2020 Club 52 Rules of Poker

Welcome to Club 52 card-room. Your presence in the club means that you agree to abide by the clubs rules and procedures. By taking a seat in one of the card games, you are accepting the officers decisions to be the final authority on all matters relating to that game.

1 - PROPER BEHAVIOR

CONDUCT CODE

Officers will attempt to maintain a pleasant environment for all our members and guests, but are not responsible for the conduct of any player. We have established a code of conduct, and violations may result in warnings or penalties. The following are not permitted:

- Players under the age of 21 years.
- Collusion with another player (soft play, chip dumping, etc.) or any other form of cheating.
- Verbally or physically threatening any player or officer.
- Using profanity or obscene language.
- Creating a disturbance by arguing, shouting, or making excessive noise.
- Throwing, tearing, bending, or crumpling cards.
- Destroying or defacing property.
- Intoxication or using an illegal substance.
- Food and beverages are not allowed at poker tables or beverages on floor.

POKER ETIQUETTE

Repeat etiquette violations will result in penalties. The following actions are improper, and grounds for warning, suspending, or club membership termination, according to club By-Laws and/or Rule Book:

- Deliberately acting out of turn.
- Deliberately splashing chips into the pot.
- Reading a hand for another player at the showdown before it has been placed face-up on the table.
- Telling anyone to turn a hand face-up at the showdown.
- Revealing the contents of a live hand in a multi-handed pot before the betting is complete.
- Revealing the contents of a folded hand before the betting is complete.
- Needlessly stalling the action of a game.
- Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed towards the muck pile.
- Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
- Using a cell phone at the table.

PENALTIES

Penalties, according to club By-Laws and/or Rule book may be: (1) a verbally or written warning, (2) a short membership suspension or suspension from play for a specified length of time, or number of hands or rounds in tournaments, or (3) a longer suspension as above or disqualification from a tournament. (4) termination of membership. Offenders must leave table during tournament suspension. Penalties may not always be imposed in a successive manner, depending on severity of the action

2 - HOUSE POLICIES

DECISION-MAKING

1. Officers reserve the right to make decisions, based on unusual circumstances, in the spirit of fairness and best interest of the game, even if a strict interpretation of the rules may indicate a different ruling.
2. Decisions of the officers are final.
3. The same action may have a different meaning, depending on who does it, so the possible intent of an offender will be taken into consideration. Some factors here are the person's amount of poker experience and past record.

PROCEDURES

1. Cash is not permitted on the table. All cash should be changed into chips in order to play
2. Only one person may play a hand.
3. No one is allowed to play another player's chips.
4. Players must keep their cards in full view. This means above table-level and not past the edge of the table. The cards should not be covered by the hands in a manner to completely conceal them.
5. Discards should be collected by one player at the table, usually the first player to fold their hand. The muck pile should remain face down on the table so none are exposed to active players.
6. Looking through the discards by the player collecting the muck or any other player is not allowed, as this player receives an unfair advantage from information gained by looking at other players unexposed hole cards.
7. After a deal ends, dealers are asked to not show what card would have been dealt. (“rabbit hunting” unfairly delays tournament games)
8. A player is expected to pay attention to the game and not hold up play. Activity that interferes with this, such as reading, is discouraged, and the player will be asked to cease if a problem is caused.
9. A non-player may not sit at the table.
10. In non-tournament games, you may have a guest sit behind you if no one in the game objects. It is improper for a guest to look at any hand other than your own.
11. In our card rooms limit cash games, any player who wishes to be absent from the table, will get relief from paying blinds during their absence. When returning to the table, this player must post the big blind, which is live and may be raised in turn. (it’s like having three blinds for that hand) If big and small blinds were missed, the big is live and the

small is put in main pot. The player also has the option to just wait out of the game and take the big blind when it comes around.

