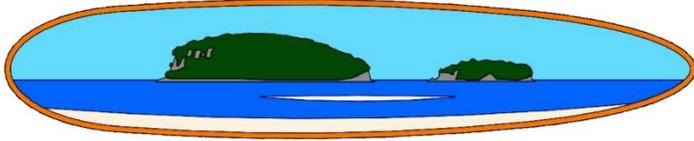


Whangamata Club



Poker Adjunct

The Whangamata Club is an incorporated society. Poker games shall at all times be conducted in accordance with both the most recently published Whangamata Club Subsection Policies & Procedures Guidelines Manual and the DIA rules under the class of gambling that the event is being authorized. Whangamata Club Poker Adjunct rules are below and are available on request.

Rule 1: Tournament Directors {TD's} / Poker Supervisors (PS's), Table Managers {TM's}

TD's, PS's and TM's are to consider the best interest of the game and fairness as top priorities in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over all other considerations. The Poker Supervisors / Tournament Directors decision is final but where a customer is dissatisfied, they may make a complaint to a gambling inspector. Refer also Note 1.

Rule 2: Official Language

The English only rule will be enforced on the poker table.

Rule 3: Official Poker Terminology

Official terms are simple, unmistakable, time-honoured declarations like: bet, raise, call, fold, check, all-in, pot (in pot limit only). The use of non-standard language is at the players risk because it may result in a ruling other than what the player intended. It is the responsibility of the player to make their intentions clear.

Rule 4: Communication - Phones & Electronic Devices

Players may not talk on the phone while in a hand. If a players phone rings while in a hand, the player must cancel the call to retain a live hand. Any other action deems the hand folded. To make a call, a player must step away (approx. 1 metre) from the table and is deemed to be absent.

Electronic devices may be used for music or games, providing they do not interfere with the flow of the game or annoy other players (I.e. the volume is such that it is not audible). The flow of the game includes the player with the device remaining alert and not requiring guidance on where action is required by them. TD's, PS's and TM's can use warning system, then penalty for

repeated offending. Devices may not be accessed for poker applications that give guidance, advice or any advantage to a player while in a live hand. Players may not consult or view their device while in a hand (with the exception to cancel call above). "In a hand" does not mean action pending on that player, it means a player with live cards.

Seating Players, Breaking & Balancing Tables

Rule 5: Random Correct Seating

Tournaments and satellites, including all class 3 Games, seating will be randomly assigned. A player who started the tournament in the wrong seat with the correct chip stack amount will be moved to the correct seat and will take their current total chip stack with them.

Exceptions: For casual games and league games, players arriving on time, have priority of seating.

In the event of any dispute for players arriving at the same time (prior to the start time) and wanting preferred seating, seats will be drawn or as allocated by the TD's, PS's or TM's

Casual games are defined as a tournament whereby there is a stated commencement and ending time, and the blind amount remains constant. The pay out after the Authorized Purpose fee is deducted, is calculated as a % of total chips in play. This currently aligns to the WCPA Tuesday night game.

League Games are defined as tournaments whereby the blinds increase at pre-determined amounts and times. \$ Pay-outs are declared for various finishing positions based on pre-determined % and announced after the final buy-in, re-buy and add-on period has concluded. League Games are currently aligned to WCPA Wednesday Tournaments.

In case of need to break the original table (or two tables) this will be randomly assigned in alignment with tournaments and satellites as outlined above. Exception to this rule is that the PS's

& TM's will have priority seating, and will also be exempt from any table moving when breaking tables, solely for ease of game management purposes. This relates to all league games and casual games. Class 3 games are excluded, whereby the TD is not involved in any playing capacity. Also refer Rule 8.

Rule 6: Special Needs

Accommodation for players with special needs will be made when possible.

Rule 7: Breaking Tables

The tables to be broken will be the tables with the least number of players. In the event that there are two or more tables with the same amount of people, this will be at the discretion of the TD or PS but normally the highest numbered tables will be broken in order that table one becomes the final table.

Tournament: Players going from a broken table to fill seats must take the worst position on the table (i.e. the Big Blind or as close as possible to the Big Blind on a clockwise basis). If multiple people are moving to the same table, position is drawn by lot unless immediately mutually agreed by players. If multiple people are going to multiple tables, this will be drawn by lot.

Casual Games: Players can receive cards on the big blind or the button.

