



Queensland

Casino Gaming Amendment Rule (No. 1) 2005

Subordinate Legislation 2005 No. 200

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1 Short title

This rule may be cited as the *Casino Gaming Amendment Rule (No. 1) 2005*.

2 Rule amended

This rule amends the *Casino Gaming Rule 1999*.

3 Insertion of new sch 14

After schedule 13—

insert—

‘Schedule 14 Texas hold’em poker

section 3(2)

‘Part 1 Preliminary**‘1 Conducting and playing texas hold’em poker**

‘This schedule states the rules for conducting and playing the casino game known as texas hold’em poker.

‘2 Definitions for sch 14

‘In this schedule—

act, in a round of betting, means to fold, call, call and raise, or check.

active player, for a round of play, means a player who has not folded or gone all-in.

all-in or *going all-in* see section 29(1).

bet means an amount put out for a blind bet, an opening bet, a call or a call and raise.

blind bet means a first blind bet or second blind bet.

buck, for a round of play, means the marker used to show the last player to receive the hole cards in the round of play.

burn card means the card dealt immediately before the flop, turn card or river card.

calls or **called** see section 3.

checks see section 4(1).

commission means the amount the dealer deducts from a pot for payment to the casino operator under section 30.

community card, without indicating a particular community card, means a card from the flop, or the turn card or river card.

designated player, for a round of play, means the player who has the buck for the round of play.

face value, of a card, means—

- (a) the number of the card, namely, 2, 3, 4, 5, 6, 7, 8, 9 or 10; or
- (b) the type of card, namely, jack, queen, king or ace.

first active player, for a round of play, means the first player who is an active player, going in a clockwise direction from the designated player for the round of play.

first blind bet see section 23(1).

first round of betting means the betting that happens in a round of play immediately after each player has been dealt the hole cards for the round of play.

flop, or the first 3 community cards, means the 3 cards that are dealt face down and simultaneously exposed after the first round of betting.

fold see section 5.

game means a table game made up of successive rounds of play of texas hold'em poker.

hand, of a player, means the poker hand with the highest poker ranking that is made up of—

- (a) the player's hole cards and 3 community cards; or
- (b) 1 of the player's hole cards and 4 community cards; or

(c) all 5 community cards.

hole cards see section 21(4).

inactive player, for a round of play, means a player who has gone all-in or folded.

minimum table stake, for a game at a table, means the minimum stake required to enter the game at the table.

misdeal see section 32(1).

next to, a player, see section 6.

odd card, in relation to another card or cards, means a card that has a different face value to the other card or cards.

opening bet, for a round of betting, means the bet, other than a blind bet, with which a player opens the betting for the round.

participation fee see section 20(1).

player means a player in a game of texas hold'em poker.

poker hands see section 7.

poker ranking see section 8.

pot means an accumulation of bets during a round of play.

raise or **raises** see section 9.

river card, or the fifth community card, means the card that is dealt face down and exposed after the third round of betting.

round of betting, for a round of play, means the first, second, third, or final round of betting for the round of play.

round of play includes the steps in the sequence of play described in section 21 from paying the participation fee, if any, to paying the pot to the winner.

second blind bet see section 23(2).

showdown means the procedure under section 27 for deciding the winning hand or hands in which 1 or more players show their hands.

table stake, of a player, means the amount (in chips) the player has on the table, before a round of play starts, for betting in the round of play.

turn card, or the fourth community card, means the card that is dealt face down and exposed after the second round of betting.

‘3 Meaning of *calls* and *called*

- ‘(1) A player (***player A***) ***calls*** another player (***player B***) in a round of play if player A makes the bet needed to make the total bets by player A in the round of play equal to the total bets made by player B in the round of play.
- ‘(2) Under subsection (1), player B is the player who is ***called***.

‘4 Meaning of *check*

- ‘(1) A player ***checks*** in a round of betting if the player declines to make an opening bet but does not fold.
- ‘(2) A player may check only in the second, third, or final round of betting.
- ‘(3) The first player who may check in a round of betting is the first active player.
- ‘(4) If the first active player folds or checks, each active player in turn may also check until either—
 - (a) a player makes an opening bet for the round of betting;
or
 - (b) the round of betting ends.

‘5 Meaning of *fold*

- ‘(1) A player ***folds*** in a round of play if, in a round of betting, the player—
 - (a) places the player’s hole cards face down on the table;
and
 - (b) clearly indicates to the dealer that the player wishes to stop taking part in the round of play.
- ‘(2) If a player folds, the dealer must collect the player’s cards and place them in the circled area for discards of the table layout.

