

General House Rules

1. ENGLISH ONLY. For the protection of all players, only English will be spoken at all times, during a hand. Repeat offenders may be dealt out or possibly cashed out for the remainder of the day.
2. Please do not criticize other players or use loud or vulgar language.
3. Players must protect their own hand at all times. The dealer will assume any unprotected hands are dead. Neither the house nor the dealer can be held responsible for the player's failure to protect his hand.
4. If a player has one or more cards from his hand that are facing down and they touch the discards (muck), that hand will be declared dead and any money invested in the pot will be forfeited.
5. All cards must be in plain sight at all times. Any player is entitled to a clear view of an opponent's chips or cards.
6. Cards should be kept over the table. If a player drops a card off the table, his hand is dead.
7. Do not expose cards except at the showdown
8. One player to a hand. No one may give assistance to a player while a hand is in play.
9. Players are allowed a maximum of 20 minutes away from the table. After this period of time, the player may have his seat forfeited, and his chips picked up by the Floor Person. The Floor Person may give extra time if warranted. A player may have his chips picked-up at the discretion of the Floor Person for excessive absence lobbying.
10. No one can play another player's chips for more than one round without Floor Person's approval.
11. Nothing is allowed on the table except chips, cards, cap chip and unobtrusive trinkets, anything larger than a standard playing card will be allowed on the table. Players may not play out of a chip rack.
12. Changes in the limits and structure of a game may be made only after a Floor Person's approval. Specifically adding, "kill or ½ kill to the game", or "forced-bet" to No-limit games.
13. The house cannot make a decision regarding a hand already out of play.
14. The house is not liable for monetary discrepancies due to player or dealer error.
15. In the case of theft, blackouts, or natural disasters, the house will not be responsible for chips, money, or personal property left on or around the table.
16. The house reserves the right to refuse services to anyone at anytime.
17. SPECTATORS. The house has the right to prohibit, re-position or otherwise restrict spectators.

Seating

18. The seating of players goes in the order of the sign-up board.
19. Players already seated in a game have the first option to move to another game of the same limit by means of the table change list. Players may not change tables without the approval of the Floor Person.

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20. Existing players have the first option to move to an open seat at that table. However, once the open seat has been offered and the existing players have refused it, the seat will be locked up for the new player and is no longer available.
21. Players may request specific seat changes by means of the seat change list.
22. Players in a short handed game may wish to move to a lower limit game, if more than one player wants to move, the Floor Person will draw cards to determine which player moves first.
23. A player who causes a game with six or more players to break by refusing to take an ante or blind, will not be allowed to draw for an open seat in another game but will instead be placed at the bottom of the list.
24. Changes from one game to another are immediate. Players are required to move and be dealt in the first possible hand in the new game. This does not apply when moving to a game with a different limit.
25. The house has the right to restrict seating or prohibit players from playing in a particular game. This includes prohibiting two players from playing in the same game. Any such decision by management shall not be deemed an accusation, but may be done to avoid any appearance of impropriety and in an abundance of caution.

Buy-In/Chip Policy

26. TABLE STAKES RULES APPLY. Only chips on the table or declared before the start of a hand will be in play on that hand.
27. If money is placed on the table, chips must be requested. Cash money is not allowed to be used as a bet.
28. All chips must remain on the table, until the player is ready to leave the game and cash-out. Exceptions would be when players want to pay for food, drinks or tournaments, with chips from their stack. If paying for a tournament the player's stack must have at least the minimum buy-in remaining for that game.
29. No amount of chips can be passed to another player, not even to complete a bet or blind.
30. The minimum buy-ins for all games will be posted. A player is allowed one short-buy after each full buy-in. Add on buys, no matter the amount, will not be considered short-buys.
31. A player moving to a different size game must have the specified buy-in unless he is from a broken game, or cannot get a seat in a game with the same limit. The game must be equal to or smaller than the broken game, in order to enter with less than a full buy. Once seated, he will be treated as a new player.

Dealing Rules

32. A Joker appearing on the board will be considered non-existent and replaced by the next card off the deck.
33. If a Joker appears in a player's hand it is a dead card and is replaced from the top of the deck. If the player attempts to play the hand, he has a fouled hand and forfeits all money invested in the pot.
34. The deck may be changed once per round by player request.
35. The set-up may be changed once per half-hour by player request.
36. One extra scramble or shuffle request is permitted per round per player.

