

# HOUSE RULES



SKYCITY Poker games shall at all times be conducted in accordance with the New Zealand Gazetted Poker Rules. A copy of those rules is available on request.

## GENERAL

### Room Rules

#### 1 Poker Supervisor / Tournament Director Decisions

The best interest of the game and fairness are top priorities in Poker Supervisor / Tournament Director decision-making. Unusual circumstances occasionally dictate that common-sense decisions in the interest of fairness take priority over technical rules. SKYCITY's decisions are final.

#### 2 Player Responsibilities

Players should at all times verify registration data and seat assignments, protect their hands, make their intentions clear, follow the action, act in turn with proper terminology and gestures, defend their right to act, keep cards visible and chips correctly stacked, remain at the table with a live hand, table all cards properly when competing at showdown, speak up if they see a mistake, call for a clock when warranted, transfer tables promptly follow one player to a hand, know and comply with the rules, practice proper etiquette and generally contribute to an orderly game.

#### 3 Official Terminology and Gestures

Official betting terms are simple, unmistakable, time-honored declarations like: bet, raise, call, fold, check, all-in, complete, and pot (pot-limit only). Regional terms may also be permitted (as determined by SKYCITY). Players must use gestures with caution when facing action- for example tapping the table is a check. It is the responsibility of players to make their intentions clear-using non-standard terms or gestures is at a player's risk and may result in a ruling other than what the player intended. See also Rules 2 & 32.

#### 4 Electronic Devices and Communication

Players may not talk on an electronic device at the table. Ringtones, music, etc. should be inaudible to others. Electronic devices must not be used by players with live hands and no devices may be placed on the table. No photography or videography devices are permitted in the Poker Room without prior permission.

#### 5 Official Language

Only English may be spoken at a table at all times.

#### 6 Special Needs

Accommodations for players with special needs will be made when possible.

## POTS & SHOWDOWN

#### 7 Declarations

Cards speak at showdown to determine the winner. Verbal declarations of hand value are not binding at showdown and deliberately miscalling a hand may be penalized. Dealers should read and announce hand values at showdown. Any player, in the hand or not, should speak up if he or she thinks the dealer has made a mistake in reading hands or calculating and awarding the pot.

#### 8 Tabling Cards & Killing Winning Hand

Proper tabling is both 1) turning all cards face up on the table and 2) allowing the dealer and players to read the hand clearly. "All cards" includes both hole cards in hold'em and all 4 hole cards in Omaha. At showdown players must protect their hands while waiting for cards to be read (See also Rule 48). Players who don't fully table all cards, then muck thinking they've won, do so at their own risk. If a hand is not 100% retrievable and identifiable and SKYCITY rules it was not clearly read, the player has no claim to the pot. SKYCITY's decision on whether a hand was sufficiently tabled is final. Dealers cannot kill a properly tabled hand that was obviously the winner.

#### 9 Live Cards at Showdown

Discarding non-tabled cards face down does not automatically kill them; players may change their minds and table cards that remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck or otherwise rendered irretrievable and unidentifiable. If a player tables one card that would make a winning hand, the dealer should advise the player to table all of their cards. If the player refuses, the supervisor will be called. If a player bets then discards thinking he or she has won (forgetting another player is still in the hand), the dealer should hold the cards and call the floor (a Rule 43 exception). If cards are mucked and not retrievable and identifiable to 100% certainty, the player is out and not entitled to a refund of called bets. If cards are mucked and the player initiated a bet or raise not yet called, the uncalled amount will be returned.

#### 10 Showdown Order

The player who made the last aggressive action (on any betting round) must table first. A showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and is not required to table the cards.

#### 11 Asking to See a Hand

Any player at the table may request to see any or all hands involved in the showdown.

#### 12 Playing the Board at Showdown

To play the board, a player must table all hole cards to get part of the pot.

#### 13 Awarding Odd Chips

The odd chip will be awarded to the player with the highest hole card. If the highest hole card for each player is the same rank, suit will determine the winner. The order of suits from highest to lowest is Spades, Hearts, Diamonds, Clubs.

#### 14 Side Pots

Each side pot will be split separately. Pots will be settled in descending order with the main pot last.

#### 15 Disputed Hands and Pots

The reading of a tabled hand may be disputed until the next hand begins (see Rule 60). Accounting errors in calculating and awarding the pot may be disputed until substantial action occurs on the next hand. If a hand finishes during a tournament break, the right to any dispute ends 1 minute after the pot is awarded.