- ‘(3) For subsection (1)(b), a player is taken to have folded in a round of play if the player puts the player’s cards in the circled area for discards of the table layout.

‘6 Meaning of being *next to a player*

‘A player (*player A*) is *next to* another player (*player B*) if, going around the table in a clockwise direction from player B, player A is the nearest player positioned after player B.

‘7 Meaning of *poker hands*

- ‘(1) The *poker hands* for texas hold’em poker are stated in column 1 of the table.
- ‘(2) Each poker hand is made up of the cards mentioned opposite the poker hand in column 2 of the table.

Column 1	Column 2
Poker hand	Cards
odd card hand	any combination of 5 cards, other than another poker hand mentioned in this section
1 pair	2 cards with the same face value and 3 odd cards
2 pairs	2 cards with the same face value, another 2 cards with the same face value (other than the face value of the first 2 cards) and 1 odd card
3 of a kind	3 cards with the same face value and 2 odd cards
straight	5 cards of more than 1 suit running consecutively in face value
flush	5 cards of the same suit but not running consecutively in face value
full house	3 cards with the same face value and another 2 cards with the same face value
4 of a kind	4 cards with the same face value and 1 odd card

Column 1	Column 2
Poker hand	Cards
straight flush	5 cards of the same suit running consecutively in face value, other than a royal flush
royal flush	10, jack, queen, king and ace of the same suit.

‘8 Ranking of poker hands and cards

‘(1) The ranking of poker hands (*poker ranking*) from lowest to highest, is as follows—

- odd card hand
- 1 pair
- 2 pairs
- 3 of a kind
- straight
- flush
- full house
- 4 of a kind
- straight flush
- royal flush.

‘(2) All suits of cards are equal.

‘(3) Hands ranking the same, but with cards of different face values, rank according to the cards’ face values.

‘(4) The ranking of cards, from lowest to highest, is 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace.

‘(5) An ace may rank in a straight as high.

Example for subsection (5)—

a straight consisting of 10, jack, queen, king and ace

‘(6) An ace may also rank in a straight as low.

Example for subsection (6)—

a straight consisting of ace, 2, 3, 4 and 5

- ‘(7) If 2 or more players’ hands have identical poker ranking and face values, the hands are of equal ranking.

Examples of application of this section—

- 1 A 9, 10, jack, queen, king straight beats a 7, 8, 9, 10, jack straight.
- 2 If there are 2 hands, each containing 2 pairs, the hand holding the highest pair in face values is ranked the higher. If each hand has an equally ranked pair, the face values of the second pairs decide the outcome. If each hand has 2 equally ranked pairs, the face value of the fifth card of each hand decides the outcome. If each of the fifth cards is equally ranked, the 2 hands are of equal value.

‘9 Meaning of *raise* and *raises*

- ‘(1) A player *raises* in a round of betting if the player calls or makes an opening bet and then bets an additional amount (a *raise*).
- ‘(2) The casino operator may decide the maximum number of raises allowed in each round of betting.

‘10 Clockwise direction to be used

‘If, in a round of play, the dealer has to deal with players in turn, or the players have to act in turn, the dealer must deal with the players, or the players must act, going around the table in a clockwise direction.

‘Part 2 Table, layout and equipment

‘11 Table and layout

- ‘(1) Texas hold’em poker is played at a table with places for not more than 10 players and 1 dealer.
- ‘(2) The layout for the table is the layout in diagram 14.1 or a similar layout approved by the chief executive, but must include—

- (a) a circle for discards; and
- (b) the name of, or logo for, the casino.

‘12 Equipment

- ‘(1) A table for texas hold’em poker must be equipped with the following—
 - (a) a buck;
 - (b) a cutting card;
 - (c) a dealing shoe;
 - (d) a drop box;
 - (e) a sign stating the following—
 - (i) the minimum table stake;
 - (ii) betting limits and structure;
 - (iii) that there are 2 blind bets;
 - (iv) the rate of commission or the amount of the participation fee.
- ‘(2) A table may also be equipped with a mechanical shuffling device approved by the chief executive for use in texas hold’em poker.

‘Part 3 Preparing for the game

‘13 Complete deck to be used

‘Texas hold’em poker must be played with a complete deck of 52 cards.

‘14 Sorting and inspecting the cards

- ‘(1) The dealer and the floor manager must independently sort and inspect the cards at the table—
 - (a) before the first round of play for a game starts; and

- (b) if, after a round of play, the dealer, pit boss or floor manager considers at least 1 of the cards in the deck used for the last round of play is unfit for further use; and
 - (c) if the cards are otherwise not to be used for the game.
- ‘(2) A floor manager may, after a round of play, ask the dealer to check that the deck being used for the game is complete.

