

Crown Casino

PokerPro Rules

Victorian Commission
for Gambling Regulation

RULES OF THE GAME

POKERPRO

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1 Definitions

1.1 In these rules the following meanings apply:-

“Aces full of jacks” means a full house consisting of three aces and two jacks.

“Aces full of kings” means a full house consisting of three aces and two kings.

“Action” means a player acting in turn.

“All-in” means a player has invested all of his/her table stakes in the outcome of a hand. His/her wager cannot be more than a legal bet or a legal bet and raise if a raise is an option. He/she can only win that portion of the pot in which he/she contributed chips plus an equal amount of chips from each player remaining in the pot.

“Ante wager” means a predetermined contribution to the pot by all players before any cards are dealt in a hand.

“Bad Beat Bonus” means, when offered, the player receives a bonus payout where he/she has any hand, aces full of jacks or better which is beaten by four of a kind or better, assuming the following conditions have been met:

- (a) Both of the winner’s hole cards are used to make his/her hand;
- (b) Both of the loser’s hole cards are used to make his/her hand;
- (c) There are no more than two aces on the board;
- (d) Four-of-a-kind hands must use a pocket pair; and
- (e) The winner and the loser play until the end of the hand.

“Bad Beat – Aces Full of Kings Bonus” means, when offered, the player receives a bonus payout where he/she has any hand, aces full of kings or better, beaten by four of a kind or better, assuming the following conditions have been met:

- (a) Both of the winner’s hole cards are used to make his/her hand;

- (b) Both of the loser's hole cards are used to make his/her hand;
- (c) There are no more than two aces on the board;
- (d) Four-of-a-kind hands must use a pocket pair; and
- (e) The winner and the loser play until the end of the hand.

"Bet" means a player's wager.

"Betting round" means a complete cycle from the first bettor to the last person to call.

"Blind (Small and Big)" means a compulsory bet placed before the first card is dealt. Blind bets ensure action is started and there is a pot to contest, they are live bets which can win the pot if not called or raised. The first two players to the left of the Dealer Button are required to place the necessary blind bets, the first being the Big Blind and the second being the Small Blind. The Small Blind is half the size of the Big Blind.

"Bring In" means a forced wager required after the initial deal in Stud games.

"Booth Attendant" means a casino employee who is responsible for the operation of a Cashier Booth.

"Burn(ed)" means to take a card from the top of the deck, without exposing its value and remove it from play.

"Burn card" means a card which is burned by the Poker Engine.. The burn card may or may not be graphically displayed.

"Buy-in" means the transfer of funds from a player's PokerPro Account or Pre-Paid Card to his/her Player Chip Account before the start of a round of play.

"Cage" means a secure area with access to the gaming floor where players can conduct transactions in respect of their PokerPro Accounts or purchase Pre-Paid Cards.

"Cage Representative" means a casino employee who is responsible for the operation of the Cage.

“Call” means placing a bet equal to the highest legal bet in that round or going all-in if remaining chips are less than the size of that bet. In games where there are blind bets the first player to act after the initial deal will call by placing a bet equal to the last blind bet.

“Cap” means the maximum amount of rake to be collected.

“Check” means not initiating a bet but retaining all rights to act in the event a bet is made. A check will only be an option if no blind is placed or bet made.

“Chip Runner” means a casino employee employed by the casino to facilitate player buy-ins and player seating.

“Collection time” means the time at which the house will assess time collection.

“Commission” means the percentage of the pot due to the house or the amount due to the house for hosting the game.

“Community cards” means cards dealt face-upward which can be used by all players to complete their best possible hand.

“Complete” means to increase a wager from the Bring-In amount in the first round of a Stud game to an amount equal to the structure for that game.

“Dead hand” means a hand that has no claim to the pot.

“Deal” means the distribution of playing cards to the players.

“Dealer Button” means an image **displayed** on the Table Display which designates the player who will receive the last cards in each round of play. Prior to the commencement of the first round of play on a particular table, one card will be dealt to each active player. The player who is dealt the highest value card will be allocated the Dealer Button first and then it will be passed in a clockwise direction around the table at the conclusion of each subsequent round of play.

“Eight Qualifier” means an unpaired five card hand with no card higher than an eight.

“Fixed bet” means a bet must be of a designated amount. Also known as a structured bet.

“Flop” means three community cards dealt face-downward and turned face-upward simultaneously.

“Fold” means to surrender a hand or refuse to call a bet.

“Forced bet” means a mandatory bet for the purpose of starting a pot.

“Games Supervisor (or above)” means a person who is responsible for the supervision and management of gaming operations and who has successfully completed an approved training program.

“Head to head” means where only two active players remain in the betting round.

“Hand” means one game in a series, one deal, the combination of hole cards and community cards entitling a player to participate in the action, or the combination of cards necessary to win a pot.

“Holdem” means a type of Poker.

“Hole cards” means a player’s concealed cards.

“House” means the Casino Operator.

“Kill Pots” means a game option which requires players to post a wager that increases the size of the game when they have won two or more consecutive pots or have won an entire Pot when playing a Hi-Lo variation.

“Kill Button” means a marker indicating that a player is required to post a Kill wager.

“Killer” means the player with the Kill button.

“Leg Up” means that a player has won the last pot in a game that allows Kill Pots and is not a Hi-lo variation.

“Limits” means the range or structure of the betting.

“Main Pot” means the first pot created in a game of Poker.

“Million Dollar Bad Beat – Quad 8’s Bonus” means, when offered, the player receives a bonus payout when he/she has Four 8’s which is beaten by a Royal Flush.

“Million Dollar Bad Beat – Quad 4’s Bonus” means, when offered, the player receives a bonus payout when he/she has Four 4’s which is beaten by a Royal Flush.