Rule 8: Balancing Tables

In tournament play when balancing tables, the player who will be the big blind next will be moved to the worst position, including taking a single big blind when available, even if that means the seat will have the big blind twice. Worst position is never the small blind. Play will halt on any table that is 3 or more players short. The clock will only be paused when condensing tables down to a final table. Once chip stacks are placed on the felt of the final table, the clock will be re-started.

Refer Rule 4 whereby the PS's & TM's have priority seating and will not be moved for ease of game management. In this case, the person sitting to the immediate left of the PS or TM will be moved to balance providing all other rules are considered (e.g. Rule 50 – family members).

For Class two Casual Games whereby 1, 2 or 3 tables are used, when balancing tables (splitting) the first 5 players retain priority seating and are to remain at table one, with subsequent players (later registrations) being moved.

Rule 9: Number of Players at Final Tables

Tournament: In flop games, the final will consist of a maximum of nine players. In six handed games, the final table will consist of a maximum of seven players. Unless otherwise specified by the TD or PS.

Casual games: Tables will be a maximum of nine players.

Pots / Showdown

Rule 10: Declarations

Cards speak. Verbal declarations as to the content of a player's hand are not binding; however, any player deliberately miscalculation their hand may be considered cheating and if so will be penalized including expulsion from the event, and/or when considered appropriate referred to the WCPA Manager for disciplinary action. Refer also Rule 49.

Rule 11: Face Up for All-Ins

In all games, all live player's hands will be turned face up without delay once a player is all-in and all betting action by other players in the hand is complete. The person called is to immediately display his/her hand followed in clockwise order.

Rule 12: Showdown Order

In a non-all-in showdown, the player who made the last aggressive action must immediately show first. If there was no betting in the last round, then the aggressor in the previous round must show first. If as an example the small blind and big blind check until the end of betting, the big blind must show first (as the big blind was called, in this case by the small blind). Players must show all hole cards to claim any called hand, unless they are the last live hand (refer Rule 14).

Rule 13: Playing the Board at Showdown

A player must show all hole cards when playing the board in order to get part of the pot.

Rule 14: Asking to see a hand

Except where House Policy requires a hand to be shown or provides an express right to see a hand on request, asking to see a hand is a privilege granted at the TD or PS discretion only to protect the integrity of the game (suspicion of invalid hand, collusion, etc.) This privilege is not to be abused. A player who mucks their hand face down at showdown without fully tabling it loses

any rights to see any hand. I.e. there is no "showdown" and the sole remaining "live hand" is entitled to the pot.

Rule 15: Killing a Winning Hand

Dealers cannot kill a winning hand that was tabled and was obviously the winning hand. Players are encouraged to assist in reading tabled hands if it appears that an error is about to be made.

Rule 16: Awarding Odd Chips

The odd chip goes to the high hand. In flop games when there are 2 or more high hands, the odd chip(s) will go to the left of the button.

Rule 17: Side Pots

Each side pot will be split separately.

Rule 18: Disputed Pots

The right to dispute a hand ends when a new hand begins. See House Rule # 19.

General Procedures

Rule 19: New Hand and New Limits

A hand begins with the first riffle. When time has elapsed in a round and a new level is announced by a member of the tournament staff, the new level applies to the next hand.

Rule 20: Chip Race / Colour Up

When it is time to colour up chips, if there are odd chips, the next lowest denomination chip will be awarded. In casual Games, at the conclusion of the tournament, odd chips will be placed in front of the player/s and one hand of Hold'em face up is played with all the odd chips awarded to the winning hand after the river card is dealt.

Rule 21: Chip Stacks Kept Visible and Countable

Players are entitled to a reasonable estimation of an opponent's chip count, thus the chips should be kept in countable stacks. WCPA recommends clean stacks in multiples of 20 as a standard. Players must keep their higher denomination chips visible at the front of their stacks, and positioned as close as practical to the owner at all times. TD's and PS's will control the number and denomination of chips in play and may colour up at their discretion. Discretionary colour ups are to be announced.

Rules 22: Deck Changes

Players may not ask for deck changes. They can however point out any marked cards or deck deficiencies.

Rule 23: Re-buys and Re-entries

Re-buy: If a player announces the intent to re-buy before a new hand, that player is playing as if the re-buy chips are behind and is obligated to make the re-buy. The game should not be further interrupted, including a player taking longer than expected. Once the game has recommenced and no intention to re-buy is announced, that player may not re-enter the tournament at a later time.