SEATING and BANKER

1. You must be present to add your name to the table waiting list and may add only your own name.
2. In a new game, the player who arrives at the table the earliest gets first choice of remaining seats.
3. When there is more than one game of the same stakes poker, the house will control the seating of new players to best preserve the viability of all games. A new player will be sent to the game most in need of an additional player. A transfer to a similar game is not allowed if the game being left will then have fewer players than the game being entered.
4. To avoid a seating dispute, an officer may decide to start or run a cash game with one extra player over the normal number participating. If so, a seat will be removed as soon as someone quits the game.
5. The Banker is responsible for holding the table's buy-in amounts and paying off all players when they leave the table.
6. A new Banker position is filled by a volunteer, when a button game starts or if an existing banker must quit the game. If no one volunteers, each player draws a card, with the player drawing the low card then becoming the Banker. If this player refuses the bank and no other volunteer is found, this player must leave the game. Each player then draws another card to repeat the process.
7. The Banker, when a button game starts, will also be given the privilege of being the button starting position for accepting the bank responsibility.
8. The Banker, when a game breaks, will get the first seat available at a similar game and each player may draw a card to determine the order for additional seats.

3 - GENERAL POKER RULES

THE BUY-IN

1. When you enter a game, you must make a full buy-in for the game being played, unless designated otherwise.
2. A player coming from a broken game may continue to play the same amount of money, even if it is less than the minimum buy-in.
3. A player re-buying can buy any amount desired, even if changing tables.
4. A player selling chips to another player must not sell below the buy-in amount for that table, some leeway can be given to the Banker, when selling bank chips to a player.

MISDEALS

1. The following circumstances cause a misdeal, provided attention is called to the error before action occurs. The re-deal is an exact re-play, no new players can be dealt in and limits stay the same. A player dealt a fouled hand must promptly defend his right to call a misdeal. If action occurs, the deal must be played to conclusion. **(As explained in rule #2 below)**
    - The first or second card of the hand have been dealt face-up or exposed through dealer error.

- Two or more cards have been exposed by the dealer.
- Two or more boxed cards (improperly face-up cards) are found.
- An incorrect number of cards have been dealt to a player.
- Any card has been dealt out of the proper sequence (except an exposed card may be replaced by the burn-card).
- The button was out of position.
- The first card was dealt to the wrong position.
- Cards have been dealt to an empty seat or a player not entitled to a hand.
- A player has been dealt out who is entitled to a hand.

2. In button games, action is considered to occur after the dealer is finished dealing and two players after the blinds have acted on their hands. Once, cards have been dealt to all players and action occurs, a misdeal cannot be called. The deal will be played, and no money will be returned to any player whose hand is fouled

DEAD HANDS

1. Cards thrown into the muck may be ruled dead. However, a hand that is clearly 100% identifiable may be retrieved and ruled live, at the club officer's discretion, if doing so is in the best interest of the game. We will make an extra effort to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
2. Your hand is declared dead if:
   - You fold or announce that you are folding when facing a bet or a raise.
   - You move your hand away in a forward motion causing another player to act behind you (even if not facing a bet).
   - The hand does not contain the proper number of cards for that particular game.

IRREGULARITIES

1. You must protect your own hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
2. If the wrong deck is used for the flop cards and **no action has occurred**, the wrong cards are picked up and the correct are used for a new flop. If **action has occurred**, all wagers should be returned to the appropriate players and the entire hand is redelt.
3. If a card with a different color back appears during a hand, all action is void and all chips in the pot are returned to the respective bettors and the entire hand is redelt. If a card with a different color back is discovered in the stub, all action stands.
4. If two cards of the same rank and suit are found, all action is void, and all chips in the pot are returned to the players who wagered them (subject to next rule).
5. A player who knows the deck is defective has an obligation to point this out.
6. A card discovered face-up in the deck (boxed card) will be treated as a meaningless scrap of paper. A card being treated as a scrap of paper will be replaced by the next card below it in the deck, except when the next card has already been dealt facedown to another player and mixed in with other down-cards. In that case, the card that was face-up in the deck will be replaced after all other cards are dealt for that round.
7. One or more cards missing from the deck does not invalidate the results of a hand.
8. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burn-card.
9. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed, dropped or accidently exposed by a player will play. To obtain a ruling on whether a

card was exposed and should be replaced, a player should announce that the card was flashed or exposed before looking at it.

