

# **GREAT NORTHERN** **CASINO**

## **HOUSE RULES - POKER**

1. Management reserves the right to make decisions in the spirit of fairness even if a strict interpretation of the rules may indicate a different ruling.
2. English spoken only. This applies to spectators as well as players.
3. The poker phone is not for public use.
4. Players are expected to treat staff and other players with respect. You will be asked to leave the poker room if you are negatively affecting the atmosphere in any way. Management has no obligation to give an explanation or show cause.
5. Intoxicated persons are not permitted to play. Players identified as being intoxicated or in danger of qualifying as intoxicated may be refused to be bought into a game and/or asked to leave. Absolutely no side betting permitted. Doing so WILL result in your being asked to leave our poker room.
6. Sunglasses may be worn in poker room only. Once you leave the poker room, they must come off. Players may not wear hoods in the poker room.
7. Head phones will be allowed to be worn as long as they do not interfere with game play. The House-person reserves the right to have headphones removed completely.
8. Anyone who is not playing poker may not sit at the tables.
9. Management will decide when to open and close a game.
10. It's the player's responsibility to be in the Casino and hear the list being called.
11. House-person reserves the right to separate spouses or friends at the first available opportunity in the interest of maintaining the integrity of the game.
12. House-person reserves the right to inspect any hand at any time in the interest of fairness.
13. The rake in our poker room in open limit games is 10% to a max of \$10.00. When a table goes to 6 players or less then the rake is 10% to a max of \$3.00.
14. Cell Phones:
  - i. Talking on cell phones is strictly prohibited at the table. If you answer your phone at table, it will be considered a fold/fold out of turn and any money you put in the pot will be forfeited.
  - ii. Phone use at the table (social media, texting etc...) is allowed as long as players are not in a hand. To be clear, you may not use your phone from the time of first action until cards are mucked.

- iii. Phones may not be held over the poker table but are allowed to sit on the bumper.
  - iv. Any violations of these rules or situations not specifically covered will be handled by the House-person and/or Games Manager on duty.
- 15. Cards and money/chip must be visible to all players and the dealer at all times. All players are entitled to a clear view of opponents chips. Higher denominations of chips must be in front of the stacks or easily visible.
- 16. When entering a game you must make a full buy in. You are allowed to make only one short buy per game. Adding to your stack in between hands is not considered a buy in.
- 17. A player joining the table between the button and small blind may super post.
- 18. Time bank. If another player, at the table feels you are taking too long to play your hand, they may request to call "TIME". The House-person will give you 1 (one) minute to act. If you still have not acted by this time, your hand will be declared dead and all money in the pot forfeited. Only the House-person will keep time and/or declare a dead hand.
- 19. When cards are on the fly and a card is flashed, it is considered dead (treat as flashed) even if it is not the dealers fault.
- 20. A misdeal will be declared when;
  - i. The dealer flashes 2 or more cards upon initial deal.
  - ii. A card is flashed on the button
  - iii. The dealer flashes one of the first two cards of the deck.
  - iv. A card is dealt off the table
- 21. For a bet to be active, the player must place the bet over the commitment line. Only exception is a verbal bet. Verbal bets are binding.
- 22. In Pineapple and Crazy Pineapple, when a discarded card is passed over the commitment line in turn, without a bet on top, this is regarded as a check.
- 23. A verbal statement in turn denotes your action, is binding and takes precedence over a different physical action.
- 24. If a player checks out of turn they are committed to that action. They can only call or fold their hand but are not permitted to bet or raise until their next turn for action or the next betting round.
- 25. If a player bets out of turn that bet is committed. If another player raises the pot and the player who acted out of turn does not want to call he must forfeit the bet he already called.
- 26. You must protect your own hand at all times. Your cards may be protected with your hand as long as they are still visible to all players and the dealer. You may also use a chip or another object to place on top of your cards. If you fail to protect your hand you will have no redress if it becomes fouled or the dealer accidently mucks your hand. .
- 27. Any cards touching the muck are dead.