“Million Dollar Bad Beat – Quad 6’s Bonus” means, when offered, the player receives a bonus payout when he/she has Four 6’s which is beaten by a Royal Flush.

“No limit” means no constraint is placed on the maximum size of any bet or raise.

“Omaha” means a type of Poker.

“Omaha Hi-Lo” means a type of Poker.

“Open” means making the first betting action.

“Opener” means the person to make the first betting action.

“Picked up” means that if a player has selected the ‘Sit Out’ option for a specific period of time, his/her entitlement to seating will be revoked and any funds from his/her table stakes will be returned to his/her PokerPro Account.

“Pocket Pair Bonus” means, when offered, the player receives a bonus payout where he/she has any two hole cards of the same rank. The hand is eligible to receive the bonus payout regardless of whether it wins or loses.

“Pot” means the sum of the ante wagers, blinds and called wagers.

“Player Chip Account” means the balance of funds transferred from a player’s PokerPro Account or Pre-Paid Card **which constitutes the player’s table stakes and facilitates the placement of wagers.**

“Player Display” means a touch screen monitor which amongst other things allows players to-

- (a) place wagers in accordance with these rules; and

- (b) view their hole cards; and
- (c) view the timer; and
- (d) view the status of his/her PokerPro Account **or Pre-Paid Account.**

“Poker Engine” means the games system, comprising of the hardware and software, responsible for conducting the game.

“PokerPro Account” means the account established by a player at the Casino Cashier Cage for the purposes of playing PokerPro Poker.

“PokerPro Card” means the swipe card enabling a player to access his/her PokerPro Account.

“PokerPro Director Tablet” means a portable computer device capable of starting, stopping and pausing games on a PokerPro table as well as monitoring game play.

“PokerPro Waiting List” means a device which allows players to place themselves on a waitlist for play on a PokerPro table when that table is full.

Pre-Paid Card means a swipe card allocated a predetermined dollar amount, which may be purchased by the player from the Casino Cage Cashier or Cashier Booth as applicable, or a Chip Runner, and allows the player to transfer funds from the Pre-Paid Card to a Player **Chip Account.**

“Raise” means a bet within the table limits that is an implicit call plus an amount in excess of the previous bet or raise by at least as large an amount, except in the case of an all-in raise.

“Rake” (also known as commission) means the act of taking the percentage of the pot due to the house or the amount due to the house for hosting the game.

“Reserved sign” means an image on a vacant Player Display indicating that this seat is available for allocation.

“Royal Flush Bonus” means, when offered, the player receives a bonus payout where he/she has any royal flush in which both of his/her hole cards are used. Any player that folds their hand will be ineligible for the Bonus.

“Royal Flush – No Hole Cards Required Bonus” means, when offered, the player receives a bonus payout where he/she has any royal flush. Any player that folds their hand will be ineligible for the Bonus.

“Round of Play” means from the time the first card is dealt until the time the pot is pushed.

“Side pots” means a separate pot(s) created in a game of Poker due to one or more players being all-in.

“Razz” means a variation of Seven Card Stud Poker.

“Royal Flush Bonus” means, when offered, the player receives a bonus payout where he/she has any royal flush in which both of his/her hole cards are used. The hand is eligible to receive the bonus payout regardless of whether it wins or loses.

“Royal Flush – No Hole Cards Required Bonus” means, when offered, the player receives a bonus payout where he/she has any royal flush. The hand is eligible to receive the bonus payout regardless of whether it wins or loses.

“Seven Card Stud” means a type of Poker.

“Seven Card Stud Hi/Lo” means a type of Poker.

“Sitting out” means a player does not participate in a round or rounds of play having selected the sit out function from the [OPTIONS] menu of the **Player** Display.

“Structured limit” means a bet will be of a designated amount. Also known as fixed bet.

“Substantial action” means an action by two or more players. An action may consist of betting, checking, folding, calling or raising.

“Suit” means a group of similarly coloured and like-symbol cards.

“Table Display” means a virtual Poker layout designed to allow players to-

- (a) view the community cards; and
- (b) view wagers made by other players; and
- (c) view their own table stakes and other players’ table stakes; and
- (d) view the rake and;
- (e) view the pot.

“Table stakes” means the balance of funds transferred from the **Player’s PokerPro Account or Pre-Paid Card** to his/her **Player Chip Account** prior to the start of any one **round of play**. **A Player’s table stakes** may not be augmented whilst a player remains active in a **round of play**.

“Time collection” means the collection of money due to the House determined as a set fee per time period.

“Tournament” means a competition conducted in accordance with Rule 15.

“Tournament Director” means the person responsible for the overall management of a tournament.

“Tournament Player” means a player in a tournament.

“Tournament Terms and Conditions” means the **Terms and Conditions** approved for a tournament in accordance with Rule 15.

“VCGR” means Victorian Commission for Gambling Regulation.

“Void” means an invalid hand or wager (as the context requires).

“Wager” means an action by which a player appropriates funds from their table stakes into the pot on any betting round.

- 1.2 A reference in these rules to the game is a reference to the game of PokerPro played at a particular gaming table.

- 1.3 A reference in these rules to an open Player Display is a reference to a Player Display in respect of which a Player Chip Account is active.
- 1.4 A rule which is expressed to impose an obligation or a prohibition on a Player Display, the Table Display or the Poker Engine must be regarded as imposing an obligation on the Casino Operator to ensure that the Player Display, Table Display or Poker Engine operates in the manner described.

2 Equipment

- 2.1 PokerPro Poker will be played on a PokerPro table having places for up to 10 seated players, configured in a manner similar to Diagram A and consisting of:

2.1.1 Up to 10 Player Displays; and

- (a) If the game being played is Seven Card Stud, Seven Card Stud Hi/Lo or Razz only eight Player Displays will be active and available for play.