Re-entry: A player may re-enter a specifically advertised re-entry tournament as per the advertised conditions for entering that tournament. Not all tournaments will be re-entry

Rule 24: Calling for a Clock

Once a reasonable amount of time has passed and a clock is called for by any player at the table, a player will be given a maximum of one minute to make a decision. If action has not been taken before the time expires, there will be a 10 second countdown after 50 seconds has elapsed, followed by a declaration to the effect that the hand is dead. If the player has not acted before the declaration, the hand is dead. A player must be at their seat to call time.

Rule 25: Rabbit Hunting

No rabbit hunting is allowed. Rabbit hunting is revealing any cards "that would have come" if the hand had not ended.

Player Present / Eligible for a Hand

Rule 26: At Your Seat

A player must be seated or standing immediately behind their seat (within reach) by the time the player has received their second card on Hold'em or their fourth card in Omaha in order to have a live hand. A player's hand is deemed dead once the last hole card is dealt and will be mucked. A player must be seated or behind their seat to call time.

Casual Game: Players who are absent from the table when it is their blind will be posted as if they were present. Absent players disrupt the game, and player who are absent for one orbit will be required to deal the next entire orbit that they return for.

For all games, PS's & TM's will not be 'mucked' or penalised if they are attending to poker business related to that game (i.e. attending to buy-ins, re-buys, add-ons or attending to enforcement of rules or resolving disputes).

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Rule 27: Action Pending

A player must stay seated or immediately behind their seat if they have a live hand.

Button / Blinds

Rule 28: Dealer Button

Tournament play and casual play will use a dealer button.

Rule 29: Dodging Blinds

Players who intentionally dodge any blind when moving from a broken table will incur a penalty.

Rule 30: Button in Heads up Play

The small blind is on the button and acts first pre-flop and last on all subsequent betting rounds. The last card is dealt to the button. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.

Dealing Rules

Rule 31: Misdeals

In flop games, misdeals include but are not necessarily limited to

exposure of the first card dealt;

two or more exposed or boxed cards;

first card dealt to the wrong seat;

cards dealt to a seat not entitled to a hand;

a seat entitled to a hand is dealt out.

the cards are not cut by someone other than the dealer (a cut consists of placing the "cut card" within the deck offered by the dealer. Tapping the deck does not constitute a cut.

Players may be dealt two consecutive cards on the button.

If during the initial deal that the wrong numbers of hands are dealt, this is NOT a misdeal. Players should not touch their cards until the completion of the deal. Therefore, if the incorrect number of hands or cards are dealt, these can simply be adjusted by the dealer, and when asked with the assistance of the players. Any player looking at their hand before the completion of the deal has no rights (i.e. cannot call for a re-deal or call for the deal to stand).

If substantial action occurs, a misdeal cannot be declared and the hand must proceed.

Rule 32: Substantial Action

Substantial action is defined as either a) any two actions in turn, at least one of which must involve putting chips in the pot (i.e. any two actions except two checks or two folds); or b) any combination of three actions in turn (i.e. check, bet, raise, call or fold).

Rule 33: The Flop

In all flop games, if any card except the flop is exposed by the dealer prior to the completion of a betting round or if the flop has too many cards dealt and turned face up it shall be taken back by the dealer, together with the burn card if identified by the dealer and shuffled with the remainder of the deck. The dealer shall have the cards cut, burn a card and then re-deal the flop.

Rule 34: Exposed Turn and River Card

In all flop games, if any card except the flop (refer rule 33 above) is exposed by the dealer prior to the completion of a betting round, it shall be taken back by the dealer, together with the burn card (if identified) and shuffled with the remainder of the deck. The deck shall be shuffled, cut, burn a card and then play continues.

Play: Bets and Raises

Rule 35: Verbal Declarations / Acting in Turn

Players must act in turn. Verbal declarations in turn are binding. Chips are to be placed in front of the player making the bet and will form part of the pot and cannot be removed (subject to rule 36 below). Change is not to be taken until the end of the betting round. This should be done by the dealer, PS or TN, or only upon instruction by the dealer, PS or TM. Helping yourself to change or intermingling bets within the main pot is subject to penalty.

Rule 36: Action Out of Turn

Action out of turn will be binding if the action to that player has not changed. A check, call or fold does not change action. If action changes, the out of turn bet is not binding and is returned to the out of turn player who has all options including: calling, raising or folding. An out of turn fold is binding. Players who act out of turn may be penalised.

