2012 World Series of Poker® Official Live Action Rules

Rio All-Suite Hotel & Casino, Las Vegas, Nevada

SECTION I – GENERAL HOUSE RULES

1. As used herein, "Rio" means Rio Properties, Inc. and its parent, affiliates and subsidiaries including, but not limited to, Rio Properties, Inc, dba Rio All-Suite Hotel & Casino. Rio reserves the right to refuse anyone entry into the Live Action Section, in its sole and absolute discretion.

2. Entry into the World Series of Poker (herein "WSOP" refers to all events from May 27, 2012 through October 31st, 2012) is limited to persons 21 years of age and older, with proof of age, that Rio, acting in its sole and absolute discretion, deems appropriate.

3. Individuals who are excluded from casino facilities, either through a government program or by their own request, are not eligible.

4. Rio reserves the right to accommodate players based on special needs.

5. Floor decisions are final.

6. Players must protect their own hands at all times.

7. Management reserves the right to make decisions which are as fair and equitable as possible. Therefore, under extreme circumstances, it may decide to award a pot or decision to a player who is clearly entitled to it in the spirit of the rule rather than using the literal interpretation.

8. Discourteous behavior, disrespect towards staff and other players, or abusive language will not be tolerated, and may result in removal from the room.

9. In limit games, one bet and four raises are allowed. If the pot is heads up at the beginning of a betting round there are unlimited raises.

10. A minimum buy-in is ten times the minimum bet in limit games unless otherwise specified. Minimum buy-ins are posted on the table placard for all other games.

11. Check and raise is permitted, unless otherwise posted.

12. A live "straddle bet" is allowed in all blind games.. The player who posts the straddle has last action for the first round of betting and is allowed to raise. The amount of the straddle is twice the big bling unless otherwise specified. A player can straddle from either under-the-gun or from the button, with the button having precedence. The minimum allowed raise after the straddle is three times the big blind. Unless indicated on the game plaque, a mandatory straddle will not be enforced, even if every player at the table agrees; a new player will not be forced to straddle. The button straddle is not allowed in Limit games.

13. Players are not permitted to transfer tables without House consent.

14. The House has the right to request a standard of behavior and dress befitting ladies and gentlemen.

15. A player may only request to see another player's hand if collusion is suspected, and then only in the presence of a floor-person.

16. The winning hand must show all cards prior to the pot being pushed, unless that hand is the only live hand remaining. Cards speak for themselves. Dealers will assist in reading hands and assigning the correct value to any tabled hand.

17. A verbal statement of fold, check, call, raise or a specific size bet is binding on an active player.

18. Action out of turn may be binding, especially if the correct order of action does not change the existing bet. A player who has acted out of turn will be limited to an action matching the intent of his/her out of turn action when it is actually that player's turn to act. i.e. A player checks out of turn. Since checking is a passive action, the player will not have the option to raise in turn even if the action pending has changed.

19. Conditional statements of future action are strongly discouraged and may be binding i.e. "If-then" statements such as "if you bet, then I will raise."

20. Cards must remain on the table at all times.

21. Only one player per hand.

22. Boxed cards are treated as non-existent. Jokers are considered boxed cards.

23. Foreign cards in a deck void a hand.

24. Foreign cards are not allowed in view in the Live Action Section.

25. Cell phone or communication device use is allowed as long as it does not impede the progress of the game.

26. The use of I-pods, mp3 players with headphones are allowed as long as their use does not interfere with play. No electronic devices will be allowed on the table top felt at any time.

27. Only English may be spoken at the table while cards are in play. This also applies to those who are watching a game and communicating with a player in the game. Speaking a foreign language while any hand is in progress is not allowed, regardless of whether a player has cards or not.

28. No tobacco products of any kind are allowed in the Poker Room. This includes electronic cigarette devices.

29. House Rake is 10%, up to $5 maximum unless the game is time raked with the rate indicated on the plaque..

30. Nevada Gaming Regulations allow the use of Shills and Proposition Players. Shills and Proposition Players shall be identified by management upon request. WSOP Live Action Section does not use Shills or Proposition Players.

SECTION II – PLAYER CONDUCT AND LIVE GAME INTEGRITY

The following is a list of violations that may result in removal from and probable permanent barring from the poker room.

31. Verbally or physically threatening any patron or employee.

32. Using profanity or obscene language. The occasional outburst may be tolerated, but players should be given a warning by the dealer regarding profanity. Obscene expletives will not be tolerated.

33. Collusion with another player or any other form of cheating is completely unacceptable and can be grounds for immediate and permanent expulsion from the room.

34. Creating a disturbance by arguing, shouting, or making excessive noise.

35. Throwing, tearing, bending, or crumpling cards.

36. Destroying or defacing property.

37. Using an illegal substance or being too intoxicated.

38. Carrying a weapon.

39. Deliberately acting out of turn.

40. Deliberately splashing chips into the pot.

41. Agreeing to check a hand out when a third player is all-in.

42. Reading a hand for another player at the showdown before it has been placed face up on the table.

43. Telling anyone to turn a hand face-up at the showdown.

44. Revealing the contents of a live hand in a multi-handed pot before the betting is complete.

45. Revealing the contents of a folded hand before the betting is complete. Do not divulge the contents of a hand during a deal even to someone not in the pot, so you do not leave any possibility of the information being transmitted to an active player.

46. Needlessly stalling the action of a game.

47. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed; not at the dealer's hands or chip-rack.

48. Stacking chips in a manner that interferes with dealing or viewing cards. Players must also stack chips in an orderly fashion in No-Limit and Pot-Limit games.

49. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.

SECTION III – HOUSE POLICIES

50. Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling. A player who commits an infraction should not profit from it and, conversely, a player who has done nothing wrong should not be placed at a disadvantage.

51. Decisions of the floor supervisor are final.

52. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.

53. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.

54. A request for a ruling must be made prior to the start of the next hand or before the game either ends or changes to another table. Otherwise, the result of the prior hand will stand. The first riffle of the shuffle marks the start for a deal. On tables with shuffle machines the start of a new deal is once the button has been pushed on the shuffle machine.

55. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.

56. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check with surveillance, or get the shift supervisor to give the ruling. In such circumstances, a pot or portion thereof may be taken off of the table by the house while the decision is pending.

57. The same action from two different players may have a different meaning, depending on the player who commits that action, so it is possible that the intent of an offender will be taken into consideration to make the fairest ruling possible. Some examples are a person's amount of poker experience and past record of behavior.

SECTION IV – PROCEDURES

These are the standard procedures that are used and generally accepted in card rooms around the U.S. They are subject to Nevada State Gaming Regulations as well as company policies, local customs, player preferences and security and surveillance considerations.

58. Cash is permitted on the table. $100 bills are the only valid money in play at the table.

59. Only chips belonging to the Rio All Suites Hotel and Casino and $100 bills will be valid stakes at tables in WSOP Live-Action.