2.1.2 A Table Display; and

2.1.3 Approved PokerPro gaming systems and components.

- 2.2 An open Player Display -

2.2.1 Must -

- (a) Contain all the elements **included** in Diagram B, **relevant to** the format of the game; and
- (b) Contain any additional elements necessarily required by these rules.

3 The Cards

- 3.1 The game will be played with a virtual deck of 52 cards without jokers.

3.2 Card Ranking and Order of Poker Hands

3.2.1 The rank of each card in descending order for a 52 card deck is: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, (Ace, when used in a small straight).

3.2.2 The order of Poker Hands for a 52 card deck in descending order is as follows:

(a) Royal Flush

Ace, King, Queen, Jack, 10 of the same suit. No suit is deemed higher than any other suit.

(b) Straight Flush

Five cards of the same suit in numerical sequence. The highest card in the hand designates the relative value of the straight flush. No suit is deemed higher than any other suit

(c) Four of a Kind

Four cards of the same rank, plus one other card. If the four of a kind's are the same, the remaining card is compared, beginning with the highest, then in descending order of rank.

(d) Full House

Three cards of the same rank combined with a pair of another rank. The value of the three cards has priority over the pair in comparing hands.

(e) Flush

Five cards of the same suit. The highest ranked card in the hand designates the relative value of the flush, followed by the second, third fourth or fifth ranked card if necessary in comparing hands. No suit is deemed higher than any other suit.

(f) Straight

Five cards in numerical sequence - The highest ranked card in the sequence designates the relative value of the straight. An Ace may count high or low in a straight, eg. 5, 4, 3, 2, Ace or Ace, King, Queen, Jack, Ten.

(g) Three of a Kind

Three cards of the same rank, with any two unmatched cards. If the three of a kind's are the same, the remaining cards are compared, beginning with the highest, then in descending order of rank.

(h) Two Pair

Two cards of the same rank combined with two cards of another rank, plus one other card. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.

(i) One Pair

Two cards of the same rank, combined with three unmatched cards. A higher pair beats a lower pair. If the pairs are the same, the remaining three cards are compared, beginning with the highest, then in descending order of rank.

(j) No Pair

Five unmatched cards, the highest ranked card in the hand designates the relative value of the hand, followed by the next highest, and so on in descending order of rank.

(k) Low hand values

Low hands apply only to the game(s) of Omaha Hi-Lo and Seven Card Stud Hi-Lo and consist of 5 individual cards from the range 8,7,6,5,4,3,2,A. For the purpose of determining winning hands in low poker, the reverse order of ranking will apply. In low hands, series of consecutive cards and series of cards comprising cards of the same suit do not constitute straights or flushes. The highest card used in the hand designates the relative value of the low hand. eg. If 7,5,4,3,2, versus 6,5,4,3,2, then 6,5,4,3,2, is the winning low hand.

(l) Razz

For the purpose of determining winning hands in Razz, the reverse order of ranking will apply. In Razz hands, series of consecutive cards and series of cards comprising cards of the same suit do not constitute straights or flushes. The highest card used in the hand designates the relative value of the low hand. eg. If 7,5,4,3,2, versus 6,5,4,3,2, then 6,5,4,3,2, is the winning low hand.

4 The Shuffle

- 4.1 The cards will be 'shuffled' as the result of a random process performed by the Poker Engine in preparation for each round of play. The sequence of the cards is constant for the duration of a round of play.

5 Placement of Wagers

- 5.1 The wagering period is 30 seconds unless otherwise determined by the Casino Operator.
- 5.2 Each Player Display must clearly display a countdown of the remaining portion of the wagering period for the next action.
- 5.3 The method by which a person appropriates money standing to the credit of his/her Player Chip Account is by touching the screen of the Player Display so as to select the dollar amount that he/she wishes to wager, causing an equivalent amount of chips to appear on the Table Display as a wager and an equivalent amount to be deducted from the Player Chip Account.
- 5.4 The player who has assumed control of a Player Display by activating his/her Player Account is solely responsible for the selection of wagers appearing on the Table Display.
- 5.5 A person may not:
- (a) Occupy a place at a PokerPro table without actively making wagers on a Player Display, unless they have activated the sitting out option, so that he or she restricts another player from gaining access to play PokerPro; or
 - (b) Occupy more than one place at a PokerPro table.

- 5.6 A person must not hinder, harass, intimidate or interfere in any way with another person's playing of PokerPro or with any employee of the Casino Operator performing duties related to PokerPro.
- 5.7 The wager or wagers made on a Player Display may only be settled in accordance with the appearance of the Player Display at the time a wagering period expires.
- 5.8 A Player Display must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period for that betting round.
- 5.9 At the settlement of wagers for a **round of play**, the **PokerPro Engine** must pay any winnings, by causing an appropriate number of chips to be credited to the Player **Chip** Account of the player(s) with the winning hand.
- 5.10 Prior to the commencement of play, each player will transfer his/her table stakes from their PokerPro Account **or Pre-Paid Card** into their Player **Chip** Account, which will be immediately displayed on the Table Display.
- 5.11 The type of game, minimum buy-in, betting limits and house commission or hourly time charge will be displayed at or in close proximity to the table.
- 5.12 In all blind games the last compulsory blind bet will be at least equal to the table minimum for the first round of betting.
- 5.13 In a game of PokerPro, Straddle wagers may be permitted. The first active player to the left of the Big Blind may place a wager twice the size of the Big Blind, this wager is known as a "Straddle".
- 5.13.1 A player who places a Straddle will be entitled to act last in the first betting round only. A straddle bet will be treated as an additional blind wager and will have no effect on the structure of the game.
- (a) For the purpose of limiting the number of raises in a round, a straddle will not be counted as a raise.
- 5.14 A raise will be within the table limits and will not be less than any previous bet or raise in that round, except in the event of a player being all-in.

