

TEXAS HOLD'EM POKER

Rules and Regulations

The following rules are applicable in the casino in addition to those in articles 57 to 57-13 of 14 May 2007.

General points:

- The Texas Hold'em room or area is exclusively reserved for players sitting at one of the tables in use.
- During registration, to check entry to the Poker Room, players can present a valid Players Plus card, so as to simplify the entry formalities. These are always available with no casino fees for people who can legally gamble.
- All relationships between players are forbidden, no matter how they begin or develop.
The Management reserves the right to forbid players sitting at the same table.
- All decisions made by the Management are final with no negotiation possible.
- Punishments given by the Management go from a caution, to a hand declared dead, to momentary suspension from the game, or to immediate and final disqualification.
- Disqualified players are required to immediately leave the tournament space or the poker room.
- It is strictly forbidden to announce and to show the contents of one's hand to another participant or a spectator. The penalty is having one's hand declared dead.
- It is strictly forbidden to play with open cards.
- Players can only call, raise or express any other intention when it is their turn to speak.
- As poker is a verbal game, when it is a player's turn to speak they will use common phrases, such as "all in", "seat", "pot", "paid", "call"...
- A player who says "pass", gives up his hand for good, even if he has gone all in. In this case the player throws his cards face down across the line, and is considered to have abandoned the game, even if he has gone all in.

- All bets must be carefully placed across the line before each player in their respective place, for them to be valid.
- A player who has not spoken is considered to be playing because their chips are placed across the line in the stack in front of them.
- Cards are changed at the discretion of the management. Each player can only ask for one change of deck.
- Nothing must be placed on the table except players' mascots and card holders that have been approved by the Management.
- Communication devices are not allowed at the table.
- If a player announces an incorrect raise, that is to say a raise that is not double the bet before it, the following applies: If the difference is more than 50% the required bet, the player must withdraw the excess to align their bet; if the difference is less or equal to 50% of the required bet, the player must add the missing amount or go all in if he does not have the said missing amount.
- The time a player has to think must not disturb the smooth running of the game.
- In the case of a perfect draw, the pot is split between the winners. If there are any chips left after the pot has been split, they will be given to the player still in play sitting to the left of the button.
- Once the pot has been given to a winner by the dealer, no complaints will be accepted.
- The showdown follows the following rules:
 - A hand is declared to have been won only after the player's two cards have been seen (except when all the other players have already quit the hand, where he will only show one single card).
 - The first player to bet must show his cards first except if he was raised in which case the player who raised shows his cards first. If no one bet, the first person to speak must show his cards first.
 - A hand shown to another player at the end of the round must be shown to all the players present at the table.
 - A player can throw away his hand without showing it.
 - The strength of a hand depends exclusively on the cards it contains, not the assertions of its owner or other players.
 - No verbal announcement can replace the showdown.

Cash Game Rules:

- Once all the places around a table have been allocated, a waiting list of returning players will be created per table and the free places will be allocated in the order the players registered. If a player refuses a seat, their name will be placed at the end of the waiting list.
- Changes are only made at the cashier.
- The dead button rule does not apply in Cash Games.
- Players must bet at least the minimum of the table (big blind)
- Players must bet in multiples of the small blind.
- If a player makes a bet that is too low, they must make it the same as the minimum of the table.
- Each player entering during a game will be required to bet the minimum to have the right to sit there, except if the button has not finished its first turn. The minimum is the equivalent of the big blind
- A player can decide to wait for the big blind. He will however be able to return to the hand before if he changes his mind.
- Options are authorised in Cash Games. It is possible to return to the table directly by an option.
- The rake will be set by the amount in the “main pot” and that of the “side pots” of each deal. This also applies in a perfect draw and when the pot only contains the blinds.
- Players must bet once, otherwise their raise will be seen as a double bet and their second action will be cancelled, unless they have announced the amount bet beforehand.
The same applies for “gradual bets” which are not tolerated: only the 1st chip is accepted.
- Bets are only made up of American style chips
- No chips from outside the initial buy-in are allowed unless it they are declared beforehand and do not go over the table’s maximum.
- Bets must be counted and controlled by the croupier when a player joins a table.
- It is strictly forbidden to reduce one’s buy-in.