#### 16 New Hand

The new level applies to the next hand. A new hand begins on the first riffle, push of the shuffler button, or on the dealer change.

#### 17 Cards & Chips Kept Visible, Countable, & Manageable

Players are entitled to a reasonable estimation of their opponents' chip counts; thus, chips should be kept in countable stacks. SKYCITY prefers clean stacks of 20 chips each. Higher denomination chips must be visible and identifiable at all times. Players must keep live hands in plain view at all times.

## 18 Deck Changes

Deck changes will be as prescribed by SKYCITY. Players may not ask for deck changes but should bring damaged cards to the attention of SKYCITY.

## 19 Rabbit Hunting

Rabbit hunting (revealing cards that would have come if the hand had not ended) is not allowed.

## 20 Calling for a Clock

If in SKYCITY's judgement a reasonable time has passed, SKYCITY may call the clock or approve a clock request by any player at the table. A player on the clock has up to 25 seconds plus a 5 second countdown to act. If the player faces a bet and time expires, the hand is dead; if the player is not facing a bet, the hand is checked. A tie goes to the player. SKYCITY may adjust the time allowed and take other steps to fit the game and stop persistent delays. See also Rules 2 and 76 Dealing Rules.

## 21 Misdeals

Misdeals include but are not necessarily limited to: 1) two or more boxed cards on the initial deal; 2) first card dealt to the wrong seat; 3) cards dealt to a seat not entitled to a hand; 4) a seat entitled to a hand is dealt out; 5) In flop games, if the first card dealt off the deck or any other 2 downcards are exposed by dealer error.

Players may be dealt 2 consecutive cards on the button (see also Rule 23)

In a misdeal, the re-deal is an exact re-play: the button does not move, no new players are seated, and limits stay the same. Cards are dealt to players on penalty or not at their seats for the original deal (Rule 66), then their hands are killed. The original deal and re-deal count as one hand for a player on penalty, not two.

Once substantial action occurs a misdeal cannot be declared; the hand must proceed (See Rule 22).

## 22 Substantial Action (SA)

Substantial Action is 2 players acting upon their hands.

## 23 Button with Too Few Cards

A player on the button who is dealt too few cards should announce it immediately. Missing button cards may be replaced even after SA if permitted for the game type. However, if the button acts on a hand with too few cards (by check or bet), the hand is dead.

## 24 Burns After Substantial Action

The burn card is to protect the stub, not to preserve card order. If SA occurs and a hand is killed due to the wrong number of cards, all cards of the killed hand are mucked and randomness applies to further dealing. The stub is treated as a normal stub and one and only one card is burned off the stub for each subsequent street.

## 25 Premature Board Cards

If the flop is exposed before betting is completed, or if the flop has too many cards dealt and is turned face up (and can not be reconstructed), it shall be taken back by the dealer, together with the burn card and shuffled with the stub. The dealer shall cut, burn a card, then re-deal the flop. If the dealer neglects to burn a card before dealing the flop, provided no substantial action has taken place, it shall be reconstructed if possible. If reconstruction is not possible then the dealer will reshuffle the flop with the stub, cut the deck, burn a card and re-deal a correct flop.

In all flop games, if the turn is exposed by the dealer prior to the completion of the betting round, the dealer shall place the incorrect turn card aside and finish the betting round. After the round, the dealer will burn a card and deal the original river card as the new turn card. Once the 3rd betting round is complete, the incorrect turn card will be combined with the stub and shuffled. A new river card will then be dealt without burning a card.

In all flop games, if the river is exposed by the dealer prior to the completion of the betting round, it shall be taken back and shuffled with the stub (the burn card will remain). After the completion of the betting round, a new river will be dealt without burning a card.

## Play: Bets & Raises

### 26 Methods of Betting: Verbal and Chips

Bets are by verbal declaration and/or pushing out chips. If a player does both, whichever is first defines the bet. If simultaneous, a clear and reasonable verbal declaration takes precedence, otherwise the chips play. In unclear situations or where verbal and chips are contradictory, SKYCITY will determine the bet based on the circumstances and Rule 1.

Verbal declarations may be general ("call", "raise"), a specific amount only ("one thousand") or both ("raise, one thousand").

For all betting rules, declaring a specific amount only is the same as silently pushing out an equal amount. Ex: Declaring "two hundred" is the same as silently pushing out 200 in chips.

### 27 Acting in Turn

Players must act in turn verbally and/or by pushing out chips. Action in turn is binding and commits chips to the pot that stay in the pot.