‘15 Inspecting and shuffling a new deck

- ‘(1) This section applies if a deck is to be used for a round of play and has not been used in the preceding round of play.
- ‘(2) After the cards have been sorted and inspected, the dealer must spread the cards face up on the table to make it easy for a player inspecting them to see if the cards form a complete deck.
- ‘(3) After a player has been given an opportunity to look at the cards, the dealer must turn the cards face down on the table and wash, stack and shuffle them by hand.

‘16 Seating positions

- ‘(1) If, before a game starts, 2 or more persons wish to sit at a particular position at the table, the seating position must be decided by a draw of the cards.
- ‘(2) If a seat at a table becomes vacant during a game, the order of priority for filling the seat is as follows—
- (a) players who have been taking part in the game since it started are first in priority;
 - (b) other players are second in priority;
 - (c) persons who wish to become players are third in priority.
- ‘(3) If 2 or more persons have the same priority to fill a vacant seat under subsection (2), and no-one has a higher priority, the seating position must be decided by a draw of the cards.
- ‘(4) For a draw of the cards under subsection (1) or (3), the player who has the card with the highest ranking wins the draw.

‘17 Shuffling cards before each round of play

- ‘(1) The cards must be shuffled immediately before the start of a round of play.
- ‘(2) If a mechanical shuffling device is being used, it may be loaded only with 1 deck of cards.
- ‘(3) After the cards have been shuffled, the dealer must—
 - (a) cut the cards once at least 2 cards from either end of the deck; and
 - (b) place the cards that, before the cut, formed the top of the deck squarely on top of the cutting card; and
 - (c) place the cards that, before the cut, formed the bottom of the deck squarely on top of the other cards and the cutting card; and
 - (d) place the deck and cutting card in a dealing shoe.

‘18 The buck

- ‘(1) The player to the immediate right of the dealer receives the buck for the first round of play.
- ‘(2) At the end of each round of play after the first round of play, the buck is passed to the player next to the player who had the buck for the preceding round of play.
- ‘(3) A player must accept the buck when it is the player’s turn to receive it.

‘19 Minimum table stake for new players

- ‘(1) Subsections (2) and (3) apply if a person is about to become a player in—
 - (a) the first round of play for a game; or
 - (b) a later round of play for a game, if the person was not a player in the preceding round of play.
- ‘(2) The person must place the person’s table stake on the table, in full view of the dealer and all players.
- ‘(3) The table stake must be—

- (a) at least the minimum table stake; and
 - (b) in the form of chips, or if it is placed on the table in cash, immediately converted into chips.
- ‘(4) A player must not add to or reduce the player’s table stake during a round of play, other than by taking part in a round of betting.
- ‘(5) Subsection (6) applies if a player—
- (a) leaves the table during a round of play with the approval of a casino employee of the level of floor manager or higher; and
 - (b) rejoins the game during the round of play in accordance with the approval.
- ‘(6) The player may continue to play with the table stake the player had when the player left the table, even if the table stake is less than the minimum table stake.

‘20 Participation fee

- ‘(1) A casino operator may charge each player a fee (a *participation fee*) for taking part in a round of play.
- ‘(2) If a participation fee is payable, the player must pay the fee before the round of play starts.
- ‘(3) However, the casino operator must not charge a participation fee for a round of play if commission is to be deducted from any pots for the round of play.

‘21 Play sequence

- ‘(1) This section states the steps that may occur for a round of play.
- ‘(2) If a participation fee is charged, the players pay the participation fee for the round of play.
- ‘(3) There is blind betting before any cards are dealt.
- ‘(4) After the blind betting is completed, the dealer deals 2 cards (the *hole cards*) face down to each player.

- ‘(5) There is a first round of betting after each player has received the player’s hole cards.
- ‘(6) The dealer deals a burn card face down before dealing the flop face down.
- ‘(7) The dealer exposes the flop and there is a second round of betting.
- ‘(8) The dealer deals a burn card face down before dealing the turn card face down.
- ‘(9) The dealer exposes the turn card and there is a third round of betting.
- ‘(10) The dealer deals a burn card face down before dealing the river card face down.
- ‘(11) The dealer exposes the river card and there is a fourth and final round of betting.
- ‘(12) Finally, if a player has not already won the round of play, a showdown decides who wins the round of play.
- ‘(13) The pot is paid to the winner or winners of the round of play.