60. Money and chips may be removed for security purposes when leaving the table. The establishment is not responsible for any shortage or removal of chips left on the table during a player's absence, even though we will try to protect everyone as best we can. All removed funds must be fully restored when returning to the game.

61. If you return to the same game within one hour of cashing out, your buy-in must be equal to the amount removed when leaving that game.

62. If you transfer tables and go to the same game you must bring your full stack with you. If a game has a maximum buy-in, voluntary table transfers will not be allowed during the first hour that the new table is open.

63. All games are table stakes. Only the chips in front of a player at the start of a deal may play for that hand, unless a player has purchased additional chips that are in transit, or a player has brought out money and announced an intent to increase their current buy-in. The amount bought must be announced to the table or only the amount of the minimum buy-in plays. Awareness of the amount being in play for each opponent is an important part of poker. All chips and money must be kept in plain view.

64. Playing out of a rack is not allowed. WSOP Live Action reserves the right to accommodate players based on special needs.

65. Only one person may play a hand.

66. No one is allowed to play another player's chips.

67. Permission is required before taking a seat in a game.

68. Playing over is allowed. The player will be allowed to play until his or her blind upon the initial player returning to the game.

69. Pushing bets, "saving" or "potting out" is not allowed. This means that players are not allowed to retract any bets that have been committed to the pot.

70. Pushing an ante or posting for another person is not allowed.

71. Players will not be allowed to agree to split pots in any game. Chopping the big and small blind by taking them back when all other players have folded is allowed in button games.

72. Insurance propositions are not allowed. Dealing twice or three times is permitted in pot-limit and no-limit TIME-RAKED games, if suggested by a player and agreed to by all players remaining in the pot. In the instance that players have agreed to deal the community cards more than once and a dispute arises, the Floor Supervisor will make a ruling concerning only the first set of community cards.

73. The game's betting limit will not be changed if one or more players object. The supervisor may suggest that the objector(s) move to a similar sized game, if seating is available. Raising the limit is always subject to management approval and a change in rake or collection.

74. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by a player's hands or hidden behind chips in a manner to conceal them creating confusion and false action.

75. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips must be easily visible. If a player requests an accurate chip count for another player, the dealer is responsible for counting out the chips if the player does not want to count out their own chips.

76. A player's chips may be picked up if they miss a blind and receive two absent buttons. A player should receive a missed blind button the first time they may miss a blind. An absent button will be given when the next dealer comes into an empty seat with a missed blind already. Absences may be extended if the supervisor is notified in advance and the situation warrants. Excessive absences may also cause a player's chips to be picked up from the table.

77. Third-man-walking rule; If two players are away from the table, a third player wanting to leave must return in time for his or her next blinds or wait until one of the other absent players returns. If this player has been warned of this rule and still chooses to leave the table, the player may be picked up from the game after missing a blind.

78. A lock-up in a new game will be picked up after ten minutes if someone is waiting to play.

79. A new deck must be used at least once around the table before it may be changed. A new setup may be requested once an hour, unless a deck is defective or damaged and needs to be replaced.

80. Looking through the discards or deck stub is not allowed.

81. After a deal ends, dealers are not to show what card would have been dealt next. Rabbit Hunting is not allowed.

82. A player is expected to pay attention to the game and not hold up play. Activity that interferes with play, such as reading, I-pods, cell phones etc., at the table is discouraged, and the player will be asked to cease if the problem impedes the progress of the game.

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83. A non-player may not sit at the table.

84. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand in action, and may result in removal.

SECTION V – SEATING

85. You must sign up at the podium to play in a WSOP Live Action poker game. Phone/ins are allowed. It is the player's responsibility to be in the area to hear their name called. If the player will not be around when this is happening they should notify the floor.

86. When there is more than one game of the same stakes, and a must-move is not being used, the house will control the seating of new players to best preserve the viability of existing games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.

87. A player may not hold a seat in more than one game.

88. The house reserves the right to require that any two players not play in the same game.

89. When a button game starts, the dealer will high-card for the button position. The button will be awarded to the highest card by suit for all high and high-low games, and to the lowest card by suit for all low games. The Ace of Spade is the highest card.

90. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats. If two players want the same seat and arrive at the same time, the higher player on the list has preference. A player playing a pot in another game may have a designated seat locked up until that hand is finished. Management may reserve a certain seat for a player for a good reason, such as to assist reading the board for a person with a vision problem.

91. To avoid a seating dispute, a supervisor may decide to start the game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.

92. To protect existing games, a forced move may be invoked when an additional game of the same type and limit is started. The must-move list is maintained in the same order as the original waiting list. If a player refuses to move into the main game he will be forced to quit and cannot play in the must-move game or get on the list for one hour. In general, the must-move list will be maintained for one hour after the newest game has started. The type of must-move list used will be determined by the game type in question to ensure maximum protection of existing games.

93. If a new game starts and you're on the list, you must play in said new game (or must-move game) to retain your place on the list, if by your playing there would be four or more players at a nine-handed table or three or more players at a six-handed table.

94. In all button games, a player going from a must-move game to the main game must move immediately from any position other than the small-blind or the button. That player then moves to the main game with the option of waiting to assume any position in the main game, other than best-position, without posting. In all stud games, a player may play only one more hand before moving.

95. A player who is already in the game has precedence over a new player for any seat when it becomes available. However, no change will occur after a new player has been dealt into the game. For players already in the game, the one who asks the earliest has preference for a seat change.

96. In all button games, a player voluntarily locking up a seat in another game must move immediately, except that the player is entitled to play the button if a blind has already been taken. In a stud game, a player changing tables may play only the present hand if someone is waiting for the seat being vacated, or one more hand when no one is waiting.

97. When a game breaks, each player may draw a card to determine the seating order for a similar game. The Floor Supervisor draws a card for an absent player as long as the absent player does not have a missed blind button. If the card entitles the absent player without a missed blind button to an immediate seat, the player has until due for the big blind in a button game to take the seat, two hands in a stud game, and will be put first up on the list if not back in time. Players with missed blind buttons will go to the bottom of the list for that particular game. In some instances, the Floor Supervisor will add a chair to an existing game in order to accommodate all players from the broken games, i.e., making a 9 handed table 10 handed until a player opts to leave the game.

SECTION VI – GENERAL POKER RULES

THE BUY-IN

98. When you enter a game, you must make a full buy-in. At limit poker, a full buy-in is at least ten (10) times the minimum bet for the game being played, unless designated otherwise. Example: For 3-6 Limit, the minimum bet is $3, a full buy-in is $30.

99. Short buys are not allowed.

100. A player coming from a broken game or must-move game to a game of the same limit will continue to play the same amount of money. If it is less than the minimum buy-in for that game the player will be allowed to play, with an option to re-buy more chips.

