

Betting and Raising

1. Check-raise is permitted in all games, except in certain forms of lowball.
2. In no-limit and pot-limit games, unlimited raising is allowed.
3. In limit poker, for a pot involving three or more players who are not all-in, these limits on raises apply:
 - (a) A game with three or more betting rounds allows a maximum of a bet and three raises.
 - (b) A game with two betting rounds (such as lowball or draw) allows a maximum of a bet and four raises. [See Section 16 - Explanations, discussion #6, for more information on this rule.]
4. Unlimited raising is allowed in heads-up play. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up.
5. In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (An example of a full raise is on a \$20 betting round, raising a \$15 all-in bet to \$35).
6. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all-in.
7. The smallest chip that may be wagered in a game is the smallest chip used in the antes, blinds, rake, or collection. (Certain games may use a special rule that does not allow chips used only in house revenue to play.) Smaller chips than this do not play even in quantity, so a player wanting action on such chips must change them up between deals. If betting is in dollar units or greater, a fraction of a dollar does not play. A player going all-in must put all chips that play into the pot.
8. 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.
9. Rapping the table with your hand is a pass.
10. 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.
11. To retain the right to act, a 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. Therefore, if you wait for someone whose turn comes before you, and three or more players act behind you, this still does not hinder your right to act.
12. A player who bets or calls by releasing chips into the pot is bound by that action. 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.
13. In limit poker, if you make a forward motion with chips and thus cause another player to act, you may be forced to complete your action.
14. 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. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. (This does not apply in the use of a single chip of greater value.)
15. If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are assumed to have only called. Example: In a \$3-\$6 game, when a player bets \$6 and the next player puts a \$25 chip in the pot without saying anything, that player has merely called the \$6 bet.
16. 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. This includes actions such as betting a lower amount than the minimum bring-in (other than going all-in) and betting the lower limit on an upper limit betting round. If a wager is supposed to be made in a rounded off amount, is not, and must be corrected, it shall be changed to the proper amount nearest in size. No one who has acted may change a call to a raise because the wager size has been changed.

The Showdown

1. A player must show all cards in the hand face-up on the table to win any part of the pot.
2. Cards speak (cards read for themselves). 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 miscalcating a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot. (For more information on miscalcating a hand see Section 11 - Lowball, Rule 15 and Rule 16.)
3. Any player, dealer, or floorman 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 us 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 has been called, even if the opponent's 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 player's hand, both hands are live, and the best hand wins.
6. If you show cards to an active player during a deal, any player at the table has the right to see those exposed cards. Cards shown during or after a deal to a player not in the pot should be shown to all players when the deal is finished.
7. 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 wagering on the final betting round, the last player to take aggressive action by a bet or raise is the first to show the hand. In order to speed up the game, a player holding a probable winner is encouraged to show the hand without delay. 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.

Ties

1. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for winning a pot. Suits are used to break a tie between cards of the same rank (no redeal or redraw).
2. Dealing a card to each player is used to determine things like who moves to another table. If the cards are dealt, the order is clockwise starting with the first player on the dealer's left (the button position is irrelevant). Drawing a card is used to determine things like who gets the button in a new game, or seating order coming from a broken game.
3. An odd chip will be broken down to the smallest unit used in the game.
4. No player may receive more than one odd chip.
5. If two or more hands tie, an odd chip will be awarded as follows:
 - (a) In a button game, the first hand clockwise from the button gets the odd chip.
 - (b) In a stud game, the odd chip will be given to the highest card by suit in all high games, and to the lowest card by suit in all low games. (When making this determination, all cards are used, not just the five cards that constitute the player's hand.)
 - (c) In high-low split games, the high hand receives the odd chip in a split between the high and the low hands. The odd chip between tied high hands is awarded as in a high game of that poker form, and the odd chip between tied low hands is awarded as in a low game of that poker form. If two players have identical hands, the pot will be split as evenly as possible.
 - (d) All side pots and the main pot will be split as separate pots, not mixed together.

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