‘Part 4 **Playing the game**

‘22 **How to wager**

- ‘(1) A player wagers in a round of play by placing gaming chips in the appropriate area of the table.
- ‘(2) A wager must not be made orally.

‘23 **Placing the blind bets and dealing the hole cards**

- ‘(1) At the start of a round of play, the player (*player A*) next to the designated player for the round of play must make a blind bet (the *first blind bet*) equal to half the minimum permissible wager for the table.

- '(2) The player next to player A must also make a blind bet (the *second blind bet*) equal to the minimum permissible wager for the table.
- '(3) After the second blind bet has been made, the dealer must deal the hole cards to each player.
- '(4) To deal the hole cards, the dealer must deal 1 card face down to each player starting with player A until each player has 2 cards.

'24 Sequence for the first round of betting

- '(1) This section explains the sequence for the first round of betting.
- '(2) After each player has been dealt the hole cards, the player (*player B*) who is next to the player who made the second blind bet may—
 - (a) make an opening bet for the round of betting; or
 - (b) make an opening bet and raise; or
 - (c) fold.
- '(3) If player B folds under subsection (2)(c), each player in turn may, if an opening bet has not already been made—
 - (a) make an opening bet or an opening bet and raise; or
 - (b) fold.
- '(4) An opening bet and a raise made with an opening bet must each be equal to the amount of the second blind bet.
- '(5) If a player (the *opening player*) makes an opening bet, each active player in turn, starting with the player next to the opening player, may—
 - (a) call; or
 - (b) call and raise; or
 - (c) fold.
- '(6) If a player makes an opening bet and no other player raises, the player who made the first blind bet must make a wager equal to the amount of the first blind bet to remain an active player.

- ‘(7) The first round of betting and the round of play ends if any of the following happens—
 - (a) no player makes an opening bet;
 - (b) a player makes an uncalled opening bet;
 - (c) a player makes an uncalled raise.
- ‘(8) If no player makes an opening bet—
 - (a) the player who made the second blind bet is the winner of the round of play; and
 - (b) the dealer must announce that the pot has been won and pay out the pot under section 26.
- ‘(9) If a player makes an uncalled opening bet or uncalled raise—
 - (a) the player is the winner of the round of play; and
 - (b) the dealer must announce that the pot has been won and pay out the pot under section 26.
- ‘(10) The first round of betting ends and the round of play continues if—
 - (a) 2 or more players (the *contributing players*) have each contributed an equal amount to the pot; and
 - (b) no other player has contributed a greater amount to the pot than each of the contributing players; and
 - (c) no player raises.

‘25 Sequence for the second, third and final rounds of betting

- ‘(1) This section explains the sequence for the second, third and final rounds of betting.
- ‘(2) After the dealer has exposed the appropriate community card or cards for the round of betting, the first active player may—
 - (a) make an opening bet for the round of betting; or
 - (b) check; or
 - (c) fold.

- ‘(3) If the first active player checks or folds under subsection (2), each player in turn may, if an opening bet has not already been made—
 - (a) make an opening bet; or
 - (b) check; or
 - (c) fold.
- ‘(4) An opening bet must not be less than the minimum permissible wager for the table nor more than the maximum permissible wager for the table.
- ‘(5) If a player (the *opening player*) makes an opening bet, each active player in turn, starting with the player next to the opening player, may—
 - (a) call; or
 - (b) call and raise; or
 - (c) fold.
- ‘(6) The round of betting and the round of play ends if either of the following happens—
 - (a) a player makes an uncalled opening bet;
 - (b) a player makes an uncalled raise.
- ‘(7) If a player makes an uncalled opening bet or uncalled raise—
 - (a) the player is the winner of the round of play; and
 - (b) the dealer must announce that the pot has been won and pay out the pot under section 26.
- ‘(8) The round of betting ends and the round of play continues if—
 - (a) 2 or more players (the *contributing players*) have each contributed an equal amount to the pot; and
 - (b) no other player has contributed a greater amount to the pot than each of the contributing players; and
 - (c) no player raises.
- ‘(9) However, if the final round of betting ends under subsection (8), a showdown happens for the round of play.
- ‘(10) In this section—

appropriate community card or cards, for a round of betting, means—

- (a) for the second round of betting—the flop; or
- (b) for the third round of betting—the turn card; or
- (c) for the final round of betting—the river card.