101. A player switching games voluntarily must have the proper minimum buy-in size for the new game. They must take their entire stack otherwise regardless of the maximum buy-in for that game. If a game has a maximum buy-in, voluntary table transfers will not be allowed during the first hour that the new table is open.

MISDEALS

102. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands.
    - The first or second card of the hand has been dealt face up or exposed through dealer error.
    - Two or more cards have been exposed by the dealer.
    - Two or more boxed cards are found.
    - Two or more extra cards have been dealt in the starting hands of a game.
    - An incorrect number of cards have been dealt to a player, except the top card may be dealt if it goes to the player in proper sequence.
    - Any card has been dealt out of the proper sequence, except an exposed card may be replaced by the burn card.
    - The button was out of position.
    - The first card was dealt to the wrong position.
    - A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

103. Once there is substantial action, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled. In button games, substantial action is considered to occur when a player has raised the pot or someone has called and the next player has acted on his hand. In stud games, action is considered to occur when two players after the forced bet have acted on their hands

DEAD HANDS

104. Your hand is declared dead if:
    - You fold or announce that you are folding when facing a bet or a raise.
    - You throw your hand away in a forward motion causing another player to act behind you even if not facing a bet.
    - In stud, when facing a bet, you pick your up-cards off the table, turn your up-cards facedown, or mix your up-cards and down-cards together.
    - The hand does not contain the proper number of cards for that particular game, except at stud a hand missing the final card may be ruled live, and at lowball and draw high a hand with too few cards before the draw is live.
    - You act on a hand with a joker as a hole-card in a game not using a joker. A player who acts on a hand without looking at a card assumes the liability of finding an improper card.
    - You have the clock on you when facing a bet or raise and exceed the specified time limit.

105. Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at management's discretion if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of dealer error or incorrect information given to the player.

106. Cards thrown into another player's hand are dead, whether they are face-up or facedown. A player throwing hole cards into the hole-cards of a blind may cause a re-deal. The offending player will receive a hand, but it will be dealt dead.

POKER IRREGULARITIES

107. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round if possible.

108. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.

109. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors. If a card with a different color back is discovered in the stub, but will not appear in any hand or on the board and substantial action has taken place, all action stands.

110. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them.

111. A player who knows the deck is defective has an obligation to point this out. If such a player instead tries to win a pot by taking aggressive action, the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.

112. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal, or some similar reason, only a player dealt in on the previous deal is entitled to a hand.

113. A boxed card is a card discovered face up in the deck. It will be treated as a meaningless scrap of paper. A boxed card will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down-cards. In that case, the card that was face up in the deck will be replaced after all other cards are dealt for that round.

114. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced. If the player does not call attention to the joker before acting, then the player has a dead hand.

115. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.

116. One or more cards missing from the deck does not invalidate the results of a hand.

117. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn card.

118. Procedure for an exposed card varies depending on the poker game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed by a player will play. To obtain a ruling on whether a card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it. A down card dealt off the table is an exposed card. A Floor Supervisor, based on circumstances, may determine whether a player must take or is entitled to a replacement card.

119. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.

120. If you drop any cards out of your hand onto the floor, you may not receive replacements and, at the discretion of the Floor Supervisor your hand may be dead.

121. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. On the last round, if there was no betting because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

122. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

BETTING AND RAISING

123. Check-raise is permitted in all games, except in certain forms of lowball.

124. In no-limit and pot-limit games, an unlimited number of raises are allowed.

125. In limit poker, for a pot involving three or more players who are not all-in, these limits on raises apply:
    - A game with two or more betting rounds allows a maximum of one bet and four raises.

126. Unlimited raises are allowed in limit-play when the betting round begins heads-up. If the round begins with more than two players and becomes heads-up during the middle of the round the raise maximum still applies.

127. A wager not all-in must be at least the size of the previous bet or raise in that round.

128. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player who has not yet acted or had the betting reopened to him by another player's action, facing an all-in wager of less than half a bet, may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. An example of a full raise on a $20 betting round is raising a $15 all-in bet to $35. Multiple all-in wagers, each of an amount too small to individually qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise.

129. The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.

130. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action. Rapping the table with your hand will be considered a check.

131. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if that action is still available in turn.

132. To retain the right to act, a player must stop the action by calling “time” or an equivalent word. Failure to stop the action before substantial action or three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.

133. In limit poker, if you make a forward motion with chips and thus cause another player to act, you are forced to complete your action or forfeit your hand and the chips already committed to the pot. If no one acts behind you, you may be forced to these same conditions at the discretion of the Floor Supervisor.

134. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. This applies at the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot. Under certain circumstances, lack of proper information or gross misinformation, if you are unaware that the pot has been raised, you may possibly be allowed to withdraw that money and reconsider your action, provided that no one else has acted after you.

135. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. This does not apply in the use of a single chip of greater value.

136. If you put a single chip or bundled strap of $100 bills in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Unbundled straps of $100 bills put into the pot will be ruled as multiple chips. Example: In a $3-$6 game, when a player bets $6 and the next player puts a $25 chip in the pot without saying anything, that player has called the $6 bet.

137. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed. This includes actions such as betting a lower amount than the minimum bring-in, other than going all-in and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, and is not, it must be corrected. It shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

THE SHOWDOWN

138. To win any part of a pot, a player must show all of his cards face up on the table unless that player has the only remaining live hand.

139. Cards speak; a tabled hand assigns itself its true value. The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.

140. Any player, dealer, or Floor Supervisor who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error.

141. All losing hands will be killed by the dealer before a pot is awarded.

142. Unless a hand has been exposed, a player may only request to see another player’s hand if collusion is suspected and then so only in the presence of a floor person.

143. Show one, show all. Players are entitled to receive equal access to information about the contents of another player’s hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the information should be withheld until the betting is over, so it does not affect the normal outcome of the deal. Cards shown to a person who has no more wagering decisions on that betting round, but might use the information on a later betting round, should be shown to the other players at the conclusion of that betting round. If a player shows only some of his hole cards, he may be required to show all hole cards upon request.

144. If everyone checks on the final betting round, the player in earliest position is required to show their hand first. If there is wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, the last player to act or a player holding a probable winner is encouraged to show the hand without delay. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot. In a No Limit poker game if betting has ended on a round prior to the river, the player who pushed all-in is responsible for turning their hand over first.

TIES

145. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank in a high-card situation.

146. Dealing a card to each player is used to determine who moves to another table or who gets the button in a new game. If the cards are dealt, the order is clockwise starting with the first player on the dealer’s left, the button position is irrelevant. Drawing a card is used to determine a player’s seating order coming from a broken game.

147. An odd chip will be broken down to the smallest unit used to make blinds in the game being dealt.

148. If two or more hands tie, an odd chip will be awarded as follows:
    - In a button game, the first hand clockwise from the button gets the odd chip.
    - In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. When making this determination, all cards are used.
    - In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker game, and the odd chip between tied low hands is awarded as in a low game of that poker game. If two players have identical hands, the pot will be split as evenly as possible.