Rule 37: Methods of Raising

In no-limit or pot-limit, a raise must be made by (1) placing the full amount toward (but clearly separate to the pot) i.e. a forward motion in one motion; or (2) verbally declaring the full amount prior to the initial placement of chips forward; or (3) verbally declaring "raise" prior to the placement of the amount called and then completing the action with one additional motion. It is the players' responsibility to make their intentions clear. Splashing the pot is considered poor etiquette and subject to penalties.

Rule 38: Raises

A raise must be at least the size of the previous bet or raise of the current betting round. If a player puts in a raise of 50% or more of the previous bet but less than the minimum raise, they must make a full raise. The raise will be exactly the minimum raise allowed (see exception for multiple same-denomination chips in Rule 39). In no-limit and pot-limit, an all-in wager of less than a full raise does not reopen the betting to a player who has already acted.

Rule 39: Oversized Chip Betting

Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.

Rule 40: Multiple Chip Betting

When facing a bet, unless a raise is first declared, multiple same-denomination chips is a call if removing one chip leaves less than the call amount. E.g.: A call: pre-flop, blinds are 200/400: A raises to 1200 total (an 800 raise), B puts out two 1000 chips without declaring a raise. This is just a call because removing one 1000 chip leaves less than the amount needed to call the 1200 bet. Placing mixed denomination chips in the pot is governed by the 50% standard in Rule 37.

Rule 41: Number of Allowable Raises

There is no cap on the number of raise in no-limit and pot-limit play. In limit events there will be a limit to raises even when heads up until the tournament is down to two players; the house limit applies.

Rule 42: Accepted Action

Poker is a game of alert, continuous observation. It is the caller's responsibility to determine the correct amount of an opponent's bet before calling, regardless of what is stated by the dealer or players. If a caller requests a count but receives incorrect information from the dealer or players, then places that amount in the pot, the caller is assumed to accept the full correct action and is subject to the correct wager or all-in amount. Aligned with being alert, cell phones and electronic devices are not allowed at the table except for timing devices. If a player wishes to listen to music, this must be done with a device that is not on the table and that it does not impede the flow of the game. Receiving or sending txt messages or telephone calls can only occur if the player moves away from the table (as if the player is absent). As with all tournament situations, House Rule 1 may apply at the TD's, PM's or TM's discretion.

Rule 43: Pot Size and Pot Limit Bets

Players are entitled to be informed of the pot size in pot-limit games only. Dealers will not count the pot in limit and no-limit games. Declaring "I bet the pot" is not a valid bet in no-limit but it does bind the player to making a bet.

Rule 44: String Bets and Raises

Dealers will be responsible for calling string bets and raises.

Rule 45: Non-Standard and Unclear Betting

Players use unofficial betting terms and gestures at their own risk. These may be interpreted to mean other than what the player intended. Also, whenever the size of a declared bet can have multiple meanings, it will be ruled as the lesser value. Example: "I bet five". If it is unclear whether "five" means \$500 or \$5000, the bet stands as \$500. See House Rules 3 & 36.

Rule 46: Non-Standard Folds

Any time before the end of the last betting round of a hand, folding in turn when facing a check or folding out of turn are both binding folds and may be subject to a penalty.

Rule 47: Conditional Statements

Conditional statements regarding future action are non-standard and strongly discouraged; they may be binding and/or subject to a penalty at the TD's, PM's or TM's discretion. Example, "if – then" statements such as "if you bet, then I will raise".

Play: Other

Rule 48: Chips in Transit

Players may not hold or transport tournament chips in any manner that takes them out of view. A player who does so will forfeit the chips and may be disqualified. The forfeited chips will be taken out of play.

Rule 49: Accidentally Killed / Fouled Hands

Players must protect their own hands at all times. If a dealer kills a hand by mistake, or a hand is fouled, the player will have no redress and is not entitled to a refund of bets. If the player initiated a bet or raise and hasn't been called, the uncalled bet or raise will be returned to the player. If a Player who has called the last action mucks due to the announcement of the player s/he has

called, the winning hand must be fully shown. If this hand is not as declared (or stronger), the player who mucked while not being able to retrieve his/her cards, has re-dress aligned to Rule 10. If the player has made a false declaration, unknowingly, but retains the sole live hand, s/he is awarded the pot, but the matter is to be advised to the PS or in Class 3 events the Tournament Director, either of who will inform all remaining players, thus ensuring it is a "one-off". If it is known that the same player has made similar announcement/s at preceding tournaments, it is the

TD's or PS's decision to determine if it was an intentional or unintentional action in order to consider Rule 10 Rule 50:

Where possible players from the same family or same household (partners) will be seated on separate tables, until the final table. E.g. If there are 3 members of the same family/household and three tables, they will each draw by lot which table they are seated at. If tables are broken and it is possible to seat family members at separate tables, this must occur aligned to these rule.