10. A down-card dealt off the table is an exposed card. A down-card out of your hand dropped off the table by a player will play.
11. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The exposed card will be used as a burn card and the player will be given a replacement card after all other hands are dealt.(subject to misdeal rules in above section)
12. If the FLOP board cards are dealt prematurely, the cards must be picked up and mixed with the remainder of the deck, but the burn card remains. The cards are then shuffled and cut. New FLOP board cards are then dealt at the proper time, without burning another card. Premature TURN and RIVER cards are handled the same way.
13. If the FLOP contains four (rather than three) cards and the order is not certain to reconstruct the flop, the dealer shall scramble the four cards face down and then one card randomly selected to be used as the next burn card. The remaining three cards become the flop.
14. If the dealer fails to burn a card or burns more than one card, the error should be corrected if discovered before betting action has started for that round. Once action has been taken on a board-card, the card must stand. Whether the error is able to be corrected or not, subsequent cards dealt should be those that would have come if no error had occurred.
15. If the dealer prematurely deals any cards before the betting is complete, those cards will not play, even if a player who has not acted decides to fold.

BETTING AND RAISING

1. Check-raise is permitted in all games.
2. Limit poker allows a maximum of a bet and three raises.
3. Any wager not all-in must be at least the size of the previous bet or raise in that round.
4. Limit poker play uses the **"HALF bet rule"**.
   If the pre-flop **Big Blind** is short because the player is "all-in", anyone who wishes to call must nevertheless call the full amount of the Big Blind (creating a side pot) and a raise must be at least double the Big Blind.
   If a pre-flop or post-flop player has already acted, any short "all-in wager of less than half a bet does not reopen the betting. If the player has not yet acted or has had the betting reopened to them by another players action, they may: (1) raise only by "completing" the bet. (2) call the short bet (3) fold
   A short "all-in" wager of **HALF** a bet or more, is treated as a full bet, and a player may: (1) raise an additional full bet. (2)call the short bet (3) fold.
   If the sum of two or more short raises "all-in" in the same betting round, are together equal to a **HALF bet or more**, it will reopen the betting action.
5. A verbal statement denotes your action and is binding. If in turn you verbally declare a fold, check, bet, call, or raise, you are forced to take that action.
6. Rapping the table with your hand is a pass.
7. Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. An action or verbal declaration out of turn may be ruled binding if there is no bet, call, or raise by an intervening player acting after the infraction has been committed. A player who has called out of turn may not change his wager to a raise under any circumstances. A player who exposes his cards with action pending may incur a penalty, but his hand will not be ruled dead.

8. If action skips over a player, to retain the right to act that player must stop the action by calling "time" (or an equivalent word). Failure to stop the action before three or more players have acted behind you may cause you to lose the right to act. You cannot forfeit your right to act if any player in front of you has not acted, only if you fail to act when it legally becomes your turn.
9. If you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
10. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. (This also applies right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you.
11. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot in a single motion**.**
12. A BET of a single large chip without comment is considered to be a bet of the full amount of the chip. However, a player acting on a previous BET with a single large chip is CALLING the previous bet unless a raise is announced
13. All wagers and calls of an improperly low amount must be brought up to proper size if the error is discovered before the betting round has been completed.

THE SHOWDOWN

1. To win any part of a contested pot, a player must show all of his cards face-up on the table. If all other players fold and pot is uncontested, the winner is not required to show his hand. If a player pushes his cards towards the muck pile he may change his mind and table his cards if they remain 100% identifiable. **(Also see: section 3-GENERAL POKER RULES; DEAD HANDS; item #1)**
2. Cards speak (cards read for them-selves). The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Although verbal declarations as to the contents of a hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot.
3. Any player, dealer, or officer who sees an incorrect amount of chips put into the pot, or an error about to be made in awarding a pot, has an ethical obligation to point out the error. Please help keep mistakes of this nature to a minimum.
4. All losing hands will be killed by the dealer before a pot is awarded.
5. Any player who has been dealt in may request to see any hand that is eligible to participate in the showdown, even if the opponents hand or the winning hand has been mucked. However, this is a privilege that may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, that hand is dead. If the winning player asks to see a losing players hand, both hands are live, and the best hand wins.
6. Show one, show all. Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards. During a deal, cards that were shown to an active player who might have a further wagering decision on that betting round must immediately be shown to all the other players. If the player who saw the cards is not involved in the deal, or cannot use the information in wagering, the

information should be withheld until the betting is over, so it does not affect the normal outcome of the deal.