- All side pots and the main pot will be split as separate pots, not mixed together.

BUTTON AND BLIND USE

In button games, a non-playing dealer normally does the actual dealing. A round disk called the button is used to indicate which player has the dealer position. The player with the button is last to receive cards on the initial deal and has the right of last action after the first betting round. The button moves clockwise after a deal ends to rotate the advantage of last action. One or more blind bets are usually used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet unless a certain structure or situation specifies otherwise. A blind other than the big blind may be treated as dead, not part of the poster's bet. With two blinds, the small blind is posted by the first player clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. With more than two blinds, the smallest blind is normally left of the button, not on it. Action is initiated on the first betting round by the first player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

RULES FOR USING BLINDS

149. The minimum bring-in, allowable raise sizes, and blind amounts are specified by the poker game. In WSOP Live Action if a player does not have enough to post the big blind they should no longer be dealt into the game.

150. Each round every player must get an opportunity for the button, and meet the total amount of the blind obligations unless all-in. The following method of button and blind placement has been designated to do this:
    - Dead button – The big blind is posted by the player due for it, and the small blind and button are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat, giving the same player the privilege of last action on consecutive hands.

151. A player posting a blind in the game's regular structure has the option of raising the pot at the first turn to act. Although chips posted by the big blind are considered a bet, the option to raise remains if someone is all-in with a bet of less than the minimum raise.

152. In heads-up play with two blinds, the small blind is on the button.

153. A new player may be dealt in between the big blind and the button, if the new player opts to "buy the button". Otherwise, a player must wait until the button passes.

154. When you post the big blind, it serves as your opening bet. When it is your next turn to act, you have the option to raise.

155. A player who misses any or all blinds can resume play by either posting all the blinds missed or waiting for the big blind. If you choose to post the total amount of the blinds, only the big blind is live. The remainder is taken by the dealer to the center of the pot and is not part of your bet. When it is your turn to act, you have the option to raise. A player who has missed a blind also has the option of returning to the game as the under-the-gun live straddle.

156. If a player who owes a blind, as a result of a missed blind, is dealt in without posting, the hand is dead if the player looks at it before putting up the required chips, and has not yet acted. If the player acts on the hand and plays it, putting chips into the pot before the error is discovered, the hand is live, and the player is required to post on the next deal.

157. Any player who drew for the button is considered active in the game and is required to make up any missed blinds.

158. In all multiple-blind games, a player who changes seats will be dealt in on the first available hand in the same relative position. Example: If you move two active positions away from the big blind, you must wait two hands before being dealt in again. A player may post the amount of the big blind to immediately receive a hand.

159. A player who "deals off" by playing the button and then immediately getting up to change seats can allow the blinds to pass the new seat one time and re-enter the game behind the button without having to post a blind.

160. A live "straddle bet" is allowed in all blind games.. The player who posts the straddle has last action for the first round of betting and is allowed to raise. The amount of the straddle is twice the big bling unless otherwise specified. A player can straddle from either under-the-gun or from the button, with the button having precedence. The minimum allowed raise after the straddle is three times the big blind. Unless indicated on the game plaque, a mandatory straddle will not be enforced, even if every player at the table agrees; a new player will not be forced to straddle. The button straddle is not allowed in Limit games.

161. New players or players moving positions on the table are allowed to buy the button or wait until the button passes and then post. If a player, moving seats, moves more than two seats away from the blind that person is responsible for posting the blind or waiting to assume his or her original position.

SECTION VII - TEXAS HOLD'EM

In Texas Hold'Em, each player receives two down cards as their personal hand, or hole cards, after which there is a round of betting. The dealer burns a card and three board cards, the "flop", are then turned simultaneouslyand another round of betting occurs. Another card is burnt and the next card, the "turn", is placed out on the board followed by a betting round. Another card is burnt and the final card, "the river", is placed out on the board followed by the final betting round. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards to make the best possible five-card poker hand. A player may use all of the board cards and no personal cards to form a hand playing the board. A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

TEXAS HOLD'EM IRREGULARITIES

162. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the card, reshuffle, and re-cut the cards. If any other hole card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card. If more than one hole card is exposed, this is a misdeal and there must be a re-deal.

163. If the dealer mistakenly deals the first player an extra card after all players have received their starting hands, the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

164. If the flop contains too many cards, it must be re-dealt. To re-deal the flop, the four cards will be scrambled and the top card will be exposed and placed on top of the deck as the burn for the turn card. If more than four cards are exposed the flop and the stub will be reshuffled and the flop will then be re-dealt.

165. If before dealing the flop, the dealer failed to burn a card, or burned two cards, the error should be rectified if no board cards were exposed. The deck must be reshuffled if any board cards were exposed.

166. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board card, the card must stand. Whether the error is able to be corrected or not, every effort should be made so that subsequent cards would be those that would have come if no error had occurred. For example, if two cards were burned, one of the cards should be put back on the deck and used for the burn card on the next round. If there was no betting on a round because a player was all-in, the error should be corrected if discovered before the pot has been awarded.

167. The card(s) may not be used if the dealer burns and turns before the betting round is complete. This applies if the subsequent players elect to fold. Nobody has an option of accepting or rejecting the card. The betting is then completed, and the error rectified in the prescribed manner for that situation.

168. A dealing error for the fourth board card is rectified in a manner to least influence the identity of the board cards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

169. If you are playing the board, you must still show your hole cards face up. Otherwise, you may relinquish any claim to the pot.

NO LIMIT AND POT-LIMIT

A no-limit or pot-limit betting structure for a game gives it a different character from limit poker, requiring a separate set of rules in many situations. All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section. No-limit means that the amount of a wager is limited only by the table stakes rule, so any part or all of a player's chips may be wagered. The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the pot size. The maximum amount a player can raise is the amount that would be in the pot after that player called. Therefore, if a pot is $100, and someone makes a $50 bet, the next player can call that $50 without string betting and raise the pot $200, for a total wager of $250. For those rules that apply only to no-limit and pot-limit lowball.

NO-LIMIT RULES

170. The number of raises in any betting round is unlimited.

171. All bets must be at least equal to the minimum bring-in, unless the player is going all-in. A straddle bet sets a new minimum bring-in, and gives the straddling player last action. The minimum bet remains the amount of the original big blind on all betting rounds.

172. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already acted and is not facing a full-size wager may not subsequently raise an all-in bet that is less than the minimum bet which is the amount of the minimum bring-in, or less than the full size of the last bet or raise. The half-the-size rule for reopening the betting is for <u>limit</u> poker only.

173. "Completing the bet" is a limit poker wager type only, this is not allowed in no-limit poker. For example, if a player bets $100 and the next player goes all-in for $140, a player wishing to raise must make the total bet at least $200 unless going all-in.