- The player who has not bought in must “buy-in again” or quit the table and the Texas Hold’em Poker area.
 - If the player who has not bought in leaves to buy-in again, the dealer will wait a few moments before continuing the game.
 - If his absence is too long, he will be considered to have left by the head of the game and he won’t be given any cards.
 - When he returns, he is not asked to pay for his seat again.
- Players can buy-in again at multiples of the small blind while respecting the minimum and maximum limits of the table.
- One cannot receive cards with a buy-in that is less than the big blind.
- Cards of an absent player are discarded when it is their turn to speak and this also applies if the player is the small or big blind.
- In terms of the waiting list, the length of absence cannot be more than one full turn around the table. The croupier takes the blinds of the absent player when it is their turn to speak and their place becomes free after a full turn around the table. However, if there is no waiting list:
 - In the first turn of the blinds, the dealer deals the absent player’s cards and takes their blinds when it is their turn to speak.
 - In the second turn of the blinds, the dealer gives him the “missed blinds” button, does not deal him cards and moves on to the blinds of the next player. If a waiting list is created, his buy-in is removed.
 - In the third turn of the blinds, the player is considered as absent (“sit out”) and if a waiting list is created, his buy-in is removed.
 - At his return, he must pay the “missed blinds” if he was absent for more than one turn (his big blind will be put in front of his seat, to show it is his seat and the small blind will be put directly into the pot).
- If a player leaves the table by withdrawing his buy-in, he must pay for his seat (the big blind) on his return.
- A player cannot freely change his place at the table.
- If a player asks to change table, he must get permission from the supervisor and have a valid reason. If he moves, he cannot take to his new table a higher stack than the maximum buy-in and must pay for his seat again. On the other hand if a table is balanced or joined, he must bring his whole stack even if it exceeds the maximum buy-in of the table.
- If a table needs to be balanced, the player or players after the big blind are moved to the table containing the most players.

This same player cannot receive cards if he finds himself placed between the small blind and the button, in this case he must wait until the button passes him to participate in the game.

- The Management can decide to close a table.
- To stop the game, the last deal is announced beforehand.
- It is possible to count the rake of a table without all the players having left the poker area.
- A player can quit the table at any time.

Tournament Rules:

- Players must have a valid Players + card.
- By signing the registration form the player accepts without reserve all the texas hold'em rules in operation at the venue that can be found in the rules and regulations.
- Players are informed that the personal information collected at the time of registration to the tournament is treated as information and can be, if necessary, given to partners within the organisation, for commercial reasons.
- In accordance with the Data protection Act no. 78-017 of 6 January 1978, files containing personal information have been declared to the French Data Protection Authority. According to this law, players are informed they have the right to rectify, amend, update or erase the data provided by them. This right can be exercised by post to the organizing venue of the Tournament.
- By participating in tournaments, the player accepts and authorises the recording of images and audio, to create high quality cuts which will be broadcast on video and television or on all forms of multimedia products that might be issued.
- All behaviour judged incorrect by the management (notably, in reference to all physical or moral behaviour, with the view of promoting or wearing slogans that may shock the public) can be refused access to the tournament room or be excluded during the game and will have no redress.
- Punishments given by the Management go from a caution, to a hand declared dead, to momentary suspension from the game, or to immediate and final disqualification.
- The chips from a disqualified player will be withdrawn from the game and his registration fees will not be refunded. This will be done without prejudice.