7. At showdown, in order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. If not spontaneous, the last person to bet or raise in the final betting round must table the hand first. If everyone checks (or is all-in) on the final betting round, the player who acted first is the first to show the hand. If there is a side pot, players involved in the side pot should show their hands before anyone who is all-in for only the main pot.

4 – TOURNAMENTS

By participating in a tournament, you agree to abide by the rules, behave in a courteous manner and are accepting the officer's decision to be the final authority on all matters relating to the game.

Players whether in the hand or not, are obligated to protect the other players in the tournament at all times. Purposely acting out of turn or showing cards from a live hand during the action injures the rights of other players still competing in an event, who wish to see contestants eliminated. If a player deliberately or accidentally shows his cards, the player may be penalized, but his hand will not be ruled dead. Verbally stating one's hand during the play may be penalized.

Acting in turn is critical in big-bet poker, since the number of players yet to act will often influence the amount of the bet. If a player says "raise", successive players should wait for clear bet amounts before acting.

Discussing cards discarded or hand possibilities, before action is complete or agreeing to check a hand out when a third player is all-in are not allowed and may incur a penalty. Penalties **will** be invoked for soft play (or not betting your hand against certain players), abuse, disruptive behavior (like throwing cards that go off the table), or cheating. Offender must leave table during suspension, if disqualified chips are removed from play

Penalties may be: (1) a verbally warning, (2) suspension from play for a specified length of time, number of hands, number of rounds, or (3) disqualification from the tournament. Offenders must leave table during suspension. Penalties may not always be imposed in a successive manner, depending on severity of the action

1. Whenever possible, all rules are the same as those that apply to limit cash games.
2. Initial seating is determined by random draw or table sign-up sheet assignment. The sheet must be signed in consecutive order. (table skipping is not allowed) The club reserves the right to require that any two players not be seated at the same starting table (husband and wife, relatives, business partners, etc.
3. The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.
4. If a paid entrant is absent at the start of an event and the player requests the chips be left in place until arrival, the request will be honored. A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). However the chips will be removed from play by the director after a new betting level is begun or a half-hour has elapsed, whichever occurs first. No refunds for a no-show player.

5. A no-show or absent player is always dealt a hand. That player's stack will post chips for blinds and antes.
6. In all tournament games using a dealer button, the starting position of the button is determined by an officer drawing a card.
7. Limits and blinds are raised at regularly scheduled intervals. All players must pay their blinds every round. The dealer will post from the missing players stack.
8. Because the amount of a wager at big-bet poker has such a wide range, a player who has taken action based on a gross misunderstanding of the amount wagered may receive some protection by the decision-maker. A "call" or "raise" may be ruled not binding if it is obvious that the player grossly misunderstood the amount wagered, provided no damage has been caused by that action. *(A possible rule-of-thumb is to disallow any claim of not understanding the amount wagered if the caller has put eighty percent or more of that amount into the pot.)*
9. No-limit poker play uses the **"FULL bet rule"**

   If the pre-flop **Big Blind** is short because the player is "all-in", anyone who wishes to call must nevertheless call the full amount of the Big Blind, (creating a side pot) and a raise must be at least double the Big Blind.