174. Multiple all-in wagers, each of an amount too small to qualify as a raise, still act as a raise and reopen the betting if the resulting wager size to a player qualifies as a raise. Example:
Player A bets $100 and Player B raises $100 more, making the total bet $200. If Player C goes all in for less than $300 total, not a full $100 raise, and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. Player A could have raised, because Player B raised.

175. In WSOP Live Action, a player who says "raise" is allowed to continue putting chips into the pot with more than one move, provided an amount has been verbally declared in advance. A player may declare a raise, call the amount bet to them and then put the raise in with a single motion or simply put the chips into the pot in a single motion, to avoid making a string-bet.

176. A wager is not binding until the chips are actually released into the pot, unless the player has made a verbal statement of action. However, a forward motion into the pot with chips in hand may result in a player being forced to leave in the minimum amount allowable at that juncture at the Floor Supervisor's discretion especially if the forward motion elicits a response by other players in the pot.

177. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the initial action.

178. If a call is short due to a counting error, the amount must be corrected, even if the hand is beaten or mucked.

179. A bet of a single chip or bundled strap of $100 bills without comment is considered to be the full amount of the chip. However, a player acting on a previous bet with an over-sized chip or bundled strap of $100 bills is only calling the previous bet unless that player makes a verbal declaration to raise the pot. This includes acting on the forced bet of the big blind.

180. If a player tries to bet or raise less than the legal minimum and has more chips, the wager must be increased to the proper size. This does not apply to a player who has unintentionally put too much in to call unless it is at least a half a bet or more in which case the player is obligated to make exactly the minimum raise. The wager is brought up to the sufficient amount only. Anything more would constitute a string bet.

181. In WSOP Live Action play, all wagers may be required to be the same denomination of chip or larger used for the minimum bring-in, even if smaller chips are used in the blind structure. If this is done, the smaller chips play only when going all-in.

182. Calling-for-clock procedures: Once a reasonable amount of time, which is no less than two minutes, has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. Live Action Supervisors reserve the right to speed up the amount of time allotted for a clock if it appears that a player is deliberately stalling.

183. Since all a player's chips may be put at risk on a hand, the house has the right to set a minimum and maximum amount for the buy-in to help control the effective size of a game. A range of 20 to 40 times the big blind as a minimum and 40 to 100 times the big blind as a maximum is the normal rule of thumb and may depend on local custom, player input or competitive market considerations. Players may not add to their stack or re-buy unless they are under the maximum.

184. The card room does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form. The players are allowed to agree to deal twice or three times when someone is all-in and there can be no more betting. "Dealing twice" means the pot is divided in two, with each portion being dealt for separately. Dealing twice is only allowed in time raked games. In the instance that players have agreed to deal the community cards more than once and a dispute arises, the Floor Supervisor will make a ruling concerning only the first set of community cards.

POT-LIMIT RULES

185. If a wager is made that exceeds the pot size, the surplus will be given back to the bettor as soon as possible, and the amount will be reduced to the maximum allowable. However, if the action is complete (bet made and accepted by all remaining players) the bet will stand.

186. The dealer or any player in the game can and should call attention to a wager that appears to exceed the pot size; this also applies to heads-up pots. The oversize wager may be corrected at any point until all players have acted on it. THE POT WILL STAND "AS ACCEPTED" ONCE BETTING ACTION HAS BEEN COMPLETED ON ANY GIVEN ROUND (PRE-FLOP, FLOP,, TURN, or RIVER).

187. In pot-limit play, it is advisable in many structures to round off the pot size upward to produce a faster pace of play. This is done by treating any odd amount as the next larger size. For example, if the pot size was being kept track of with $25 units, then a pot size of $85 would be treated as a pot size of $100.

188. In pot-limit cash games, many structures treat the little blind as if it were the same size as the big blind in computing pot size. In such a structure, a player can open for a maximum of four times the size of the big blind. For example, if the blinds are $5 and $10, a player may open with a raise to $40. The range of options is to either open with a call of $10, or raise in increments of five dollars to any amount from $20 to $40. Subsequent players also treat the $5 as if it were $10 in computing the pot size, until the big blind is through acting on the first betting round. This rule of treating the little blind as if it were the size of the big blind is especially desirable in a structure where the little blind uses a lower-denomination chip than the big blind, as in using blinds of $10 and $25, two $5 chips and a $25 chip.

189. In pot-limit, if a chip or a bill larger than the pot size is put into the pot, initiating action on a betting round, without comment, it is considered to be a bet of the pot size. If there has already been a bet on that betting round, it is only a call. A cash bundle secured by a money clip or band put into the pot is treated the same as an over-sized chip

HOLD-EM VARIATION: PINEAPPLE

All of the rules of Hold-Em apply to Pineapple except that each player receives three down cards as his/her personal hand, however, each player must discard one of the three down cards after the first round of betting is complete and before the flop is exposed.

HOLD-EM VARIATION: CRAZY PINEAPPLE

All of the rules of Hold-Em apply to Crazy Pineapple except that each player receives three down cards as his/her personal hand, however, each player must discard one of the three down cards after the second round of betting is complete and before the turn card is exposed.

SECTION VIII – OMAHA

OMAHA HIGH

In Omaha, each player receives four down cards as their personal hand, hole cards, after which there is a round of betting. Omaha can be played Limit, No Limit, or Pot Limit betting structures. The dealer burns a card and three board cards are then turned simultaneously called the "flop" and another round of betting occurs. The next board card the, "turn", is placed out on the board with a burn card preceding with a betting round. The final card, "the river", is placed out on the board with a burn card preceding with the final betting round. The board cards are community cards, in order to make a hand,

a player must use precisely two hole cards with three board cards to make the best possible five-card poker hand. A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante. At the showdown, the entire four-card hand must be shown to receive the pot.

OMAHA HIGH-LOW

Omaha can be played as a high-low split pot game, Limit, No Limit, and Pot Limit. The player must use any combination of two hole cards and three board cards for the high hand and another or the same combination of two hole cards and three board cards for the low hand.

190. All the rules of Omaha apply to Omaha high-low split. This game is played with a split-pot foundation. Half of the pot is awarded to the player or players with the highest 5-card poker hand. The other half of the pot is awarded to the player or players holding the lowest 5-card poker hand.

191. A qualifier of 8-or-better for the low hand is used. This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace can be played as either high or low. Straights and flushes do not count against a low hand so the best possible low hand is A-2-3-4-5.

192. The best high poker hand wins the entire pot if there is no qualifying hand for low.

OMAHA HIGH-LOW VARIATION - 5 CARD - "THE BIG O"

All the rules of Omaha High-Low apply to Omaha "The Big O" with the following change; all players are dealt 5 cards in their initial starting hand.

