operator shall make a copy of these rules available.

16. TOURNAMENT PLAY

16.1 During tournament play, the rules for playing Poker – Ultimate Texas Hold-em shall apply, except where the rules are inconsistent with the rules for tournament play in this **Rule 16**, in which case the rules for tournament play shall prevail.

16.2 Prior to a tournament, involving one or more sessions of Poker – Ultimate Texas Hold-em being conducted, and entries being taken, the casino operator shall:

- (a) in accordance with **Rule 16.3**, document the tournament conditions;
- (b) make the tournament conditions available to patrons; and
- (c) notify and provide the ACT Gambling and Racing Commission with a copy of the tournament conditions.

16.3 The tournament conditions, referred to in **Rule 16.2**, shall include:

- (a) Information pertaining to:
 - (i) the tournament starting date and time and the method to enter the tournament (including any criteria that determines eligibility to enter);
 - (ii) the entry fee and tournament commission (if any);
 - (iii) how the tournament will be structured, including:
 - (A) the number and/or duration of sessions, or the basis on which the number and/or duration of sessions will be determined;
 - (B) the number of gaming tables to be active in a session, or the basis on which the number of gaming tables to be active in a session will be determined. In the case of a tournament which is to have a “sit-and-go” format, information will be provided as to when a session of the tournament is to commence and how players will be allocated to a gaming table during the conduct of the tournament;
 - (C) any conditions of play that may not be described in, but are consistent with these rules, such as the method for balancing and/or breaking of tables and the method for imposing any time restrictions for betting;

- (D) if applicable, the method of progression from session to session;
- (E) if applicable, whether tournament players are to compete in one or more sessions of Poker – Ultimate Texas Hold-em, or session(s) of Poker – Ultimate Texas Hold-em and session(s) of other authorised games, and be allocated points, and/or awarded prizes, at the conclusion of a session. In these circumstances, information shall also be provided as to:
- a. if applicable, any criteria for how players may be eliminated from the tournament;
 - b. how the respective places of the players in a session shall be determined;
 - c. in the event of two or more players having the same cumulative points total with respect to the session(s) played, and contesting the same distribution(s) of the prize pool, whether the relevant prize(s) shall be combined and divided equally between those players, or a draw of cards shall determine the respective places of those players in the tournament; and
- (F) if applicable, whether a repechage or catch-up session may or shall be offered and details of how a player qualifies to participate in a repechage or catch-up session;
- (G) whether one or more opportunities for an eliminated player to buy back into the tournament is permitted, and the method, timing and cost of a re-buy opportunity; and/or
- (H) whether an add-on is permitted, and the method, timing and cost of an add-on opportunity;
- (iv) the amount of tournament chips each player will receive for the entry fee, and, if applicable, a re-buy or add-on;
 - (v) the minimum and maximum number of players;
 - (vi) restrictions on player groups;
 - (vii) the betting structure and table limits;
 - (viii) where tournament players are to compete against each other to progress from session to session:

- (A) the criteria for how players may be eliminated from the tournament; and
 - (B) how the number of players to advance to the next session of the tournament shall be determined;
 - (ix) the breakdown of the prize pool, or a description of how the breakdown of the prize pool will be calculated; and
 - (x) how the prize pool will be distributed; and
 - (b) a statement that the tournament shall be conducted by the Tournament Director/Assistant in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.
- 16.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 16.5 The Tournament Director/Assistant may require each tournament player to agree in writing with the applicable rules and tournament conditions prior to accepting entry into the tournament.
- 16.6 Subject to **rule 16.3(a)(iii)(G)**, the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 16.7 Any player who no longer possesses any tournament chips and who is not entitled to a re-buy will be eliminated and must vacate the table.
- 16.8 The Tournament Director/Assistant shall allocate each player a table and seat position by ballot before the commencement of the player's initial session.
- 16.9 The Tournament Director/Assistant shall determine the number of players allocated to any one table. As players are eliminated from the tournament, the Tournament Director/Assistant may break tables from play in order to maximise the number of players at each table. A player is restricted to playing in the position assigned to him or her by the Tournament Director/Assistant at any time.
- 16.10 Where a player does not take their allocated seat prior to the specified starting time, for the commencement of their session, the player shall be deemed to have forfeited their position. The entry fee paid by the player is forfeited and remains as part of the prize pool.
- 16.11 Where a player has not taken their seat prior to the commencement of their first session in the tournament, the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.

- 16.12 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 16.13 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 16.14 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 16.15 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.
- 16.16 A starting marker may be used to indicate the player who must make the first ante, blind and trip wagers for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once ante, blind and trip wagers have been placed and a player's opportunity to wager (refer **Rule 16.17**) has been completed, the wagers may not be changed. Ante, blind and trip wagers placed out of order shall stand and the player in question shall be advised that further infringement may result in the wagers being declared void.
- 16.17 A player's opportunity to wager begins when they are asked by the dealer to place ante, blind and trip wagers, and ends when the dealer asks the next player to place their wagers.
- 16.18 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.
- 16.19 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.
- 16.20 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.

Entry fee/prize pool for tournament

- 16.21 The casino operator may charge tournament players an entry fee for the tournament and may retain an amount of the total entry fees as tournament commission. The value of the entry fees (less the tournament commission), and any re-buys and add-ons received by the casino operator for the tournament, shall be:
- (a) included in the prize pool for distribution in accordance with the tournament conditions; and

(b) returned to the tournament players by way of prizes.

16.22 The casino operator may add value to the prize pool in the form of cash, goods or services.

16.23 Subject to **Rule 16.24**, no entry fees (including tournament commission), re-buys and add-ons are refundable to any person, unless specifically permitted by the tournament conditions.

16.24 The casino operator reserves the right to cancel the tournament without liability. In the event of cancellation, the casino operator shall refund all entry fees (including tournament commission), re-buys or add-ons, in full.