- 5.15 Where a betting limit is specified in terms of a ratio to the pot (half pot or full pot) and a player wishes to raise, the amount required for a player to call will be included in the pot before the betting limit is calculated.
- 5.16 In all games where the betting limit is expressed in terms of a ratio to the pot, or specified no limit there will be no limit to the number of raises permitted. In all other cases there will be a limit of three raises in a betting round
- 5.17 A Game Supervisor (or above) may change any game, minimum buy-in, betting limit and betting type, provided prior notice of at least three hands has been given to the players. In the event the majority of the players are in agreement, no notice need be given and changes will become effective immediately. Changes will only be made at the completion of a hand.
- 5.18 A player will not augment or reduce his/her table stake during any round of play. A player not in a hand may augment his/her stake.
- 5.19 Going All-In
- 5.19.1 A player who wishes to remain in a **round of play** but does not have sufficient table stakes to meet a wager, must wager the remaining amount of his/her table stakes and go all-in. He/she remains in the **round of play** as an active player until the showdown, but will take no further part in any subsequent betting round(s).
- (a) When all participating players have gone All-In;
- (i) All **hands** will be exposed; and
- (ii) The Table Display may show the odds of each open hand winning the pot(s).
- 5.19.2 In all fixed and spread limit games if the amount wagered by a player is:
- (a) Less than half the amount required to constitute a bet or raise, all subsequent players will be permitted to call for less than the structured amount, or raise by increasing the bet to the structured level. Any active player previous to the all-in may only call the all-in bet if there has been no subsequent raise.

- (b) Equal to or greater than half the amount required to constitute a bet or raise, all subsequent players will have the option of calling the amount wagered, or calling and raising the structured level. Any active player previous to the all-in may also raise by the structured level if there has been no subsequent raise.

5.19.3 In all games where betting limits are specified as a ratio to the pot or no limit and a player goes all-in, if the total amount wagered by the player is in excess of the amount required to call and is less than the amount required to constitute a raise, this excess amount will not be considered to be a raise. No other active player will call and raise in respect to only the excess amount wagered by the player tapping out.

5.20 Wagers may only be placed in accordance with rule 5.

6 Permissible Wagers

6.1 In respect of the game, the Game Supervisor (or above) must ensure the display of the notices and signs for which the Casino Operator is responsible under section 66 of the **Casino Control Act 1991**¹.

6.2 Each Player Display is a location within the casino for the purposes of section 66 of the **Casino Control Act 1991**.

6.3 If during a hand—

- (a) A player attempts to place an individual wager that is less than the minimum permissible wager, the Table Display must not **recognise that wager**; and

¹ Section 66 of the **Casino Control Act 1991** states:

66. Assistance to patrons

(1) A casino operator must—

...

(c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

Penalty: 25 penalty units

(2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

- (b) A player attempts to place an individual wager—
 - (i) In a multiple over the minimum which is not permitted; or
 - (ii) Which is greater than the permitted maximum wager—

the **Table Display** must display only so many chips or such denomination of chips as is the next lowest permitted wager.

7 Commission or Table Charge

7.1 The Casino Operator will levy a fee at each PokerPro table in the form of a commission known as a rake or a time charge on each player participating in the game. The Casino Operator will display a sign detailing the type of rake utilised: straight percentage, time charge and/or fixed commission per hand, and the amount of minimum and maximum permissible rake in dollar terms (cap).

7.2 The Casino Operator will use one or more of the following methods in determining and collecting commission. These methods will be displayed at, or in close proximity, to each table:

7.2.1 A commission in the range of 2% to 10% of all sums wagered in a hand will be collected from the pot and any side pots.

(a) The amount to be collected will be calculated and collected from the pot and any side pots by PokerPro during or after the conclusion of a betting round and displayed on the Table Display.

(b) Upon completion of that round of play, the commission will be deducted from the pot.

7.2.2 A fee based on time charges:

(a) Assessments will be calculated on a “per-table” basis and imposed on a “per-player” basis. Players who have elected to ‘sit out’ will also be assessed.

- (b) Time charges will be expressed as an hourly fee, based on the particular limits at a game. The hourly fee will be payable in advance. Players who join a game, part way through the assessable hour will be charged on a pro-rata basis, in advance.

7.2.3 Fixed commission payable per hand

- (a) The charge will be expressed as a per hand fee and will be taken on a per player basis; and
- (b) The amount to be collected will be taken from each player prior to the commencement of a hand.

7.3 A Game Supervisor (or above) may vary the method and amount of commission to be charged for a game prior to the commencement of a hand provided that the table signs are changed.

7.4 A Game Supervisor (or above) may forego the amount of commission to be charged for a game so that nil commission is collected.

7.5 For the purpose of calculating a percentage commission, an uncalled wager will not form part of the pot.

7.6 In games where the only wagers are blind bets no commission will be collected.

7.7 Once the amount of commission collected by PokerPro has reached the cap, no additional commission will be collected.

8 Variations of PokerPro

8.1 The games of "Holdem", "Omaha", "Omaha Hi-Lo", "Seven Card Stud", "Seven Card Stud Hi/Lo" and "Razz" may be offered for play on a PokerPro table.