OMAHA HIGH-LOW VARIATION – 5+ CARD - "THE BIG Easy"

All the rules of Omaha High-Low apply to Omaha "The Big Easy" with the following change; all players are dealt at least 5 cards in their initial starting hand. More starting cards are allowed based off of the number of players dealt into the hand, however, all players must begin the hand with the same number of starting cards.

KILL POTS

To kill a pot means to post an extra blind that increases the betting limit. A full kill is double the amount of the big blind, and doubles the betting limits. A half kill is one-and-a-half times the big blind, and increases the betting limits by that amount. A kill may be optional in a game, and is often used at lowball when a player wants to be dealt in right away instead of waiting to take the big blind. A kill may be required in a game for any time a specified event takes place. In high-low split games using a required kill, a player who scoops a pot bigger than a set size (5 times the upper limit of the game) must kill the next pot. In other games using a required kill, a player who wins two consecutive pots must kill the next pot. In this type of kill game, a button called a "kill button" indicates which player has won the previous pot, a 'leg up', and the winner keeps this button until the next hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot.

193. The kill button is neutral, belonging to no player, if:
    - It is the first hand of a new game.
    - The winner of the previous pot has quit the game.
    - The previous pot was split and neither player had the kill button.

194. In a kill pot, the killer acts last unless the pot has been raised before the killer's normal turn as action goes around the table. **In time-raked Limit games, the kill will act in turn.** Once the killer has acted, action then continues in sequence to the left of the killer. Some card rooms have the killer always act in turn, however it is more logical to always have the biggest 'blind' have last action, unless raised, as in all other blind and straddle games.

195. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure, unless otherwise agreed.

196. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

197. A person who leaves the table with a "leg up" toward a kill still has a "leg up" along with the current "leg up" upon returning to the game.

198. A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.

199. Kill blinds are considered part of the pot. If a player with a required kill wins again, then that player must kill it again for the same amount as the previous hand.

200. When a player "scoops" both the high and the low pot in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.

201. If you are unaware that the pot has been killed and put in a lesser amount, and it has been announced as a kill pot with the kill button face up, you must correct the amount or forfeit the chips already in the pot. If it has not been properly announced, you may withdraw the chips and reconsider your action.

202. Only one kill is allowed per deal.

203. A straddle will not be allowed in a kill pot.

204. A new player has the option of sitting down into a kill pot or waiting for the next appropriate opportunity to begin play.

205. A player who is posting or new player entering the game cannot buy the button to enter the game while the kill is on.

206. Broken game status is allowed only for players of the same limit and game type. For this purpose, a game with a required kill is considered a different type of game than an otherwise similar game without a required kill.

SECTION IX – 7 CARD STUD

In seven-card stud, each player first receives two down cards followed by one up card to start the hand. After each player receives their three cards, there is the first round of betting. There are then three more up cards and a final down card, with a betting round after each, for a total of five betting rounds on a deal played to the showdown. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered for the first two betting rounds, third and forth street, and the larger bet is wagered for the last three betting rounds, on the fifth, sixth, and seventh street. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet. Deliberately changing the order of your up cards in a stud game is improper because it unfairly misleads the other players.

SEVEN-CARD STUD

207. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If the first card of the dead hand dealt face up would have been the low card, action starts with the first hand to that player's left. That player may fold, open for the forced bet, or open for a full bet.

208. The first round of betting starts with a forced bet, the bring-in, by the lowest up card by suit. On subsequent betting rounds, the high hand on board initiates the action, a tie is broken by position, with the player who received cards first acting first.

209. The player with the forced bet has the option of opening for a full bet.

210. If the player with the low card is all-in for the ante, the person to that player's left acts first. If the player with the low card has only enough chips for a portion of the forced bet, the wager is made. All other players must enter for at least the normal amount in that structure.

211. When the wrong person is designated as low and bets, if the next player has not yet acted, the action will be corrected to the real low card, who now must bet. The incorrect low card takes back the wager. If the next hand has acted after the incorrect low card wager, the wager stands, action continues from there, and the real low card has no obligations.

212. Increasing the amount wagered by the opening forced bet up to a full bet does not count as a raise, but merely as a completion of the bet. For example: In $15-$30 stud, the low card opens for $5. If the next player increases the bet to $15, completes the bet, up to four raises are then allowed.

213. In all fixed-limit games, when an open pair is showing on fourth street, second up card, any player has the option of betting either the lower or the upper limit. For example: In a $5-$10 game, if you have a pair showing and are the high hand, you may bet either $5 or $10. If you bet $5, any player then has the option to call $5, raise $5, or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player high with the open pair on fourth street checks, then subsequent players have the same options that were given to the player who was high.

214. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act, the hand will be killed when the betting reaches your seat

215. If a hand is folded when there is no wager, that seat will continue to receive cards until the hand is killed as a result of a bet so the fold does not affect who gets the cards to come.

216. If you pick up your up cards without calling when facing a wager, this is a fold and your hand is dead. This act has no significance at the showdown because betting is over; the hand is live until discarded.

217. A card dealt off the table is treated as an exposed card.

218. The dealer announces the low card, the high hand, all raises, and all pairs. Dealers do not announce possible straights or flushes except for specified low-stakes games.

219. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card, and either a card intermingles with a player's other hole cards or a player looks at the card, the player must accept that card.

220. If the dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be segregated from play as well as an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer burns a card and play resumes. The removed cards are held off to the side in the event the dealer runs out of cards and will be shuffled in along with the remaining stub, no muck or burn cards should be reshuffled in this case. If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card, and on sixth street that player may not bet or raise but can only call during that betting round because the player now has all seven cards.

221. If there are not enough cards left in the deck for all players, all the cards are dealt except the last card, which is mixed with the burn cards and any cards removed from the deck. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card only if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there still will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table as a common card that plays in everyone's hand. The player who is now high using the common card initiates the action for the last round since there may be a complete hand on board.

222. An all-in player should receive hole cards dealt facedown, but if the final hole card to such a player is dealt face up, the card must be kept, and the other players receive their normal card.

223. If the dealer turns the last card face up to any player, the hand high on the board after the river will start the action. The following rules apply to the dealing of cards:
    - If there are more than two players, all remaining players receive their last card facedown. A player whose last card is face up has the option of declaring, in advance of any action, either all-in for the existing pot or in for all subsequent action at his or her discretion. If there are more than two players and the first player's card is exposed, all remaining players receive their cards up and the betting round proceeds as normal.
    - If there are only two players remaining and the first player's final down card is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the face up final card has the option of declaring, in advance of any action, either all-in for the existing pot or in for all subsequent action at his or her discretion.

224. A hand with more than seven cards is dead. A hand with less than seven cards at the showdown is dead, except any player missing a seventh card may have the hand ruled live.

225. A player who calls a bet even though beaten by an opponent's up cards is not entitled to a refund. The caller receives information not available for free.