‘26 Payment of pot and commission at end of round of betting

- ‘(1) This section applies if a round of play ends when a round of betting ends.
- ‘(2) However, this section does not apply if a showdown happens for the round of play.
- ‘(3) If commission is to be deducted for the round of play, the dealer must—
 - (a) if the winning player has made an uncalled opening bet or an uncalled raise—return the uncalled opening bet or raise to the winning player; and
 - (b) calculate and announce the amount of the pot; and
 - (c) calculate and announce the amount of the commission; and
 - (d) deduct the commission from the pot; and
 - (e) announce the amount of the pot, less the commission deducted; and
 - (f) pass the pot, less the commission deducted, to the winning player.
- ‘(4) If a participation fee has been charged for the round of play, the dealer must pass the entire pot to the winning player.
- ‘(5) Subsections (3) and (4) apply subject to section 29.

‘27 Showdown

- ‘(1) This section explains the sequence for a showdown in a round of play.

- ‘(2) If no player made an opening bet for the final round of betting—
 - (a) the designated player for the round of play (the **showing player**) must show the player’s hand; or
 - (b) if the designated player is not an active player, the first active player (also the **showing player**) must show the player’s hand.
- ‘(3) If the final round of betting has ended and subsection (2) does not apply, the last player to be called in the final round of betting (also the **showing player**) must show the player’s hand.
- ‘(4) If another active player (a **responding player**) or an eligible all-in player for the showdown (also a **responding player**) has a hand that is equal in poker ranking to, or higher in poker ranking than, the showing player’s hand, the responding player must show the responding player’s hand.
- ‘(5) When the showing player and each responding player, if any, have shown their hands, the round of play and the final round of betting ends.
- ‘(6) If only 1 hand has the highest poker ranking, the hand is the winning hand.
- ‘(7) If 2 or more hands each have the highest poker ranking, the hands are the winning hands.
- ‘(8) After the winning hand or hands have been worked out, the dealer must announce the winning hand or hands.
- ‘(9) If commission is to be deducted for the round of play, the dealer must—
 - (a) calculate and announce the amount of the pot; and
 - (b) calculate and announce the amount of the commission; and
 - (c) deduct the commission from the pot; and
 - (d) announce the amount of the pot, less the commission deducted; and
 - (e) either—

- (i) pass the pot, less the commission deducted, to the player with the winning hand; or
 - (ii) if more than 1 player has a winning hand, divide the pot equally, in units of \$1, among the players with the winning hands.
- ‘(10) If a participation fee has been charged, the dealer must—
 - (a) pass the entire pot to the player with the winning hand; or
 - (b) if more than 1 player has a winning hand, divide the pot equally, in units of \$1, among the players with the winning hands.
- ‘(11) If there is an amount left over after a division under subsection (9)(e)(ii) or (10)(b), the amount is given to the player with a winning hand who is next to the designated player for the round of play.
- ‘(12) The pot must not be divided on the basis of an agreement among players.
- ‘(13) This section applies subject to section 29.
- ‘(14) In this section—
 - eligible all-in player*, for a showdown in a round of play, means a player who—
 - (a) has gone all-in during the round of play; and
 - (b) is eligible to win the pot.

‘28 Betting structure and raises

- ‘(1) Subject to subsection (10), full pot betting, half pot betting, straddle betting or structured betting applies to betting at a table.
- ‘(2) A player may make a raise that is—
 - (a) not less than the minimum raise under subsection (4) for a round of betting and not more than the raise under subsection (5), (6) or (7); or
 - (b) if structured betting applies at the table—in the amount provided for under subsection (8).

- ‘(3) Despite subsection (2)(a), if the minimum raise under subsection (4) for a round of betting would be more than the maximum raise for the round under any of subsections (5) to (7), the raise must be equal to the maximum raise.
- ‘(4) For a round of betting, a player (**player A**) must not make a raise less than—
- (a) if an opening bet is made by the last player to bet before player A—the amount of the opening bet; or
 - (b) if the last player to bet before player A makes a call without raising—the amount of the call; or
 - (c) if the last player to bet before player A calls and raises—the amount of player A’s call.
- ‘(5) If **full pot betting** applies for the round of betting, a player’s raise must not be more than the total amount of the pot as it is immediately before the player raises.

Example for subsection (5)—

If the pot has \$200 in it and a player’s call brings it to \$250, the player may raise up to \$250.

- ‘(6) If **half pot betting** applies for the round of betting, a player’s raise must not be more than half the total amount of the pot as it is immediately before the player raises.

Example for subsection (6)—

If the pot has \$200 in it and a player’s call brings it to \$240, the player may raise up to \$120.