9 Dealing the Game – All Versions of Poker

9.1 Players will have a choice of seat.

9.1.2 Where two or more players desire the same seat seating will be allocated by a Poker Supervisor.

- 9.2 Players will indicate their decision to call, raise, check, fold, bring in, complete or sit out as follows:
- 9.2.1 Call, by selecting the **[Call] option** on their Player Display;
 - 9.2.2 Raise, by selecting the **[Raise] option** on their Player Display;
 - 9.2.3 Fold, by selecting the **[FOLD]** option on their Player Display;
 - 9.2.4 Check, by selecting the **[CHECK]** option on their Player Display;
 - 9.2.5 Sit out, by selecting the **[SIT OUT]** option on their Player Display prior to the commencement of a new round of play.
 - 9.2.6 Bring-In, by selecting the **[BRING IN]** option on their Player Display prior to the commencement of a new round of play.
 - 9.2.7 Complete, by selecting the **[COMPLETE]** option on their Player Display prior to the commencement of a new round of play.
- 9.3 If a player fails to make a decision as described in 9.2 above before the wagering period expires, his/her hand will be folded or checked if no previous player has made a wager. In the case that a forced bet is required the required wager will be placed. If a previous player has made a wager and the player does not act in time, their hand will be folded
- 9.4 When a player vacates a Player Display permanently, the Player Display will indicate that the seat is available for allocation.
- 9.5 When two or more players hold winning hands of equal value, the pot or pots will be divided equally to the lowest denomination chip used to wager a full size Small Blind Wager.
- 9.5.1 Where after the pot or pots have been divided, there is an amount remaining that cannot be equally divided, the remaining amount will be given to:
 - (a) The high hand(s), when the pot is divided between high and low hands;

- (b) The hand(s) closest to Dealer Button in a clockwise direction, when the pot is divided by hands of equal value,
- 9.6 The pot will not be divided by the agreement of two or more players. Each hand will be played to a conclusion.
- 9.7 Player and Blind Movements
 - 9.7.1 The number of compulsory blind bets required will be displayed on a sign at the table.
 - 9.7.2 Unless otherwise stated, blinds will be placed by the requisite players as follows.
 - (a) The first active player in a clockwise direction from the Dealer Button will place the first blind bet.
 - (b) The next active player in a clockwise direction from the first blind will place the second blind bet and so on until all compulsory blind bets have been placed.
 - (c) Where a game requires Antes to be placed, all players will be required to place an ante wager.
 - 9.7.3 Each player at the table utilising blinds will post blinds in turn. Players avoiding blinds will be required to make correction when they return to the game.
 - 9.7.4 Players at a table utilising blinds may move into empty seats, the player must wait until the blinds are due or post a penalty big blind to receive a hand immediately.
 - 9.7.5 In the event a player due to post the first or small blind leaves a game, the player on the immediate left of the vacating player will post the large blind and the game will proceed without a small blind. On the subsequent deal, the Dealer Button is not moved and the blinds will have become normalised.

- 9.7.6 New players to a game may not be seated and subsequently dealt a hand, at the position on the table where the Dealer Button is placed or between the small blind and the Dealer Button. New players will be required to either:-
- (a) Wait until the blind is due; or
 - (b) Post the large blind before receiving cards.
- 9.7.7 Where a player has selected the 'Sit Out' Option and elected not to participate in one or more rounds of play and the Game Supervisor (or above) identifies that the player has been sitting out for an excessive amount of time, that player may be picked up from the game.
- 9.7.8 Prior to the first card being dealt,
- (a) The Dealer Button will be placed for the first round of play.
 - (b) Blinds will be placed by the requisite players.
- 9.8 Rabbit Hunting
- 9.8.1 Where all players have folded, not all the community cards have been exposed and the game has not been played to its completion, the players who have folded will be given the option to select [Rabbit Hunting] from their Player Display.
- 9.8.2 Where a player selects 'Rabbit Hunting', the remaining community cards will be revealed to the player allowing him/her to view the value of the hand he/she would be dealt if he/she had continued in the game.
- 9.9 Kill Pots
- 9.9.1 Where a Kill Pot game is on offer at one or more tables this will be displayed on a sign, either on the particular table(s) or in close proximity to the table(s).
- 9.9.2 Where Kill Pots are offered at a table, at the commencement of play a 'Kill Button' will be displayed in the centre of the table.

- 9.9.3 When a player wins an entire Pot, the 'Kill Button' will move to that player's position and display 'Leg Up'.
- (a) Where the game in play is Hi/Lo, no 'Leg Up' feature will be used and the marker will display 'Kill' only.
- 9.9.4 The Casino Operator may set a qualifying pot size which will determine if a player is awarded the 'Leg Up' / 'Kill Button'.
- 9.9.5 If a player with the 'Leg Up' marker wins a pot, the marker will then display 'Kill' and that player will become the 'Killer' in the next hand.
- 9.9.6 If a player with the 'Kill' marker wins a pot, the marker will continue to display 'Kill' and the player will remain the 'Killer' in the next hand.
- 9.9.7 A player that has a 'Kill Button' in front of their playing position at the commencement of a hand will be required to post a wager that increases the size of the game.
- 9.9.8 The 'Killer' will act in the regular sequence of play.
- 9.9.9 If the 'Killer' loses or splits a hand, they will lose the 'Kill Button' and the 'Kill Button' will:
- (a) Move to a neutral position if the pot is split; or
- (b) Move to a player that has won the pot. The 'Kill Button' will display:
- (i) 'Leg Up' if playing Hi variations
- (ii) 'Kill Button' if playing Hi/Lo variations.
- 9.9.10 A player may not elect to 'Sit Out' or 'Quit' while in possession of the 'Kill Button' unless commission is being collected on a Time Collection as described in rule 7.2.2, or Fee Per Hand basis as described in rule 7.2.3.

9.9.11 If the player with the 'Kill Button' refuses to post the appropriate Kill wager, where commission is being collected on a Time Collection as described in rule 7.2.2, or Fee Per Hand basis as described in rule 7.2.3, he/she will not be dealt in and the 'Kill Button' becomes neutral.

- (a) If the abovementioned player rejoins the game before the rejoin game time limit expires, he/she will:
 - (i) Regain the 'Kill Button' if it is in the neutral position.
 - (ii) Regain the 'Kill Button' if another player has 'Leg Up'
 - (iii) Post an amount equal to the Kill wager, but will not obtain the Kill status when another player has possession of the 'Kill Button'.