Players must wait for clear bet amounts before acting. Ex: NLHE, A says "raise" (but no amount), and B quickly folds. B should wait to act until A's raise amount is clear.

### 28 Binding Declarations / Undercalls in Turn

General verbal declarations in turn (such as "call" or "raise") commit a player to the full current action. A player undercalls by declaring or pushing out less than the call amount without first declaring "call". An undercall is a mandatory full call if made in turn facing 1) any bet heads-up or 2) the opening bet on any round multi-way. In other situations, SKYCITY's discretion applies. The opening bet is the first chip bet of each betting round (not a check). In blind games the posted BB is the pre-flop opener. This rule governs when players must make a full call and when, at SKYCITY's discretion they may forfeit an undercall and fold. For underbets and underraises, see Rule 29.

If two or more undercalls occur in sequence, play backs up to the first undercaller who must correct his or her bet per Rule 28. SKYCITY will determine how to treat hands of the remaining bettors based on the circumstances.

### 29 Incorrect Bets, Underbets & Underraises

In limit and no-limit, opening or raising less than the minimum legal amount is corrected anywhere on the current street (if on the river any time before showdown starts). Ex: NLHE 100-200, post-flop A opens for 600 and B raises to 1,000 (a 200 underraise). C and D call, E folds then the error is noticed. Increase the bet to 1,200 total for all bettors any time before the turn is dealt. After the turn the error stands. For undercalls, see Rule 28.

In pot limit, if a player underbets the pot based on an inaccurate count, if the pot count is too high (an illegal bet), it will be corrected for all players anywhere on the current street; if too low, corrected until substantial action occurs after the bet.

### 30 Action Out of Turn (OOT)

Any action out of turn (check, call, or raise) will be backed up to the correct player in order. The OOT action is subject to penalty and is binding if action to the OOT player does not change. A check, call or fold by the correct player does not change action. If action changes, the OOT action is not binding; any bet or raise is returned to the OOT player who has all options: call, raise, or fold. An OOT fold is binding.

Players skipped by OOT action must defend their right to act. If a skipped player had reasonable time and does not speak up before substantial action (Rule 22) OOT occurs after the player, the OOT action is binding. Action backs up and the floor will rule on how to treat the skipped hand given the circumstances, including ruling the hand dead or limiting the player to non-aggressive action.

### 31 Methods of Calling

Standard and acceptable forms of calling include: A) saying "call"; B) pushing out chips equal to a call; C) silently pushing out an overchip; or D) silently pushing out multiple chips equal to a call under the multi-chip rule (Rule 36). Silently betting chip(s) relatively tiny to the bet (ex: blinds 2k-4k. A bets 50k, B then silently puts out one 1k chip) is non-standard, strongly discouraged, subject to penalty, and will be interpreted at SKYCITY's discretion, including being ruled a full call.

### 32 Methods of Raising

In no-limit or pot-limit, a raise must be made by A) pushing out the full amount in one motion; B) verbally declaring the full amount prior to pushing out chips; or C) verbally declaring "raise" prior to pushing out the exact call amount then completing the raise in one additional motion. In option C, if other than the exact call amount but less than a minimum raise is first put out, it will be ruled a minimum raise. It is the responsibility of players to make their intentions clear.

### 33 Raise Amounts

A raise must be at least equal to the largest prior bet or raise of the current betting round. If a player raises 50% or more of the largest prior bet but less than a minimum raise, he or she must make a full minimum raise. If less than 50% it is a call unless "raise" is first declared or the player is all-in (Rule 50). Declaring an amount or pushing out the same amount of chips is treated the same (Rule 26).

Ex: NLHE, opening bet is 1,000, verbally declaring "Fourteen hundred" or silently pushing out 1,400 in chips are both calls unless raise is first declared.

Without other clarifying information, declaring raise and an amount is the total bet. Ex: A opens for 2,000, B declares "Raise, eight thousand." The total bet is 8,000.

### 34 Re-Opening the Bet.

In no-limit and pot limit, an all-in wager (or multiple short all-ins) totaling less than a full bet or raise does not reopen betting for players who have already acted and are not facing at least a full bet or raise when the action returns to them. In limit, at least 50% of a full bet or raise is required to re-open betting for players who have already acted.

### 35 Oversized Chip Betting

If facing a bet or blind, pushing out a single oversized chip (including your last remaining chip) is a call if raise isn't first declared.