- ‘(7) If **straddle betting** applies for the round of betting, a player’s raise must not be more than—
- (a) if the player calls a player who has made an opening bet—twice the opening bet; or
 - (b) if paragraph (a) does not apply, and the last player to bet called but did not raise—twice the amount of the call; or
 - (c) if paragraph (a) does not apply and the last player to bet called and raised—twice the total amount of the call and raise.
- ‘(8) If **structured betting** applies at the table, a player’s raise must be—

- (a) in the first and second rounds of betting—the minimum permissible wager for the table; and
 - (b) in the third and final rounds of betting—the maximum permissible wager for the table.
- ‘(9) A sign at the table must state whether full pot betting, half pot betting, straddle betting or structured betting applies at the table.
- ‘(10) However, combination betting may apply at a table if—
- (a) the chief executive has approved combination betting for the table; and
 - (b) a sign at the table states that straddle betting applies for the first round of betting and full pot betting or half pot betting applies for the final round of betting; and
 - (c) the sign mentioned in paragraph (b) has been approved by the chief executive.
- ‘(11) In this section—
- combination betting*** means—
- (a) straddle betting for the first round of betting; and
 - (b) the betting that would otherwise apply at the table under subsection (1) for the second and third rounds of betting; and
 - (c) full pot betting or half pot betting for the final round of betting.

‘29 **Going *all-in***

- ‘(1) A player goes ***all-in*** if the player bets the remaining amount of the player’s table stake.
- ‘(2) A player may go all-in only if the player wishes to stay in the round of play and 1 of the following applies—
- (a) the player has some table stake remaining, but not enough to call;
 - (b) the player has only enough table stake remaining to call;
 - (c) after calling, the player has some table stake remaining, but not enough to raise;

- (d) the player has only enough table stake remaining to call and raise.
- ‘(3) A player goes all-in by putting all the chips remaining in the player’s table stake into the pot.
- ‘(4) If a player goes all-in during a round of betting, the player stays in the round of play but must take no further part in the round of betting or a later round of betting for the round of play.
- ‘(5) If a player bets an amount (an *additional amount*) that is more than the amount bet by a player who has gone all-in, the additional amount must be placed in a separate pot.
- ‘(6) A player who goes all-in is eligible to win a pot only if the pot was formed before the player went all-in.

Example for subsection (6)—

Player A goes all-in during the first round of betting. The final round of betting finishes and there is a showdown. Players B and C are the only active players at the showdown and all other players (other than player A) have folded. Player A’s hand has a higher poker ranking than player B’s hand, which in turn has a higher poker ranking than player C’s hand. Player A wins the pot formed before player A went all-in. Player B wins the separate pot formed after player A went all-in.

- ‘(7) If a player (*player B*) goes all-in and another player (*player C*) makes an uncalled opening bet or an uncalled raise, the entitlement to the pot formed before player B went all-in must be decided by comparing player B’s and player C’s hands.
- ‘(8) A player who goes all-in during a round of play may take part in a showdown to decide the winner of a pot only if the player is eligible to win the pot.
- ‘(9) For the rules for texas hold’em poker, other than this section, if the context permits, 2 or more pots formed under this section during a round of play may be taken to be 1 pot.

Example for subsection (9)—

For calculating the amount of a maximum raise under full pot betting, 2 pots formed under this section are taken to be 1 pot containing the total amount of the 2 pots formed.

‘30 Commission

- ‘(1) Subject to subsection (4)(a)—

- (a) the casino operator may deduct commission only from a pot that is more than \$19; and
 - (b) the commission that may be deducted is not more than 5% of the highest amount of the pot that is wholly divisible by 20.
- ‘(2) However, for deducting commission from a pot that is more than 100 times the minimum permissible wager for the table, the pot is taken to be 100 times the minimum permissible wager.
- ‘(3) The casino operator may deduct less commission for a game than the commission provided for under subsection (1)(b) or (2) if the players are told, before the game starts, about the way the commission is to be calculated.
- ‘(4) For calculating commission—
- (a) if a player wins more than 1 pot in a round of play, commission is calculated on the total amount of all of the pots won; and
 - (b) if a player raises but is not called, the raise is taken not to be part of a pot.
- ‘(5) If the casino operator has charged a participation fee for a round of play, the casino operator must not deduct commission from a pot for the round of play.

‘31 Table stake for continuing players

- ‘(1) This section applies if a player has taken part in a round of play (the *preceding round*) and wishes to take part in the next round of play (the *new round*).
- ‘(2) Subsections (3) and (4) apply if the player—
- (a) has no table stake remaining from the preceding round; or
 - (b) has a table stake remaining from the preceding round that is less than the minimum permissible wager for the table.
- ‘(3) Before the new round starts, the player must increase the player’s table stake to at least the minimum table stake for the game.