28. If 2 or more hands tie, the extra chip will be awarded to the first hand clockwise from the button.
29. All cards must be shown to win the pot.
30. No string bets are permitted.
31. No rabbit hunting permitted.
32. All chips on the table at the beginning of a hand are considered TABLE STAKES.
  - i. Lending of table stakes is strictly prohibited.
  - ii. Cash does not play.
  - iii. Chips may only be added to your stack between hands and must be purchased from the house-person.
  - iv. If you leave the table at any point and decide to return to the same game later that day, your buy in must be equal to the amount you removed from the table.
33. Chips may only be removed from play to make **minor** purchases such as drinks, food or tips.
34. Straddle bets and double straddle bets are permitted. Straddle bets must be posted before the first card is dealt. The straddle must be double the big blind of that game and the double straddle must be double the first straddle. In the case of a 1-2 game, the straddle is \$5.00 and the double straddle will be \$10.00.
35. When two of the same games are being played:
  - a. Main table will never have fewer players than the feeder table.
  - b. Players will be asked to volunteer to move from feeder table to the main game, if no one volunteers, the deck will be fanned, and low card will be forced to move.
  - c. Feeder table will never go below 6 players, unless the main table has less than 8 players.
  - d. If you quit the feeder table you cannot come back and join directly into the main game, you will be reseated at the feeder table.
36. If a table is being broke and another table of the same game is being played the move list is void and all players wanting to move will draw cards. The remaining players will go on the wait list in order of cards drawn.
37. If 6 or fewer players are at the table and a blind is to be dropped, it will be the small blind.
38. If two or more players want the same seat, the players will draw cards, highest card will get the seat. Ranking of hands go as follows, Spades, Hearts, Diamonds, then Clubs.
39. Any player moving to a new seat past 2 or more active players from the big blind must post the big blind. Any player moving into position where they will be closer to the blind can be dealt in without penalty.
40. Commitment line: ANY and ALL chips and/or cards that cross the line are committed. If you cross the line with chips in your hand they are pot committed

following normal raise requirements. House-person reserves the right to declare cards live if they have crossed the line. Players must roll over their own cards. Dealer may roll over a hand ONLY when requested by the player of those cards.

41. If you put a single chip in the pot that is larger than the bet, but do not announce raise, you are assumed to have only called. This is called an over chip.
42. All new players must post to play except when moving from the feeder table to the main game or when playing a meal marker.
43. When the action hits your seat, you must be seated or your hand will be mucked in turn.
44. Meal markers:
  - i. Are good for one hour.
  - ii. Can be taken 6 hours apart from each other.
  - iii. A max of 2 people, from the same game can take a meal marker at one time
  - iv. Chips in play will be kept in a secured cabinet by the House-person until that player returns.
  - v. Players cannot continue to play on a meal marker if there is an open seat and that player is next in line. They must move immediately to the open seat and let another player play on the meal marker.
  - vi. If a player plays on a person's meal marker, they do not have to post when they return.
  - vii. Markers will not be held if a player is playing other games in the facility. The player may only leave the premises if they have a meal marker.
45. Money Markers:
  - i. Are good for 15 minutes
  - ii. You may not play other table games or slot machines while on a money marker
  - iii. If you leave the table without leaving chips and you have not asked the House-person for a marker it will be assumed you have forfeited your seat and it will be given to the next person on the waitlist.
46. Angling is allowed:
  - a. Players in the hand are permitted to verbally influence other players in the hand. For example, while maintaining respect for other players in the hand, a player may misrepresent a hand, provoke another player to fold, call, or raise and/or otherwise lie about any aspect of the hand. However, once at the showdown, players may not misrepresent their cards. If you do not have cards you may not talk about hands, the board or comment in any way that may influence another player.

- b. When at the showdown, cards are not to be turned face up until **ALL** action at the table is complete. Exposing your cards when there is still action may result in a dead hand.
- c. While angling may occur during a hand, **players must not talk about a possible Bad Beat hand directly**. To be clear, players cannot collaborate, by any means, to increase the chance of a bad beat hand.

47. Showdown:

- i. At the showdown when determining which player must show their hand first, it will be the player who made the last aggressive action. If there was no bet on the river, the player who is left of the button (clockwise) will show their cards first.

48. Discrepancies:

- i. Substantial action determines the time limit for error correction and is used to determine if a hand should proceed or if an error can be corrected. Two players acting in turn is considered substantial action and would require the error to stand and the hand proceed as if no error has occurred. In situations where the dealer takes action on an error, the dealer's action will be considered when determining whether substantial action has taken place.
- ii. If the pot has been incorrectly awarded and it is not noticed until after the hand is over, the mistake will stand and will not be corrected.
- iii. A player must announce immediately when observing any error that could influence the outcome of a hand. Using an unannounced irregularity to gain an unfair advantage may result in forfeiture of any right to the pot in question and/or your hand being declared dead. Continuous or intentional disregard will result in being asked to leave the poker room.