10 Dealing the Game – Flop Games

10.1 Initial Deal

10.1.1 Cards will be dealt to each player, one card at a time face-down in a clockwise direction, commencing with the first eligible player from the Dealer Button until each player receives either:

- (a) In Holdem, two cards; or
- (b) In Omaha or Omaha Hi-Lo Eight Qualifier, four cards.

10.2 First Betting Round

10.2.1 After the initial deal, players in a clockwise direction commencing with the first player after the last blind will, check, call: raise fold, or go all-in, as appropriate.

10.2.2 Should the player designated in (a) above fold, the option to open the betting or fold will pass to the next player in a clockwise direction.

10.2.3 Subsequent players in order will check, call, raise or fold, as appropriate until:-

- (a) Only one player remains in the game, this player will win the pot; or
- (b) Two or more players remain in the game.

10.3 Second Betting Round

10.3.1 If two or more players remain in the game, a card will automatically be burned before the start of the betting round and then three community cards will be dealt (these are the first three cards of a possible five community cards). These first three cards will be called the Flop and are dealt one at a time face-down and then turned face-up in a pile and spread.

10.3.2 Players, in a clockwise direction commencing with the first player after the Dealer Button, will open the betting, check, fold or go all-in as appropriate.

10.3.3 Players, in a clockwise direction from the opener will check, call, raise or fold, or go all-in, as appropriate until:-

- (a) Only one player remains in the game, this player will win the pot; or
- (b) Two or more players remain in the game.

10.4 Third Betting Round

10.4.1 If two or more players remain in the game, a card will automatically be burned before the fourth community card is dealt.

10.4.2 Players, in a clockwise direction commencing with the first player after the Dealer Button, will open the betting, check or fold, or go all-in, as appropriate.

10.4.3 Players, in a clockwise direction from the opener, will check, call, raise, fold or go all-in, as appropriate until:-

- (a) Only one player remains in the game, this player will win the pot; or

- (b) Two or more players remain in the game.

10.5 Final Betting Round

10.5.1 If two or more players remain in the game, a card will automatically be burned before the fifth community card is dealt.

10.5.2 Players, in a clockwise direction commencing with the first player after the Dealer Button will open the betting, check or fold, or go all-in as appropriate.

10.5.3 Players in a clockwise direction from the opener, will bet, call, raise, fold or go all-in, as appropriate until:-

- (a) Only one player remains in the game, this player will win the pot; or

- (b) Two or more players remain in the game.

10.5.4 If two or more players remain in the game, the cards of the player being called will be exposed. Then, if any of the remaining players hold a hand of equal or higher value, those cards will also be exposed. The winning hand will be:

(a) In Holdem: the highest ranking five card hand consisting of any combination from the five community cards and the player's two hole cards. (The player's hole cards do not need to be included in the hand).

- (b) In Omaha: the winning hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards.

- (c) In Omaha Hi-Lo Eight Qualifier: the pot will be split in half and divided between the winning high hand(s) and the winning low hand(s);

- (i) The winning high hand will be the highest ranking five card hand consisting of two of the player's four hole cards and three community cards.

- (ii) The winning low hand will be the highest ranking low eight qualifier five card hand consisting of two of the player's four hole cards and three community cards.
- (iii) One player may contest for both the High and Low, using the same or different combination consisting of two of the player's four hole cards and three community cards.
- (iv) If there is no low hand the entire pot will be won by the highest ranking high hand(s).

10.5.5 The winning hand(s) will be displayed on the Table Display.

11 Dealing the Game –Stud Games

11.1 Prior to the cards being dealt, all players will be required to place an Ante wager.

11.2 Initial Deal

11.2.1 Cards will be dealt to each player, who has placed the required Ante wager, two cards face-down and then one card face-up commencing with seat number 1.

11.3 First Betting Round

11.3.1 After the initial deal, the player with the lowest up-card will be requested to place a wager not less than the table minimum. If two or more players have up- cards of equal rank then the player with the lowest card by rank of suit will open the betting. This player may select to bring-In or bet. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.

(a) Where the variation of Stud being played is Razz;

- (i) Highest cards will be used where lowest cards were used in other Stud variations.

(ii) Aces will count as low for determining which player will act first and when determining the winning hand.

(b) In the event that the Low Card Bring-In has gone All-In in the Ante, the action will move to the immediate left of this player.

11.3.2 Subsequent players in order will complete, call, raise or fold, as appropriate until:-

(a) Only one player remains in the game and this player will win the pot; or

(b) Two or more players remain in the game.

11.4 Second and Third Betting Rounds

11.4.1 If two or more players remain in the game, each active player in sequence, will be dealt a card face-up.

11.4.2 The player with the highest (lowest in Razz) value hand showing will open the betting, check or fold. If two or more players have up cards of equal rank then the player with the highest (lowest in Razz) card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.

11.4.3 Players in a clockwise direction from the opener, will call, raise check, bet or fold until:-

(a) Only one player remains in the game, this player will win the pot; or

(b) Two or more players remain in the game.

11.5 Fourth Betting Round

11.5.1 A fourth betting round will be completed in all Seven Card Stud variations if two or more players remain in the game.