- '(4) If the player does not increase the player's table stake under subsection (3) to at least the minimum table stake, the player must leave the game before the new round starts.
- '(5) Subsection (6) applies if the player has a table stake remaining from the preceding round that is less than the minimum table stake but not less than the minimum permissible wager for the table.
- '(6) The player may increase the player's table stake to the minimum table stake for the game but must do so before the new round starts.

'Part 5 Irregularities

'32 Misdeals

- '(1) A *misdeal* happens for a round of play if—
 - (a) a card is exposed when the cards are cut; or
 - (b) the cards are not cut before the first card is dealt for the round of play; or
 - (c) in dealing the hole cards—
 - (i) the dealer exposes a card; or
 - (ii) a card is found face up in the deck; or
 - (d) in dealing the hole cards, the dealer—
 - (i) deals a card out of turn; or
 - (ii) does not deal any cards to a player; or
 - (iii) does not deal the correct number of cards to a player; or
 - (iv) deals a card to a position (a *vacant position*) where there is no player for the round of play.
- '(2) If, before the first round of betting for the round of play starts, the floor manager, pit boss or dealer becomes aware a misdeal has happened, the floor manager, pit boss or dealer must declare a misdeal for the round of play.

- ‘(3) If a misdeal is declared for a round of play—
 - (a) the round of play is taken not to have started; and
 - (b) the dealer must shuffle and cut the cards for a new round of play.
- ‘(4) However, a misdeal must not be declared, and the round of play must be continued, if—
 - (a) an event mentioned in subsection (1)(d) happens; and
 - (b) no player has looked at a card that the player should not have received; and
 - (c) the dealer is able to reconstruct the deal and give the players the cards they should have received.
- ‘(5) The dealer must reconstruct the deal under subsection (4)(c) unless it is not practicable to reconstruct it.
- ‘(6) If an event mentioned in subsection (1)(d)(iv) happens, but a misdeal can not be declared under subsection (4), the dealer, on becoming aware the event has happened, must place each card that should not have been dealt to the vacant position into the circled area for discards of the table layout.

‘33 Holding the wrong number of hole cards

- ‘(1) The dealer must declare a player’s hand dead for a round of play if—
 - (a) the dealer becomes aware the player holds too few or too many hole cards; and
 - (b) a misdeal is not declared for the round of play.
- ‘(2) If a player’s hand is declared dead for a round of play, the player is taken to have folded, and all bets made by the player on the hand before the hand is declared dead stay in the pot.
- ‘(3) If a player’s hand is declared dead for a round of play at a showdown and there is only 1 active player remaining to complete the showdown, the active player wins the pot.
- ‘(4) If a player’s hand is declared dead for a round of play at a showdown and there is no active player remaining to complete the showdown, the pot is won by the player who last folded,

other than a player whose hand has been declared dead for the round of play.

- ‘(5) However, subsections (3) and (4) apply subject to section 29 if a player has gone all-in during the round of play and is eligible to win the pot.

‘34 Burn card exposed in error

- ‘(1) Subsection (2) applies if, when dealing the flop or turn card, the dealer exposes in error a card that would otherwise have been dealt as the burn card after the next round of betting.
- ‘(2) The card exposed in error must be used as the burn card and dealt before the next community card is dealt.
- ‘(3) If, when dealing the river card, the dealer exposes another card in error, the dealer must place the card exposed in error in the circled area for discards of the table layout.
- ‘(4) The dealer must give all players the opportunity to view a card exposed in error under subsection (1) or (3).

‘35 Burn card not dealt before a community card

- ‘(1) If the dealer does not deal a burn card before dealing a card in the flop—
- (a) the first card dealt in the flop must be used as the burn card; and
 - (b) the dealer must deal another card to make up the flop.
- ‘(2) If the dealer does not deal a burn card before dealing the turn card or river card—
- (a) the turn card or river card must be used as the burn card; and
 - (b) the dealer must deal another card to replace the turn card or river card.

‘36 Community card exposed in error

- ‘(1) This section applies if, during any of the first 3 rounds of betting, the dealer exposes in error a card that would

otherwise have been dealt as a community card after the round of betting.

- ‘(2) The card exposed in error must remain in play and be dealt as as the community card after the round of betting.
- ‘(3) The maximum bet allowed for the round of betting must not be more than—
 - (a) if a bet has already been made in the round of betting—the highest bet made; or
 - (b) if no bets have been made in the round of betting—the minimum permissible wager for the table.