- Seating assignment is decided by random draw at the beginning of the tournament as well as at the final table and is not transferable.
A random draw for the button will be made at each table at the beginning of the tournament and also at final table.
- During a tournament, due to consecutive eliminations or another reason, certain players will be asked by the management to leave their table to complete another one. They cannot refuse for any reason, under the threat of exclusion.
- When a table is broken up, the player from this table draws a ticket at random that corresponds to a vacant seat at a table to be completed.
- The “Dead Button” rule applies in tournaments:
 - When the player who is the button is eliminated and he is not immediately replaced, he becomes the “Dead Button”. He will then virtually have the button, which means that the player who was the Button before will be the last to speak for the second time.
 - When the player who is the small blind is eliminated and is not immediately replaced, there is no small blind.
 - When the player who is the big blind is eliminated and is not immediately replaced, the big blind goes to the next player.
- All players legitimately registered who are absent for the beginning of the tournament will still be considered as having a place and can enter the tournament late; their compulsory bets will be withdrawn at the correct time by the dealer until their buy-in fee is used up if they do not take up their place before.
- If a player is momentarily absent, the croupier removes his antes as well as his blinds and is authorised to use his chips to make change.
- Players must be sitting in their places when the croupier has finished dealing, if they are not their hand will be discarded.
- Players can bet by multiples of the smallest chip in play.
- “Options” are not authorised in tournaments.
- All chips must be visible, particularly high value chips which must be placed on the first line.
Also, players must not have their chips lying loose; they must always be “stacked”.
- A player with a stack smaller or equal to the amount of the big blind or the ante will still receive cards and a side pot will be created.

- It is forbidden to borrow chips from an opponent. All transfer of chips between players is forbidden.
- During breaks, players are not allowed to take away chips which are being monitored by the management.
- At breaks, the button carries on when play continues.
- In a tournament with two or more players, an inventory of the number of chips belonging to players will be made in front of them at the end of the day by the dealer. After they are validated and a document stating the value of the chips has been signed, they are kept by the organiser until the tournament begins again.
- The time a player has to think must not disturb the smooth running of the game. If the time being taken to think is too long, other players at the table as well as the supervisor can ask the "TIME". Following this request the croupier calls the supervisor who will start to countdown one minute and ten seconds, the last ten seconds are counted out loud by the supervisor. After this time, the undecided player's hand is declared "dead".
- When a new round is announced, the new limits apply to the next hand. If a player has already placed his Blind before the dealer has dealt, he must wait for the next hand to apply the increase.
A hand starts from the moment the cards have begun to be shuffled (shuffle)
- At certain points in the game, each player can be forced by the Management's decision to make blind bets called "antes", which are independent from the small and big blind system.
- In the case of a player going all in, he must show his cards before the showdown.
- At one or several moments paid players play "Hand for Hand": each go begins at the same time.
- Blinds are reversed when two players meet each other.
When they face each other head to head, the "dead button" rule is applied: the big Blind moves to the next player and the other player moves to the button even if he was it already in the hand before.
- How the prize is made up is related to the number of players registered and the type of tournament. Prizes cannot be sold, exchanged or transferred to anyone else, even free of charge.
- Prizes are given to winners when they hand in all their chips and show their valid players + card.

- Players at the final table cannot negotiate arrangements for splitting the prize between them, nor can they make the Tournament organisers witnesses to or be responsible for the final agreement they made. These prizes cannot be sold to third parties, transferred free of charge or exchanged.
- If two players are eliminated at the same time, their final ranking will be decided by their respective chip counts before their final turn.

“Chip race” stage:

- The tournament director can freely decide to start the “chip race” where chips of small denominations are withdrawn from the game.
- All players’ chips which can be exchanged by the tournament director or his agent for higher value chips, will be. Each player receives one card per withdrawn chip to be exchanged, of which a total is established. The cards received by the player determine, by their strength, the order of the distribution of the exchange. When there are equal cards, the suits differentiate the players in descending order: spades, hearts, diamonds and clubs.
- A player cannot receive more than one chip.
- The exchange stops when all the new chips corresponding to the total of withdrawn chips, make up a new higher chip which is distributed.
- A player cannot be eliminated by this practice: If a player has no more chips after the common bet is exchanged, he will be the first to receive a chip of a higher value, even before the random draw.
- The button does not move during the Chip Race.
- The chip race starts from the 1st seat.
- The cards, for the random draw to get rid of the withdrawn chips, cannot be drawn without at least 1 player present.
- If any old smaller valued chips (which have already been withdrawn) are found after the chip race, they cannot be converted and are therefore withdrawn from the tournament, without the card holder being able to redress.