SEVEN-CARD STUD LOW (RAZZ)

The lowest-ranking hand wins the pot. Aces are low only, and two aces are the lowest pair. The format is similar to seven-card stud high, except the high card, aces are low, is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A, known as a wheel. An open pair does not affect the betting limit.

226. All seven-card stud rules apply in Razz.

227. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A, except in Kansas City Razz where 7-5-4-3-2, no flush is the best hand.

228. The highest card by suit starts the action with a forced bet. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

229. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

SEVEN-CARD STUD/8

Seven-card stud/8 is a stud game which is played both high and low. A qualifier of 8-or-better for low applies, unless a specific posting to the contrary is displayed. This means to win the low half of the pot, a player's hand at the showdown must have five cards of different ranks that are an eight or lower in rank. An ace is the highest card and also the lowest card. If there is no qualifying hand for low, the best high hand wins the whole pot. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

230. All rules for seven-card stud apply to seven-card stud/8.

231. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

232. An ace is the highest card and also the lowest card.

233. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player in the tie clockwise from the dealer acts first. If the high hand is all-in, action proceeds clockwise as if that person had checked.

234. Straights and flushes do not affect the value of a low hand.

235. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on fifth, sixth and seventh streets. An open pair on fourth street does not affect the limit.

236. Splitting pots is determined only by the cards, and not by agreement among players.

237. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, and the player with the highest card by suit receives the odd chip. When making this determination, all cards are used, not just the five cards used for the final hand played.

238. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

SECTION X LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to open with a bet or fold. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. This is the draw. The game is normally played with one or more blinds, sometimes with an ante added. Some betting structures allow the big blind to be called; other structures require the minimum open to be double the big blind. In limit poker, the usual structure has the limit double after the draw. The most popular forms of lowball are ace-to-five lowball, also known as California lowball, and deuce-to-seven lowball, also known as Kansas City lowball. Ace-to-five lowball gets its name because the best hand at that form is 5-4-3-2-A. Deuce-to-seven lowball gets its name because the best hand is 7-5-4-3-2, not suited.

LOWBALL

239. The following circumstances cause a misdeal, provided attention is called to the error before two players have acted on their hands:
    - The first or second card of the hand has been dealt face up or exposed through dealer error.
    - Two or more cards have been exposed by the dealer.
    - Two or more extra cards have been dealt in the starting hands of a game.
    - An incorrect number of cards have been dealt to a player, except the button may receive one more card to complete a starting hand.
    - The button was out of position.
    - The first card was dealt to the wrong position.
    - Cards have been dealt out of the proper sequence.
    - Cards have been dealt to an empty seat or a player not entitled to a hand.
    - A player has been dealt out who is entitled to a hand. This player must be present at the table or have posted a blind or ante.

240. In limit play, a bet and four raises are allowed in multi-handed pots.

241. As a new player, you have three options:
    - Wait for the big blind.
    - Post the big blind, except in single blind game.
    - Kill the pot for double the amount of the big blind.

242. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. If the all-in player wins the pot or buys in again, that player will then be obligated to either take the blind on the next deal or sit out until due for the big blind.

243. In single-blind games, half a blind or more constitutes a full blind.

244. In single-blind games, if you fail to take the blind, you can only wait for blind or kill.

245. In multiple-blind games, if for any reason the big blind passes your seat; you may either wait for the big blind or kill the pot in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you may be dealt in as soon as your position relative to the blinds entitles you to a hand. The button may go by you once without penalty.

246. Before the draw, whether an exposed card must be taken depends on the form of lowball being played.

247. On the draw, an exposed card cannot be taken. The draw is completed to each player in order, and then the exposed card is replaced.

248. A player may draw up to five consecutive cards.

249. Five cards constitute a playing hand; more or fewer than five cards after the draw constitute a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. The dealer position may still receive a missing fifth card prior to the draw, even if action has taken place. If action has been taken, players are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

250. You may change the number of cards you wish to draw, provided:
    - No card has been dealt off the deck in response to your request, including the burn card.
    - No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.

251. If you are asked how many cards you drew by another active player, the player and dealer must respond until there has been action after the draw. Once there is any action, you are no longer obliged to respond and the dealer cannot respond.

252. Rapping the table in turn constitutes either a pass or the declaration of a pat hand that does not want to draw any cards, depending on the situation.

253. Cards speak; a tabled hand assigns itself a value. However, you are not allowed to claim a better hand than you hold. If a player calls an “8”, that player must produce at least an “8” low or better to win. But if a player erroneously calls the second card incorrectly, such as “8-6” when actually holding an 8-7, no penalty applies. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If

both hands remain intact, the best hand wins. If a miscalled hand occurs multi-handed causing a foul, the miscalled hand is dead, and the best remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.

254. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.

ACE-TO-FIVE LOWBALL

In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.

255. If a joker is used, it becomes the lowest card not present in your hand. The joker is assumed to be in use unless the contrary is posted.

256. Check-raise is permitted.

257. In limit ace-to-five lowball, before the draw, an exposed card of five or under must be taken, and an exposed card higher than a five must be replaced after the deal has been completed. This first exposed card is used as the burn card.

258. Ace to Five Lowball is played with as many as six players.

DEUCE-TO-SEVEN LOWBALL

In deuce-to-seven lowball, sometimes known as Kansas City lowball, in most respects, the worst conventional poker hand wins. Straights and flushes count against you. The ace is used only as a high card. Therefore, the best hand is 7-5-4-3-2, not all of the same suit. The hand 5-4-3-2-A is not considered to be a straight, but an ace-5 high, so it beats other ace-high hands and pairs, but loses to king-high. A pair of aces is the highest pair, so it loses to any other pair.

259. The rules for deuce-to-seven lowball are the same as those for ace-to-five lowball.

260. The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against you, and aces are considered high only.

261. On the deal only an exposed card of 7, 5, 4, 3, or, 2 must be taken. Any other exposed card must be replaced. Any exposed card will be replaced during any subsequent drawing round.

262. As opposed to A-5 lowball, check-raise is allowed on any hand after the draw, and a seven or better is not required to bet.

263. Deuce-to-Seven Lowball is played with as many as six players.

NO-LIMIT AND POT-LIMIT LOWBALL

264. All the rules for no-limit and pot-limit poker apply to no-limit and pot-limit lowball.

265. A player is not entitled to know that an opponent does not hold the best possible hand, so these rules for exposed cards before the draw apply:
    - In ace-to-five lowball, a player must take an exposed card of A, 2, 3, 4, or 5, and any other card must be replaced.
    - In deuce-to-seven lowball, the player must take an exposed card of 2, 3, 4, 5, or 7, and any other card including a 6 must be replaced.

