

The Fitzwilliam Casino & Card Club

Summary of Poker House Rules

- 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.
- Rude or abusive behaviour will not be permitted. Such behaviour may result in a player being dealt out of the game and their membership being suspended.
- During the deal, a card exposed due to player error does not constitute a misdeal, no re-shuffle is performed. A card exposed by dealer error will constitute a misdeal.
- Players must protect their hands at all times. If you fail to protect your hand, you will have no redress if it becomes fouled or the dealer accidentally kills it.
- Players must keep their cards in clear view of the Dealer and other players at all times.
- Table stakes apply.
- No unclear actions will be permitted. Only accepted poker terminology is recognised.
- A player is permitted to make one short buy-in if it is their final buy-in. A short buy-in must be at least half the amount of the minimum buy-in.
- One optional live straddle will be allowed on a €50 game.
- Two optional live straddles will be allowed on a €100 plus game.
- No folding out of turn and no folding is permitted before an initial bet is made.
- Cards speak. The dealer assists in reading hands, but players are responsible for holding onto their cards until the winner is declared. Players are encouraged and obliged to draw attention to errors.
- With two players remaining in a hand, if either player chooses to muck their hand, the sole remaining player is the winner and is not obligated to show their cards. For hand protection, it is recommended you hold your hand until your opponent's cards are tabled.
- Excepting all-in situations, the first player to show is always the player with the most recent aggressive action, either bet, raise or re-raise, post-flop.
- A player may not rebuy or add to their chip stack while a hand is in progress. Any rebuy amount must be declared before the hand is dealt for the rebuy to be considered 'live' and in-play for that hand.
- If transferring between tables, a player's chip stack must be maintained and stay in play, unless changing game type (i.e. from Omaha to Hold'em).
- All table transfers are at the discretion of the poker supervisor.
- Running a hand more than once will only be permitted in games where the pot exceeds €500 and must be authorized by the poker supervisor. There must be no objections at the table. 4th and 5th street cards are burned and turned each time.
- The absent rule applies in the event that a player misses more than 3 rounds of the table. If this occurs, a player's chips will be removed from the table and their name put to the bottom of the wait list.
- Only English is to be spoken at the table.
- The use of electronic equipment must not interfere with the flow of the game.

House Rules & Poker Etiquette

- Only the English language may be spoken at the table.
- Do not bend, tear or mark the cards.
- Keep your cards and chips on the table and in plain view.
- Keep chipstacks clean, preferably in units of 20 with high-value chips out in front.
- Never touch another player's cards or chips.
- Players not in the hand should refrain from influencing the play.
- The house has the authority to close the game at any time.
- The house has the authority to remove any player at any time, for any period of time and for any violation of any rule.
- Do not "read" the board possibilities out loud.
- Do not act out of turn.
- Verbally announce your betting action using standard, accepted terminology.
- Do not splash the pot.
- String bets and string raises are not allowed.
- Only one player to a hand.
- The cards speak for themselves. A winning tabled hand cannot be killed accidentally.
- Do not "slow-roll". Turn over your winning hand promptly.
- Do not reveal your folded cards.
- Never reveal another player's mucked cards.
- If more than 50% of chips are put in the pot for a raise it is considered a raise.
- There will be no guest blind, you may either buy the button or wait for the button to pass and skip a hand.
- Action pending is accepted, even if misinformed. The Floor will rule in the event of gross misunderstanding.
- Leaving the table with action pending results in a forfeiture of your hand.
- If you step away from the table, please advise the dealer of your intentions.

The following actions are improper, and may be grounds for warning, penalizing or suspending a violator:

- Agreeing to check a hand out when a third player is all-in.
- 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 showdown.
- Stalling the action of game needlessly.
- Stacking chips in a manner that interferes with dealing or viewing cards.
- Criticizing another player's play.
- Disturbing active players with unnecessary chatter.
- Failing to manage your table space reasonably.
- Failing to keep your chips on the table.
- Handling another player's chips or cards.
- Transferring chips or money at the table from one player to another.
- Failing to protect your cards so that no one else can see them.
- Failing to play at a reasonable speed.
- Making statements that could unfairly influence the play of a hand (player or spectator).
- Commenting about a mucked hand with action pending.
- Exposing any cards before the showdown.
- Mis-declaration of hand.