   If a pre-flop or post-flop player has already acted, any short "all-in" wager that is less than the minimum bet or full amount of previous raise, does not constitute a "real" bet/raise and does not reopen the betting action. The pseudo-bet/raise is just considered some extra money added to the pot and all active players must put in the additional money to stay in the hand. ("*completing" the bet does not apply to no-limit poker***)** If the player has not yet acted or has had the betting reopened to him by another players action, he may (1) Raise an additional full bet or more. (2) Call the short "all-in" wager. (3) Fold. If the **sum** of two or more short "all-in" bet / raises in the same betting round, are together equal to a **FULL bet or more**, it will reopen the betting action.
10. If there is a signal designating the end of a betting level, the new limits apply on the next deal. The next deal begins immediately after the pot is awarded to the winner of the current hand.
11. The lowest denomination of chip in play will be removed from the table when it is no longer needed in the blind or ante structure. All lower-denomination chips that are of sufficient quantity for a new higher value chip will be changed up directly. The method for removal of odd chips is to replace odd amounts with a chip of the next higher value.
12. A player must be at the table by the time all players have their complete starting hands in order to have a live hand for that deal. (The dealer must kill the hands of all absent players immediately after dealing each player a starting hand.)
13. A change of seat is not allowed after play starts, except as assigned by the director.
14. All players must leave their seat immediately after being eliminated from an event.
15. The number of players at each table will be kept reasonably balanced by the transfer of a player as needed.
16. Balancing tables: In flop games, the player to be big blind next moves to the worst position at the new table, including taking a single big blind if available. Worst position is never the small blind. Full-table play will halt on tables 3 or more players short of the table with the most players. TDs may waive halting play and waiver is not a misdeal.
17. Breaking Tables: As players are eliminated, tables are broken in a pre-set order that starts with the player who just paid the Big Blind in the last hand and progress **counter** clockwise. This system gives the blinds and early seats at the broken table, the "first choice" of seats at the new table. It also gives the player that would have been the next Big Blind at the broken table, the "last choice" of a seat at the new table. **(Also see: item #18 below)**

18. New players are dealt in immediately unless they are placed in a dead seat or in the small blind or button position, where they must wait until the button has passed to the player on their left.
19. In all events, there is a redraw for seating when the field is reduced to one table.
20. A player who declares all in and loses the pot, then discovers that one or more chips were hidden, is not entitled to benefit from this. That player is eliminated from the tournament if the opponent had sufficient chips to cover the hidden ones.
21. Players are entitled to a reasonable estimation of opponent's chip stack. A more precise count if facing an all-in bet.
22. Awareness of the amount being in play for each opponent is an important part of poker. All chips and money must be kept in plain view. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips should be easily visible.
23. All tournament chips must remain visible on the table throughout the event. Chips taken off the table or transported out of view may be removed from the event, and a player doing this may be penalized or disqualified.
24. If a player lacks sufficient chips for a blind or a forced bet, the player is entitled to get action on whatever amount of money is left in his stack.
25. String bets are not allowed. At no-limit play, the player must either use a verbal statement giving the amount of the raise or put chips into the pot in a single motion.
26. In our poker room, the edge of each players bet placement circle closest to the player defines the boundary line beyond which any chip passing is a bet. If a player moves chips forward without declaring the bet or raise amount, all chips that are moved forward past the betting line are a binding bet. If you push chips, place chips or even hold chips out in the air beyond the betting line, every chip that crosses that line is committed to the pot.
27. Tournament play will use the **"dead button rule"**. This is defined as a button that cannot be advanced due to the elimination of a player or the seating of a new player into a position between the small blind and the button. (a new player cannot enter between the button and the big blind and must wait for the button to move to his left) The big blind always advances and is posted by the player due for it and will skip over an empty seat. The small blind and button will exactly follow the big blind and are positioned accordingly, even if this means the small blind or the button is placed in front of an empty seat that resulted from that player going broke in the previous hand. This assures that all players take both blinds once every round.
28. In heads-up play with two blinds, the small blind is on the button.
29. All hands will be turned face-up whenever a player is all-in and betting action is complete.
30. If multiple players go broke on the same hand, the player starting the hand with the larger amount of chips finishes in the higher place for prize money and any other award.
31. Private agreements by remaining players in an event regarding distribution of the prize pool, is strictly up to the players. If such an agreement is made, the director will ensure that it is carried out by paying those amounts.