To raise with an overchip you must declare raise before the chip hits the table surface. If raise is declared but no amount is stated, the raise is the maximum allowable for the chip. If not facing a bet, pushing out an overchip silently (no declaration) is a bet of the maximum for the chip.

### 36 Multiple Chip Betting

If facing a bet, unless raise or all-in is declared first, a multiple-chip bet (including a bet of your last remaining chips) is a call if every chip is needed to make the call; i.e. removal of just one of the smallest chips leaves less than the call amount. Ex-1: Player A opens for 400; B raises to 1,100 total (a 700 raise). C puts out one 500 and one 1,000 chip silently. This is a call because removing the 500 chip leaves less than the 1,100 call amount. Ex-2: NLHE 25-50. Post-flop A opens for 1,050 and B puts out his last chips (two 1,000's). B calls unless raise or all-in was first declared.

If every chip is not needed to make the call; i.e. removal of just one of the smallest chips leaves the call amount or more: 1) if the player has chips remaining, the bet is governed by the 50% standard in Rule 33) if the player's last chips are bet he or she is all-in whether reaching the 50% threshold or not.

### 37 Prior Bet Chips Not Pulled In

If a player bets silently when facing a raise and has chips in front not yet pulled in from a prior bet, several factors affect whether this bet is a call or re-raise including: whether the prior chips cover the bet, whether any prior chips are pulled back, whether all new chips are needed to call, and any gestures the player makes. Because several possibilities exist, players should verbally declare their bets before putting out new chips on top of prior-bet chips not yet pulled in. If facing action, clearly pulling back a prior bet chip binds a player to call or raise; he or she may not put the chip(s) back out and fold.

### 38 Accepted Action

Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by others. If a caller requests a count but receives incorrect information from a dealer or player, then pushes out that amount, the caller has accepted the full correct action & is subject to the correct wager or all-in amount. As with all situations, Rule 1 may apply at SKYCITY's discretion.

### 39 Pot Size & Pot-Limit Bets

Players are entitled to a pot count in pot-limit only. Dealers will not count the pot in limit and no-limit. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind the player to making a valid bet (at least a minimum bet), and may be subject to penalty. If the player faces a bet he or she must make a valid raise.

### 40 Invalid Bet Declarations

If a player faces no bet and: A) declares "call", it is a check; B) declares "raise", the player must make at least a minimum bet. A player declaring "check" when facing a bet may call or fold, but cannot raise.

### 41 String Bets and Raises

Dealers will call string bets and raises.

### 42 Non-Standard & Unclear Betting

Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, if a declared bet can legally have multiple meanings, it will be ruled the highest reasonable amount that is less than or equal to the pot size\* before the bet. Ex: NLHE 200-400, the pot totals less than 5,000, player declares "I bet five." With no other clarifying information, the bet is 500; if the pot totals 5,000 or more, the bet is 5000. \*The pot is the total of all prior bets including any bets in front of a player not yet pulled in. See Rules 2, 3, 26 & 32.

### 43 Non-Standard Folds

Any time before the end of the final betting round, folding in turn if there's no bet to you (ex: facing a check or first to act post-flop) or folding out of turn are binding folds subject to penalty.

#### 44 Conditional & Premature Declarations

Conditional statements of future action are non-standard and strongly discouraged. At SKYCITY's discretion they may be binding and/or penalized. Example: "if - then" statements such as "If you bet, I will raise."

If Player A declares "bet" or "raise" and B calls before A's exact bet amount is known, SKYCITY will rule the bet as best fits the situation including possibly obliging B to call any amount.

#### 45 Count of Opponent's Chip Stack

Players are entitled to a reasonable estimation of opponents' chip stacks (Rule 17). A player may request a more precise count only if facing an all-in bet and it is his or her turn to act. The all-in player is not required to count; on request the dealer or floor will count it. Accepted action applies (Rule 38). Visible and countable chip stacks (Rule 17) greatly help counting accuracy.

#### 46 Over-Betting Expecting Change

Betting should not be used to obtain change. Pushing out more than the intended bet can confuse everyone at the table. All chips pushed out silently are at risk of being counted in the bet. Ex: the opening bet is 325 to player A who silently puts out 525 (one 500 and one 25), expecting 200 change. This is a raise to 650 under the multiple chip rule (Rule 36).

#### 47 All-In with Chips Found Behind Later

If A bets all-in and a hidden chip is found behind after a player calls, SKYCITY will determine if the chip behind is part of accepted action (Rule 38). If not part of the action, A is not paid off for the chip(s) if he or she wins. If A loses, he or she is not saved by the chip(s) (tournament) and SKYCITY may award the chip(s) to the winning caller.