266. After the draw, any exposed card must be replaced.

267. After the draw, a player may check any hand without penalty.

268. Check-raise is allowed.

SECTION XI - BADUGI

Badugi is a form of lowball draw. A button and blind structure will be used in this game. Each player is dealt four cards face down, then acting in turn clockwise of the blinds. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. When played limit stakes this game will usually be played with three draws. There will be a betting round after each draw. A player is entitled to as many, up to four, cards on each round as they need to make the best four card Badugi.

269. A Badugi consists of four cards of different suits and ranks, with the lowest four cards. A Badugi being the winner. For example, the best hand consists of A-2-3-4 club, diamond, heart, spade in any sequence.

270. A hand can still be a winner if at the show down none of the remaining players have a badugi, in this case the best three, two, or even one card badugi will be awarded the pot. Ad-2c-3h-6h vs. Ac-3d-4h-5h, the winning hand would be Ad-2c-3h-6h because that hand consists of the three lowest, unsuited cards, Ad-2c-3h.

271. The rules governing misdeals for lowball and other button games will be used for Badugi.

272. A player may receive four consecutive cards off the deck.

273. As a new player you must wait for the big blind or post a full big blind. If a player has missed a blind, they must wait for the big blind to come around before they can receive a hand.

274. An exposed card of A, 2, 3, or, 4 must be taken on the deal only. Any other card will be replaced.

275. Check raise is allowed, on any round after any draw.

276. If you are asked how many cards you drew by another active player, the player and dealer must respond until there has been action after the draw. Once there is any action, you are no longer obligated to respond and the dealer cannot respond.

277. You may change the number of cards you wish to draw, provided:
- No card has been dealt off the deck in response to your request, including the burn card.
- No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.

278. In the event of a re-shuffle, the dealer has gotten down to the last card of the deck while players still need cards, the discards from the previous rounds and any mucked cards will be shuffled together to complete the remaining draws.

279. Badugi can be played with as many as eight players.

BADUCI

Baduci is a form of Badugi and Deuce-to-Seven lowball draw. Baduci is a split pot game where half of the pot will be awarded to the best Deuce to Seven hand and the other half will be awarded to the best Badugi hand excluding the Ace since the Ace is considered as a high card in Baduci. A button and blind structure will be used in this game. Each player is dealt five cards face down, then acting in turn clockwise of the blinds. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. When played limit stakes this game will usually be played with three draws. There will be a betting round after each draw. A player is entitled to as many, up to five, cards on each round as they need to make the best five card Baduci.

280. The best hand would be 2, 3, 4, and 5 of different suits with a 7 of any suit. Aces are considered high in this game.

281. The rules governing misdeals for lowball and other button games will be used for Badugi.

282. A player may receive five consecutive cards off the deck.

283. As a new player you must wait for the big blind or post a full big blind. If a player has missed a blind, they must wait for the big blind to come around before they can receive a hand.

284. An exposed card of 2, 3, 4, 5 or 7 must be taken on the deal only. Any other card will be replaced.

285. Check raise is allowed.

286. If you are asked how many cards you drew by another active player, the player and dealer must respond until there has been action after the draw. Once there is any action, you are no longer obligated to respond and the dealer cannot respond.

287. You may change the number of cards you wish to draw, provided:
- No card has been dealt off the deck in response to your request, including the burn card.
- No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.

288. In the event of a re-shuffle, the dealer has gotten down to the last card of the deck while players still need cards, the discards from the previous rounds and any mucked cards will be shuffled together to complete the remaining draws.

289. Baduci can be played with as many as six players.

ADUCI

Aduci is a form of Badugi and Ace-to-Five lowball draw. Aduci is a split pot game where half of the pot will be awarded to the best Ace-to-Five hand and the other half will be awarded to the best Badugi hand. A button and blind structure will be used in this game. Each player is dealt five cards face down, then acting in turn clockwise of the blinds. The players who remain in the pot after the first betting round now have an option to improve their hand by replacing cards in their hands with new ones. When played limit stakes this game will usually be played with three draws. There will be a betting round after each draw. A player is entitled to as many, up to five, cards on each round as they need to make the best five card Aduci.

290. The best hand would be A, 2, 3, 4 of different suits with a 5 of any suit.

291. Most commonly the pot will be split between the best Badugi hand and the best Ace to Five hand.

292. The rules governing misdeals for lowball and other button games will be used for Aduci.

293. A player may receive five consecutive cards off the deck.

294. As a new player you must wait for the big blind or post a full big blind. If a player has missed a blind, they must wait for the big blind to come around before they can receive a hand.

295. An exposed card of A, 2, 3, 4, or 5 must be taken on the deal only. Any other card will be replaced.

296. Check raise is allowed.

297. If you are asked how many cards you drew by another active player, the player and dealer must respond until there has been action after the draw. Once there is any action, you are no longer obligated to respond and the dealer cannot respond.

298. You may change the number of cards you wish to draw, provided:
    - No card has been dealt off the deck in response to your request, including the burn card.
    - No player has acted, in either the betting or indicating the number of cards to be drawn, based on the number of cards you have requested.

299. In the event of a re-shuffle, the dealer has gotten down to the last card of the deck while players still need cards, the discards from the previous rounds and any mucked cards will be shuffled together to complete the remaining draws.

300. Aduci can be played with as many as six players.

SECTION XII – CHINESE POKER

301. Chinese Poker is usually played with 4 players.

302. The Dealer deals 52 cards into four stacks of 13 cards each.

303. When the players have completed the hand they are playing, they will toss all cards to the center of the table.

304. The Dealer will muck those cards, move the button and distribute the next hand of cards accordingly:

    - The first stack is pushed to the player directly following the Dealer button, clockwise.
    - The next player receives the second stack,
    - The player following him gets the third stack,
    - The player with the Dealer button gets the fourth stack.

305. Chinese Poker can be played with:

    - **2 players**:
      Two hands each: The first player receives the first and third stack. The other player receives the second and fourth stack.
    - **3 players**:
      Fourth stack is mucked.
    - **5 players:**
      Player in the Dealer Button position does not receive a hand.

306. While the players are playing the hand, the Dealer washes, shuffles, cuts and deals the cards for the next hand. Players will table their hands and pay each other accordingly.

307. The Dealer should not get involved in the play or paying out of this game.

308. In the event that a player receives 14 cards and another only receives 12, the player with 14 cards will spread his hand face down on the table and the player with 12 will select one randomly and play will continue. There is no misdeal.

CHINESE POKER VARIATION: CHINESE DRAW POKER

All the rules of Chinese Poker apply to Chinese Draw Poker except that the players' cards are distributed in increments and each player must ante and or post blinds to receive a hand. After each incremental distribution of cards, the players engage in a betting round. The final betting round occurs after the remaining players have received all thirteen of their cards and each hand is set. If a showdown occurs the pot is distributed to the remaining players according to the typical scoring system of Chinese poker. Typical distribution increments are 5 cards, 3 cards, and 5 cards and using this format players would engage in three betting rounds.