Resolution of common disputes: All disputes can be settled by the dealer in accordance with the rules and in agreement with his superior.

- It is strictly forbidden to deal two cards in a row to the same player.
- If there is a misdeal, the hand is cancelled and the cards are re-dealt, the button does not move.
- One or two cards turned over by accident by a player is not considered to be a misdeal.
- If a card is accidentally turned over by the dealer at the deal, this open card replaces the card used for the “Flop” and the player is dealt his missing card at the end of the deal. If this open card is the 1st card of the player sitting in the small blind position or the button, it is a misdeal.
- If, during the dealing of the cards, the dealer turns over two or more cards, it is a misdeal.
- Cards that fall on the floor or off the table are thought of as turned over cards.
- If a player finds himself with one or three cards before the betting begins, it is a misdeal; but if two players have already bet after the Blinds when the error is noticed, only the player’s cards with the error are discarded.
- If the player at the button finds himself with only one card, he puts the card at the top of the pack that is to say in the place where it will be given to him.
- If the dealer discovers a card which was meant to be dealt (before the Flop, the Turn or the River) it will be considered to be dealt.
- Dealing cards to an absent player is not considered a misdeal.
- When one single player does not have cards, it is a misdeal unless two players have already bet after the Blinds when the error is noticed. The same principle is applied if cards are dealt to an empty place (where there is no player even if they are just absent.)
- The player has the right to speak when it is his turn and to state that he has not yet spoke when a player after him starts speaking.
 - If a player speaks or bets before his turn, he will have to respect what he has said or respect the action he made.
 - However if the player before him who had not yet spoken decides to raise, he has the choice between calling and passing but he cannot re-raise; if he chooses to pass he loses the whole amount he bet or announced.

- Speaking takes precedence over action.
 - If a player announces he is betting more than the “pot”, it is the announcement that is recognised.
 - If the announcement is more than the player’s chip count, the player must go all in
 - If a player bets a chip that has a higher value than the previous bets without announcing it, his action will not be considered a raise but as a call.
 - If a player says nothing and bets several chips of a total value that is higher than the preceding bet, it is considered to be a raise.

- One cannot ask the dealer to show the last card or cards of a table if the hand has finished.

- Players not in the hand cannot discuss the hand in progress before it has finished. Players cannot advise or criticize the behaviour of another player and his opponents. One cannot pass judgement on the way other players play.

- If a croupier kills an unprotected hand, the player will have no redress and cannot claim back his bets.

- The player raising who throws his cards, wrongly believing his opponents have folded, loses the pot even if he has gone all in.
 - *After the “Flop” begins*

- When the last player to speak has not yet spoken and the 1st card of the “Flop” has been dealt, the seen card is discarded, the player speaks, and the seen card is replaced by the 3rd card from the packet. If the 2nd card of the “Flop” is dealt, the player who has not yet spoken must pass and the round continues as normal.

- If at least one player has spoken after the player who did not speak, this player can no longer speak and must pass. The round continues as normal.
 - *After the “Turn” begins*

- When the last player to speak has not yet spoken and the “Turn” card has been dealt, the “Turn” card is discarded; the player speaks, and the seen card is replaced by the 3rd card of the pack.

- If at least one player has spoken after the player who did not speak, this player can no longer speak and must pass. The round continues as normal.
 - *After the “River” begins*

- When the last player to speak has not yet spoken and the “River” card has been dealt, the “River” card is discarded; the player speaks, and the seen card is replaced by the next card in the pack.
- If it is not possible to tell which is the next card because the pack has been mixed with the cards of the players who have already passed, the seen card is mixed in with the others, one card is discarded and then a new “River” is drawn.
- If at least one player has spoken after the player who did not speak, this player can no longer speak and must pass. The round continues as normal.