49. If a player shows their cards to another player, we work on the "Show one Show all" rule.

- i. If you show your hand to an *inactive player* then your cards may be shown to the entire table after the showdown.
- ii. If you show your cards to another *active player* your hand will be treated as an exposed hand and will be shown to the entire table immediately. You will be given the option to check, call or fold but you will not be allowed to bet or raise (you lose aggressive action).

50. In No Limit games when a player goes all in, the amount must be at least enough for a full raise in order for the betting to be re-opened.

51. Raises must meet the following criteria:

- a) The initial raise following the big blind must be a minimum of double the big blind or in the case of a 1-2 game the minimum raise after the big blind will be to \$5.

- b) All raises must be made in increments of \$5.
  - c) \$1 chips will not play in a 2-5 or 5-10 game. In a 1-2 game, \$1 chips will only be included in all-in raises.
  - d) All re-raises must be a minimum of the amount of the previous raise.
  - e) A verbally stated "raise" is to be accompanied by a single motion over the line, otherwise the string bet rule will apply and the player will be committed to a minimum raise.
52. In a half/half game. You cannot take a marker for the time of the game that you do not wish to participate in. A player caught doing this will forfeit their seat.
53. Any situation not covered previously will be dealt with by Casino Management and shall be deemed final.
54. Staff and management make decisions based on the poker rules of play, section 10.3 of the AGLC Terms and Conditions and are interpreted in the spirit of fairness, common sense and in a way that maintains the integrity of the game.
55. Amendments to the rules, games, and schedules will be posted on the poker room memo board.

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## HOUSE RULES -BAD BEAT

Anyone may participate in the Bad Beat Jackpot. If a player chooses not to participate, they must fill out a non-participant form before they are permitted to play. No player may sign out and then decide to re-enter at a later time, unless a new jackpot has been started.

### Qualifying Hands

**Texas Hold'em-** Aces over tens, beaten by Quads or better. Both hole cards must play.

**Omaha-** Quad Sevens beaten must use 2 hole cards.

Anyone on the table who has not signed out of the Bad Beat pot is eligible. Players who have been dealt in at the start of the deal of a qualifying hand are eligible. Anyone not dealt in, on a meal marker, or money marker, will not receive a portion of the jackpot. The minimum number of players on a table in order to qualify for a Bad Beat is 6 players.

In all games, when the pot reaches \$50.00, \$1.00 will be taken and contributed to the bad beat pot. Distribution is as follows:

50% of the Bad Beat is awarded to losing hand.

25% of the Bad Beat is awarded to the winning hand.

25% of the Bad Beat is distributed evenly among the remaining players.

NOTE: if a player is a non participant and proceeds to have a qualifying hand to cause a bad beat, their share is divided equally among the remaining players dealt into that hand.

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## HOUSE RULES -WAITLIST

1. Players will be allowed to sign up for scheduled games a day in advance by speaking with the **House-person once the poker room has opened.**
2. Any players who have signed up in advance must be present at the time of game opening to ensure their seat or spot on the waitlist. If you are not present at the time the game starts you must call the poker room to go on to the new waitlist.
3. Players on the waitlist are written down in the order they sign up. When your name reaches the top of the list and a seat opens up, you will be given two pages over the intercom. If you do not show up in a reasonable time frame, you forfeit your spot on the list and your name will be removed from the board. You may put your name back to the bottom of the list.
4. Call in's will go on the waitlist and be given two hours to check in with the houseman. Once you have checked in, the time by your name will be erased and regular waitlist rules apply. If you fail to check in with the House-person in your two hour time frame, you forfeit your spot and your name will be removed from the list.
5. In the event that your name reaches the top of the list and a seat opens up before your two hour window expires, your name will remain at the top until you have either checked in with your House-person or your time is up; in which case your name will be removed. In the meantime, the players below you on the list will be seated in turn.



# **GREAT NORTHERN** **CASINO**

## **HOUSE RULES -TOURNAMENTS**

1. The number of tournament tables allotted at the beginning of the tournament will be determined by the number of players signed up, and paid, by the tournaments scheduled start time.
2. Call-ins are not considered a sign up. They will not be included in determining the number of tables needed for a tournament. If you call in and are not here and paid by the time the tournament starts you will be placed on the waiting list.
3. Late registration is available for up to one hour once the tournament has begun. Late buys will be seated in open seats only. Chairs and/or extra tables will not be added for late buys.
4. Rebuys are available for a given amount of time. At the end of this time players will be given one last hand to rebuy and then rebuys will be deemed concluded.
5. The prize structure will be determined based on the number of total entries. Total entries will include initial buy-ins and late buys, rebuys are not considered part of the total entries.