‘37 Betting out of turn

- ‘(1) This section applies if a player (an *out of turn player*) has acted out of turn in a round of betting.
- ‘(2) As soon as the dealer becomes aware that the player has acted out of turn, the dealer must give an opportunity to act to each player (a *missed player*) who should have had an opportunity to act in the round of betting before the out of turn player acted.
- ‘(3) If, when acting out of turn, the out of turn player made a bet (an *out of turn bet*), the out of turn bet stands if each missed player—
 - (a) folds; or
 - (b) checks; or
 - (c) makes a bet that is not more than the out of turn bet.
- ‘(4) However, the out of turn player may fold, call, or call and raise if a missed player makes a bet that is more than the out of turn bet.
- ‘(5) If the out of turn player folds under subsection (4), the out of turn bet must be returned to the out of turn player.
- ‘(6) Despite subsection (3), if the out of turn bet is more than the maximum permissible wager for the table, the difference between the out of turn bet and the maximum permissible wager must be returned to the out of turn player.

‘38 Collusion

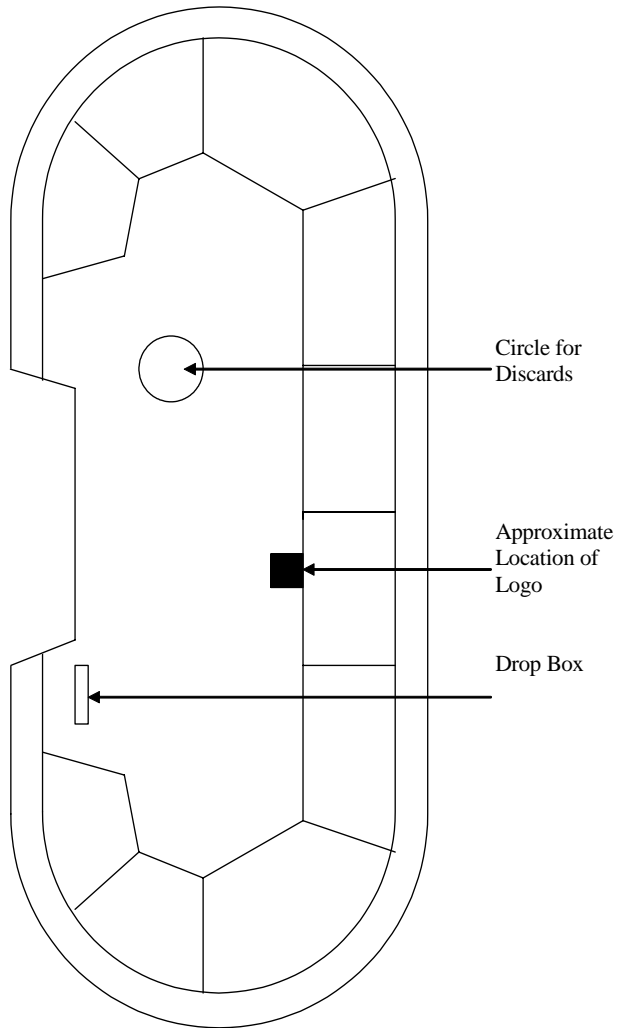
- ‘(1) A player must play only in the player’s interest, and must not help, or try to help, another player in a way that could adversely affect a third player.
- ‘(2) A player must not bet for another player, or give or loan chips to another player.
- ‘(3) Only 1 player is allowed to play a hand, and the player must make all decisions affecting the hand without help or advice from another person.
- ‘(4) In a round of play, a player must make sure no other person finds out what the player’s hole cards are, except as expressly permitted under the rules for texas hold’em poker.
- ‘(5) Subsection (4) applies even if the player becomes an inactive player in the round of play.
- ‘(6) A player must not, during or after a round of play, look at—
 - (a) the cards of a player who has folded; or
 - (b) any undealt cards.
- ‘(7) If an active player obtains information about an inactive player’s cards, whether accidentally or deliberately, the active player must give the information to all other active players.
- ‘(8) If a player (*player A*) obtains information about the hand of another player who has made a bet and has not been called, player A must give the information to all other players.

‘39 Players must not exchange cards or communicate

- ‘A player must not—
- (a) exchange cards; or
 - (b) communicate, or cause to be communicated, information about the player’s hand; or
 - (c) speak in a language other than English, if directed by a dealer or floor manager.

Diagram 14.1—Texas hold'em poker table layout

section 11(2)



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ENDNOTES

- 1 Made by the Treasurer on 2 August 2005.
- 2 Notified in the gazette on 12 August 2005.
- 3 Laid before the Legislative Assembly on . . .
- 4 The administering agency is the Treasury Department.