### Play: Other

#### 48 Accidentally Killed / Fouled / Exposed Hands / Illegal hand

Players must protect their hands at all times, including at showdown while waiting for hands to be read. If the dealer kills a hand by mistake or if in SKYCITY's judgement a hand is fouled and cannot be identified to 100% certainty, the player has no redress and is not entitled to a refund of called bets. If the player initiated a bet or raise and hasn't been called, the uncalled amount will be returned. If a hand is fouled but can be identified, it remains in play despite any cards exposed. If one only player remains at the completion of the showdown and that player has an incorrect number of cards (or otherwise illegal hand) that player's hand shall be declared dead and (if it is determined that collusion has not taken place) all wagers shall be returned.

## CASH GAMES

#### 49 Seating Requests Policy

Any player requesting to sit with a friend/family member/acquaintance will have their request denied to maintain the fairness of the game. If the only seats available are on the same table, at the discretion of SKYCITY, the players may be permitted to sit on the same table until a seat becomes vacant on another table. Players may have the option of seat choice where possible, but SKYCITY has the final say on all allocations of seats.

#### 50 Number of players

Cash game tables will be 9 handed.

#### 51 At your seat

Please remain seated to receive cards. Players not seated but present at the table must ask the dealer to be dealt in and promptly take a seat.

#### 52 New Players / Returning Players

New players can receive cards in any position except the small blind or between the button and small blind. New players must either post the amount of a big blind, or wait for the big blind in order to enter the game and receive cards. If a Player returns to the same game within 2 hours of leaving that table then their buy-in must be equal to the amount that they removed from that game.

#### 53 Missing blinds

Players who have missed the small blind must place that amount into the next pot upon resuming play. Players who have missed both blinds are required to post a live big blind and a dead small blind. If the player returns to the game in the Big Blind position, they resume play as normal with no dead small blind required to be posted.

#### 54 Straddle

A Straddle is an optional bet of exactly double the big blind, placed by the player to the left of the big blind. This player is entitled to act last if action returns to them without a raise. They have full options available: check or raise. Straddles must be placed by the player and announced by the dealer prior to the player receiving cards. Straddles have no effect on the structure of the game and are treated as a normal raise. In the event of uncertainty, SKYCITY has the final say on if a straddle is live.

## TOURNAMENT

#### 55 Random Correct Seating

Tournament and satellite seats will be randomly assigned. A player starting in a wrong seat with a correct chip stack will move to the correct seat with his or her current total chip stack.

#### 56 Alternates, Late Registration, & Re-Entries

A: Alternates, players registering late, and re-entries will be sold full stacks. They will randomly draw a seat and table by the same process and from the same seat pool then in place for new players and are dealt in except between the small blind and button.  
B: In re-entry events, if a player is permitted to forfeit chips and buy a new stack, the forfeited chips will be removed from play.

#### 57 Breaking Tables

Players from a broken table will be assigned new tables and seats by a 2-step random process. They can get any seat including small or big blind or the button and be dealt in except between the SB and button.

#### 58 Balancing Tables and Halting Play

To balance in flop & mixed-games, the player to be big blind next moves to the worst position, including single big blind if available, even if that means the seat is the big blind twice. Worst position is never the small blind.

The table from which a player is moved will be specified by a predetermined procedure.

Full-table play will halt on tables 3 or more players short of the table with the most players. Play halts on other formats (ex: 6-hand and turbos) at SKYCITY's discretion. SKYCITY may waive halting play and waiver is not a misdeal. As the event progresses, at SKYCITY's discretion tables may be more tightly balanced.

#### 59 Number of Players at Final Table

At the discretion of SKYCITY, final tables can have a full table for the event, plus one. (9-handed events seat 10 at the final table, 8-handed stud seats 9, 6-handed seats 7, etc.). No final table should seat more than 10. This rule does not apply to heads-up events.

#### 60 Face Up for All-Ins

All hands will be tabled without delay once a player is all-in and all betting action by all other players in the hand is complete. No player who is either all-in or has called all betting action may muck his or her hand without tabling. All hands in both the main and side pot(s) must be tabled and are live.

#### 61 Non All-In Showdowns & Showdown Order

A: In a non all-in showdown, if cards are not spontaneously tabled or discarded, SKYCITY may enforce an order of show. The player who made the last aggressive action (on any betting round) must table first.