11.5.2 The procedure described in 11.4.1 through 11.4.3 inclusive, will be followed.

11.6 Final Betting Round

- 11.6.1 If two or more players remain in the game, each active player will be dealt in sequence, one card face-down.
- 11.6.2 If there are insufficient cards remaining, the Poker Engine will, deal a community card.
- 11.6.3 The player with the highest (lowest in Razz) value hand showing, not including the community card, will open the betting, check, fold or go all-in, as appropriate. If two or more players have up cards of equal rank then the player with the highest (lowest in Razz) card by rank of suit will open the betting. The rank of suits highest to lowest, being spades, hearts, diamonds and clubs.
- 11.6.4 Players in a clockwise direction from the opener, will call, raise or fold until:-
- (a) Only one player remains in the game, this player will win the pot; or
 - (b) Two or more players remain in the game.
- 11.6.5 If two or more players remain in the game, the hole card(s) of the player being called will be exposed. The hole cards of all remaining players who hold a hand of equal or higher (lower in Razz) value, will be exposed. The winning hand(s) will then be highlighted.
- 11.6.6 The winning hand will be;
- (a) The highest ranking five-card poker hand made from any of the player's seven cards.
 - (b) In all High-low variations;
 - (i) The winning high hand will be the highest ranking five card poker hand consisting of any combination of the player's cards.

- (ii) The winning low hand will be the highest ranking low eight qualifier five card poker hand consisting of any combination of the player's cards.
- (iii) One player may contest for both the High and Low using the same or different combination consisting of any five of the player's seven cards.
- (iv) If there is no low hand the pot will be won by the highest ranking high hand.
- (v) When the pot is divided between high and low hands and there is an amount remaining that cannot be equally divided then the amount remaining will be given to the high hand(s).

(c) Where the game is Razz;

- (i) The winning hand will be the lowest ranking five card poker hand consisting of any combination of the player's cards.
- (ii) For purposes of identifying the hand, straights and flushes will not be counted. Ace's will count as low.

11.6.7 Where the game is Seven Card Stud, played at structured limit, if any player shows a pair with his/her first two face-up cards, all players have the option to bet or raise either at the lower limit or at the higher limit. Once a bet or raise has been made at the higher limit then all subsequent raises must be made at the higher limit.

12 Irregularities

12.1 There is a misdeal if one player is found to be controlling more than one Player Display.

12.1.1 Whenever a misdeal occurs the Game Supervisor (or above) will stop the game and all wagers for that round will be void. There will be a new shuffle and cut. The same player will be first to receive cards in the new deal as in the previous misdeal.

- 12.2 It is the player's responsibility to protect his/her hand at all times.
- 12.2.1 A Game Supervisor (or above) may inspect a player's hand at the completion of the hand through a replay function. Player hole cards cannot be inspected if they were folded during the hand.
- 12.3 If a player claims that any part of the game system has malfunctioned, a Game Supervisor (or above) must consider the claim and take whatever reasonable action is permitted by this rule.
- 12.4 If the Game Supervisor (or above), for the purpose of rule 12.5 and 12.6 is unable to confirm the relevant wagers placed through the analysis of available records, those wagers must be void.
- 12.5 If a Player Display, experiences a malfunction:
- 12.5.1 Prior to the completion of the **round of play**, the Game Supervisor (or above) must void **any** wagers placed on that Player Display.
- 12.5.2 On, or after the completion of the **round of play**, the Game Supervisor (or above) must seek to confirm what wagers were placed through the analysis of available records and ensure that appropriate adjustments were made to the Player **Chip** Account.
- 12.6 If the game system (Table Display or Poker Engine) experiences a malfunction (including by reason of physical damage) -
- 12.6.1 Prior to the completion of the **round of play**, the Game Supervisor (or above) must void all wagers placed by all players **in respect of that round of play**.
- 12.6.2 On, or after the completion of the **round of play**, the Game Supervisor (or above) must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 12.7 If, during a round of play, an error occurs that is not disclosed until after the commencement of a subsequent round of play, that error will not have any effect on the outcome of subsequent rounds of play.

13 Bonus Payouts

13.1 The Casino Operator may offer one or more bonus payouts with respect to PokerPro games which may include:

13.1.1 Bad Beat Bonus

13.1.2 Pocket Pair Bonus

13.1.3 Royal Flush Bonus

13.1.4 Bad Beat – Aces Full of Kings

13.1.5 Royal Flush – No Hole Cards Required

13.2 A bonus payout may be offered on one or more tables and where offered, the type of bonus and applicable payouts will be displayed on a sign, either on the particular table(s) or in close proximity to the table(s).

13.3 In a round of play where a player is eligible to receive a bonus payout, the game will automatically pause and the bonus will be displayed on the Table Display.

13.3.1 The Pit Boss (or above) will be notified of the pending bonus payout. He/she will verify the bonus payout and arrange a manual payment to be made the player(s) PokerPro Account.

13.3.2 The player will be provided with a receipt of the payment made to his/her account.

14 Promotional Rewards

14.1 Promotional Rewards may be offered on one or more tables and where offered, the details of the Promotional Reward will be displayed on a sign, either on the particular table(s) or in close proximity to the table(s).

14.2 Where a Promotional Reward is offered at a table, a percentage of a players rake will be returned to him/her once he/she has met the applicable qualifying criteria which may include, but not be limited to: time played, number of hands played and number of Flops seen.

14.3 Payments made to a player with respect to a Promotional Reward will be made directly to that player's Promotional Account once the eligibility criteria as stated above is met.

15 PokerPro Tournament Rules

15.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play the variation of PokerPro being offered, with an equal chance.

15.2 For each tournament conducted by the casino operator, the casino operator must:

15.2.1 In accordance with clause 15.4, document relevant Terms and Conditions;

15.2.2 Prior to a tournament being conducted and entries having been taken:

(a) Make the relevant Terms and Conditions available to patrons; and

(b) Advise the VCGR on-site inspectorate of the intention to conduct the tournament.

15.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.

15.2.4 Designate the gaming tables to be used in the conduct of the tournament.

15.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under Rule 15.2.4 is used exclusively for tournament play.

15.3 Prior to the commencement of play in a tournament:

15.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

15.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of "practice hands".