Refer exceptions in Rule 5 above. If it is determined that late registrations disrupt the flow of the game significantly in the opinion of the PS or TM, s/he may determine that the late non-registered players make up a new table. These circumstances can be avoided in most instances by a simple telephone call from the late comers of their intent to play, whereby stacks can be placed appropriately to avoid disruption.

Late comers must be considerate to the PS's and TM's and wait while tournament has already commenced, and can only join at the subsequent rise in blind level unless authorised to commence earlier at the sole discretion of the PS whereby he considers that s/he or the game is not disrupted.

Etiquette and Penalties

Rule 51: Penalties and Disqualification

A penalty may be invoked if a player;

exposes any card with action pending

throws a card off the table

violates the one player to a hand rule or similar incidents occur

shows their hand to one player but not others before mucking (show one –show all)

is involved in cases of soft play, abuse, disruptive behaviour or cheating Penalties available to the TD's, PS's & TM's include;

Verbal warnings, missed hand penalties, disqualification or expulsion (e.g. refer rules 10 & 49, noting that intentional cheating or collusion will not be entertained).

Except for a one-hand penalty, missed hand penalties will be assessed as follows; the offender will miss one hand for every player, including the offender, who is at the table when the penalty is given, multiplied by the number of rounds specified in the penalty. For the period of the penalty,

the offender shall remain away from the table but will continue to be dealt in.

Tournament staff can assess a one hand penalty. 1-, 2-, 3-, or 4-round penalties or disqualification. A player who is disqualified shall have their chips removed from play. Repeated infractions are subject to escalating penalties.

Rule 52: No Disclosure

Players are obligated to protect other players in the tournament at all times. Therefore, players whether in the hand or not, may not:

1. Disclose contents of live or folded hands
2. Advise or criticise play at any time

Read a hand that hasn't been tabled The one-player-to-a-hand will be enforced

Rule 53: Exposing Cards

A player who exposes their cards with action pending may incur a penalty but **will not have a dead hand**. The penalty will begin at the end of the hand.

We should add – Some players do not protect live hands very well.

Rule 54: Ethical Play

Poker is an individual game. Soft play will result in penalties, which may include forfeiture of chips and/or disqualification. Chip dumping and/or all other forms of collusion will result in disqualification.

Rule 55: Etiquette Violations

Repeated etiquette violations will result in penalties. Examples include but are not limited to, unnecessarily touching other player's cards or chips, delay of the game repeatedly acting out of turn and excessive chatter.

Note 1: For clarity, PS's & TM's are those managing the hand-by-hand action, any general ruling, poker ruling or any other minor dispute. Tournament Director/s are the person/s responsible to adjudicate for any major dispute including any behavioural issues or implementation of an immediate suspension as deemed appropriate by him/her. The TD's will be the Club's Duty Manager.

Exception: Class 3 Games whereby the TD will be named and available with any final decision at his/her discretion (refer Rule 1).

Note 2: For events held at the Whangamata Club, the Club is the authorised purpose with any rake or commission payable to the Poker Adjunct of the Whangamata Club as detailed

Note 3: No payment for organising any event will be made to any individual.

Note 4: Specific Game procedures are not detailed within the rules, however are held by The Whangamata Club Poker Adjunct committee and available by any member or guest upon request. These procedures are at the discretion of the Subsection committee, and can be amended at any Poker Adjunct committee meeting, providing that all Poker Adjunct members are notified by way of formal notice posted on the Poker Adjunct notice board, and the change/s

is/are announced prior to the commencement of the next game that is/are affected. It is the Poker Adjunct committee's responsibility to ensure any changes are consistent with the DIA regulations for the class of play the game is being held under.

Note 5: Under no circumstances is a PS, TM or even a Whangamata Club Poker Adjunct supervisor to make a decision on any hand that s/he has an interest in. i.e. The outcome of the decision affects him/her, or any family member