A non all-in showdown is uncontested if all but one player mucks face down without tabling. The last player with live cards wins and is not required to table the cards.

#### 62 New Limits

A new level will not be announced until the clock reaches zero.

#### 63 Chip Race, Scheduled Color Ups

At scheduled color-ups, chips will be raced off starting in seat 1, with a maximum of one chip awarded to a player. Players can't be raced out of play: a player losing his or her last chip(s) in a race will get 1 chip of the lowest denomination still in play.

Players must have their chips fully visible and are encouraged to witness the chip race.

If after the race, a player still has chips of a removed denomination, they will be exchanged for current denominations only at equal value. Chips of removed denominations that do not fully total at least the smallest denomination still in play will be removed without compensation.

#### 64 Discretionary Color-Ups

SKYCITY controls the number and denominations of chips in play and may color up at their discretion. Discretionary color ups are to be announced.

#### 65 Re-buys

Players may not miss a hand. Players declaring intent to re-buy before a hand are playing chips behind and must make the re-buy.

### Player Present / Eligible for Hand

#### 66 At Your Seat and Live Hands

To have a live hand, players must be at their seats when the last card is dealt to all players on the initial deal. Players not then at their seats may not look at their cards which are killed immediately. Their posted blinds and antes forfeit to the pot and an absent player dealt the stud bring-in card posts the bring-in. Players must be at their seats to call for a clock (Rule 20). "At your seat" means in reach of your chair. This rule is not intended to encourage players to be out of their seats while in a hand.

#### 67 At the Table with Action Pending

Players with live hands (including players all-in or otherwise finished betting) must remain at the table for all betting rounds and showdown. Leaving the table is incompatible with protecting your hand and following the action, and is subject to penalty.

### Button / Blinds

#### 68 Dead Button

Tournament play will use a dead button.

#### 69 Dodging Blinds

Players who intentionally dodge any blind when moving from a broken table will incur a penalty.

#### 70 Button in Heads-up

Heads-up, the small blind is the button, is dealt the last card, and acts first pre-flop and last on all other betting rounds. Starting heads-up play, the button may need to be adjusted to ensure no player has the big blind twice in a row.

### Play: Other

#### 71 Chips Out of View and in Transit

Players may not hold or transport chips in a way that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play. SKYCITY will provide racks or bags to transport chips when needed.

#### 72 Lost and Found Chips

Lost and found chips will be taken out of play and returned to tournament inventory. Etiquette & Penalties

#### 73 No Disclosure

Players must protect other players in the tournament at all times. Therefore players, whether in the hand or not, must not:

- 1 Discuss contents of live or mucked hands,
- 2 Advise or criticize play at any time,
- 3 Read a hand that hasn't been tabled.

One-player-to-a-hand is in effect. Among other things, this rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.

#### 74 Exposing Cards and Proper Folding

Exposing cards with action pending may result in a penalty but not a dead hand. Any penalty begins at the end of the hand. When folding, cards should be pushed forward low to the table, not deliberately exposed or tossed high ("helicoptered").

#### 75 Ethical Play

Poker is an individual game. Soft play will result in penalties, which may include chip forfeiture and/or disqualification. Chip dumping and other forms of collusion will result in disqualification.

#### 76 Etiquette Violations

Etiquette violations are subject to enforcement actions in Rule 77. Examples include but are not limited to: persistent delay of the game, unnecessarily touching another player's person, cards or chips, repeatedly acting out of turn, betting out of reach of the dealer, abusive conduct, and excessive chatter.

#### 77 Warnings, Penalties, & Disqualification

Enforcement options are at SKYCITY's sole discretion and include verbal warnings, one or more "missed hand" or "missed round" penalties, and disqualification. For missed rounds, the offender will miss one hand for every player (including him or her) at the table when the penalty is given multiplied by the number of penalty rounds. Repeat infractions are subject to escalating penalties. Players away from the table or on penalty may be ante'd or blinded out of a tournament.

A penalty may be invoked for etiquette violations (Rule 76), card exposure with action pending, throwing cards, violating one-player-to-a-hand, or similar incidents. Penalties will be given for soft play, abuse, disruptive behavior, or cheating. Checking the exclusive nuts when last to act on the river is not an automatic soft play violation; SKYCITY's discretion applies based on the situation. Players on penalty must be away from the table. Cards are dealt to their seats, their blinds and antes are posted, their hands are killed after the initial deal, and if dealt the stud bring-in card they must post the bring-in. Chips of a disqualified player shall be removed from play.