THE POKER ROOM

POKER ROOM RULES OF PLAY

- It is the player's responsibility to protect their hand at all times. A player who fails to protect their hand shall have no redress if their hand becomes fouled by contact with the discards or if accidentally taken in by the dealer.
- Only one player is permitted to play or act on a live hand.
- English is the only language to be spoken while there are cards in play.
- "Cards speak" the value of each live hand will be determined by the combined face value of the hand.
- "Table stakes" players are entitled to make bets as per the predetermined bet structure set within the poker room.
- String raises are not permitted.
- Players must act in turn.
- Crossing the betting line in turn with chips will constitute a bet, call or raise.
- A Player who discards or releases their cards face down, in a forward manner, towards the Dealer or muck, will be considered a fold.
- A verbal check, bet, call, raise or fold in turn is binding.
- No short buy.
- No shills or proposition play.

THE POKER ROOM

- A called hand may be seen by any player that was dealt in, unless abused.
- "Show one, show all" rule applies.
- No splashing chips into the pot or other player's bet.
- Foul language or rude gestures will not be tolerated.
- All cards are to be kept inside the rail of the table and in clear view to all.
- Any card that falls off the table is considered a dead hand. A card dealt off the table during the deal out will not be in play and shall be replaced at the end of the deal out.
- Players shall not deliberately act out of turn, stall, angle, juice other players, or reveal the contents of their hand before showdown.
- Verbal or physical abuse towards other patrons or employees will not be tolerated.
- Throwing chips or cards is viewed as a rude gesture. Any player acting in this unacceptable manner will be subject to discipline.
- Any abuse in the poker room is grounds for immediate discipline, including but not limited to ejection, suspension and barring.
- Management's decisions are final.