15.4 The Tournament Terms and Conditions referred to in Rule 15.2.1 must include the following information at a minimum:

15.4.1 Tournament Details:

- (a) Information pertaining to:**
 - (i) When the tournament will be conducted.**
 - (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.**
 - (iii) The minimum and maximum number of tournament players.**
 - (iv) The location of the tournament.**
- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.**
- (c) A statement to the effect that the VCGR will be notified of any change to the tournament details prior to the tournament.**

15.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:**
 - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.**
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.**

- (iii) If the casino operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
- (iv) If the casino operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
- (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.

(b) In respect of the Terms and Conditions:

- (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.
- (ii) Information detailing how the Terms and Conditions will be made available to tournament players.
- (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.

- (c) The method of entry into the tournament;

- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

15.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
 - (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary round(s) or session(s) is offered, details of how a tournament player qualifies to participate, or alternately, a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.

- (c) As applicable, the disposition of tournament chips at the completion of the tournament.

15.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager.

15.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

15.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

15.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

15.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:
 - (i) Be penalised and any relevant penalties;
 - (ii) Be disqualified from the tournament;

- (iii) **Nominate a substitute; and**
 - (iv) **Have his/her entry fee or buy-in refunded in whole or in part.**
 - (b) **The consequences of:**
 - (i) **Late arrival or non-attendance for a round or session in the tournament;**
 - (ii) **Absence from the tournament;**
 - (iii) **Use of a mobile phone or similar device during play;**
 - (iv) **Nominating a substitute;**
 - (v) **Disqualification, including action regarding tournament chips in the player's possession; and**
 - (vi) **Retirement from the tournament.**
 - (c) **A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of PokerPro and that in the event of any inconsistency, the Rules of the relevant variation of ProPoker prevail.**
 - (d) **A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:**
 - (i) **If the tournament player(s) to progress to the next round or session have been determined; or**
 - (ii) **If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.**

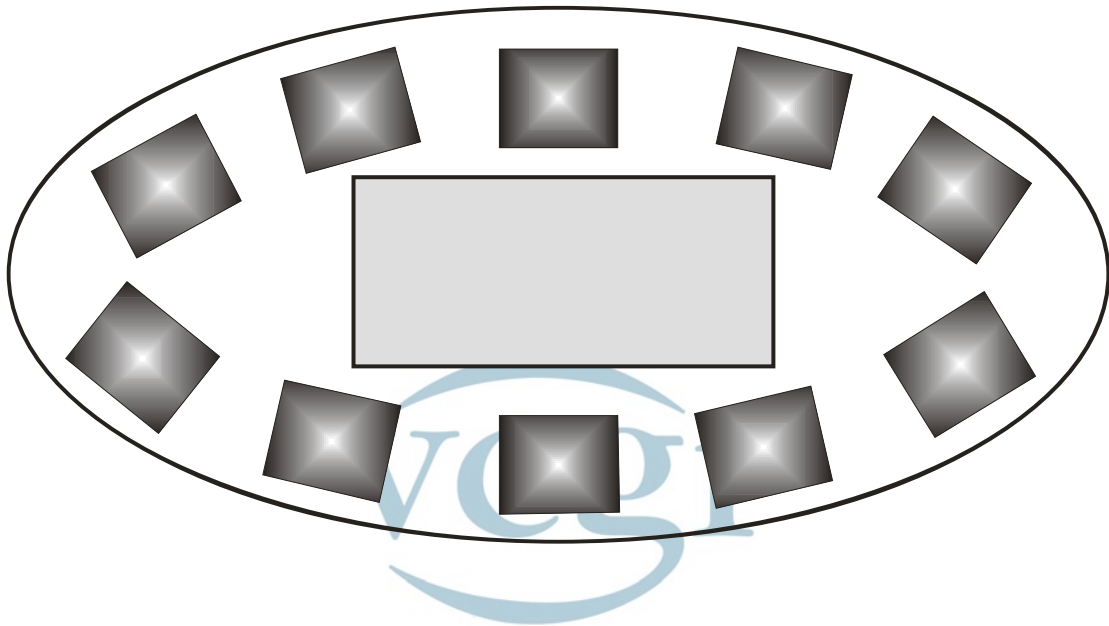
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site), unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that, subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director and/or his/her deputies in accordance with the Terms and Conditions and the Rules of PokerPro.
- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGR, pursuant to legislative requirements and the Rules of PokerPro.

16 General Provisions

- 16.1 A person participating in a game of PokerPro will not, with respect to that game or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 16.2 Where a player has contravened any provision of the rules a **Pit Boss (or above)** may:-
- 16.2.1 Declare that any wager made by the player(s) will be void;
 - 16.2.2 Direct that the player(s) will be excluded from further participation in the game;
 - 16.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation;
 - 16.2.4 Confiscate the prohibited device; and
 - 16.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 16.3 A Game Supervisor (or above) may determine that a player is acting in a manner detrimental to the integrity of the game and declare a players hand void. The decision of the Game Supervisor (or above) will be final, subject to a review by the VCGR if requested.
- 16.3 A **Pit Boss (or above)** may invalidate the outcome of a game if:-
- 16.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 16.3.2 Any fraudulent act is perpetrated by any person, which affects the outcome of the game.
- 16.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.

- 16.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 16.6 No onlooker or any player wagering at any table may influence another players decisions of play.
- 16.7 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 16.8 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the **Pit Boss (or above)** will be final.
- 16.9 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an inspector appointed under the Casino Control Act 1991.
- 16.10 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the Rules of PokerPro.
- 16.11 Players are not permitted to have side bets against each other.
- 16.12 A copy of these rules will be made available, upon request.
- 16.13 Players will not exchange information, or communicate information regarding their hand. Any violation may result in the hand being declared a dead hand.
- 16.14 No player will communicate during the game with any other person or persons with the intent to affect the outcome of the game.

Diagram A



Victorian Commission
for Gambling Regulation

Diagram B