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37. The following examples will result in a misdeal provided substantial action has not occurred, (substantial action being two or more players acting).
 - a. Either of the first two cards dealt are exposed or fouled.
 - b. Two extra cards off the deck on the initial deal.
 - c. The wrong player was dealt first.
 - d. The button was not in the right place. However, if substantial action occurred and the hand is played, the button and blinds will advance normally from that position on the following hand.
 - e. Two or more players were dealt the wrong number of cards.
 - f. Two or more cards were dealt face up.
38. If the deck is fouled (two identical cards, different colored backs, etc.), the current hand is voided and all bets returned to the players. Action on all preceding hands before the error was detected will stand.
39. A card face up in the deck (called "boxed card") is considered non-existent. If possible, it should be replaced by the next card on the deck. If cards cannot be backed up, it will be replaced at the end of the deal. Boxed cards are not used as burn cards. If two or more boxed cards appear during the hand, the hand is voided and all bets returned.
40. A card dealt off the table is a dead card. It will be replaced at the end of the deal. The dead card will be exposed and used as the burn card. Cards dealt off the table must be picked up by the Floor Person.
41. If a player drops any of their cards on the floor or if a card leaves the table, then the hand is declared dead.
42. If a player's card is exposed by a dealer error, it will be replaced at the end of the deal and the exposed card used as the burn card.
43. When the dealer accidentally exposes a player's card on the deal it will be replaced. The card does not have to land face up to be replaced.
44. If a player is dealt too many hole cards and it is discovered before he looks at his hand, the extra card is placed on the deck as the burn card. If the player has already picked up the extra card, and looked at it the hand is dead. If the player has acted on his hand, his hand is dead and all money invested in the pot forfeited.
45. If a player is dealt one too few hole cards he will receive the top card from the deck. If he has attempted to play the hand, his hand is dead and all money invested in the pot is forfeited.
46. If a player is dealt a hand when not entitled to one, the hand is dead and action continues. If the player has acted on the hand, and there is substantial action behind, the action stands.
47. A player, with no chips can not receive a hand until that player declares the amount of chips to purchase. If a player is adding on chips he must declare the amount before the hand is dealt.
48. If the flop has too many cards, the flop will be taken back and reshuffled. The original burn card will remain. The new flop will be delivered without burning a new card.
49. If cards are flopped before all betting is complete, the flop does not play. After action is completed, the flop will be reshuffled. The original burn card will remain. The new flop will be delivered without burning another card.
50. If the fourth card (the turn) is dealt before all betting action is completed, that card is taken out of play. When action is complete, the next card is burned and the fifth card is dealt as the fourth card. When new betting action is complete; the out of play card is reshuffled but not the burn card. The dealer then cuts the deck and turns the last card without burning.

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51. If the fifth card (the River) is dealt before betting action is completed, that card is taken out of play. When betting action is complete, the out of play card is reshuffle but not the burn card. The dealer then cuts the deck and turns the last card without burning.

Blinds-Rules

52. A new player entering a (new) game during the first round of play is required to pay the blinds in turn.
53. Players entering an existing game may receive a hand immediately, but have the option of letting the blinds pass and be dealt in for free behind the dealer button.
54. Players are obligated to pay the total of all blinds each round, except when rule #61 comes into play.
55. An established player returning to the game, who missed any part of the blinds or collection, may receive a hand by one of the following options.
- Posting a live straddle in front of the big blind.
 - Waiting to take a hand in the big blind position.
 - Posting the total of all blinds in the middle blind position, (buying the button).
 - Posting the total of all blinds and collection from any other position, of which only the amount of the big blind is live and plays for him.
56. A player who returns after missing his blinds must post all missed blinds before receiving a hand, or wait until it is his turn to post the big blind. If a player has returned to the table without posting his blinds but he has been dealt a hand, if he has looked at any of his cards or if there has been action the hand is dead. If he has not looked at any of his cards and there has been no action when the error is discovered he may elect whether or not to post. If he elects not to post then his hand is dead, and further he shall not have the opportunity to post until the big blind comes to him.
57. A player who changes seats, moving away from the blinds, may move up to two seats away without penalty. If more than two seats the player must either post the amount of the big blind to receive a hand, or wait the same number of hands as active seats he passed by.
58. A player, who plays through his blinds, “deal off” then immediately changes seats, may let the blinds pass and receive a hand behind the dealer button.
59. Two players may exchange seats without penalty, even if one player is in one of the blind positions, provided the blinds have been properly paid or will be paid.
60. A “straddle” is permissible from the first position left of the big blind only. A “straddle” is always twice the size of the big blind and is live.

Betting-Rules

61. Verbal declarations in turn are binding.
62. A bet and three raises are allowed (limit poker). However, if at any time during the hand only two players remain, the number of raises is unlimited.
63. Check and raise is permitted in all games.
64. Knocking or tapping the table or any similar gesture constitutes a check.
65. Players planning to fold are required to keep their cards until facing a wager (fold in turn).

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66. In limit play, an “all-in” wager of less than half a bet does not re-open 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 half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise. (Example of “all-in” raise more than half a bet. Playing 3/6 Limit Hold'em, on the “Turn” the bet is \$6, player A bets \$6, player B goes “all-in for \$10”, player C’s options are (fold, call, raise). Player B’s all-in is greater than half a bet, and is treated as a full bet. If C wants to raise his bet is now \$16.)
67. When a player goes all in for less than half a bet more than the amount of the call, they must declare all in. If the other players are unaware of the additional chips and have not called and the dealer has dealt more cards, the cards stay and the additional chips do not play. The player may bet them on a future betting round.
68. If a player acting in turn crosses the betting line with chips in hand, the bet or call must be completed. Any forward motion crossing the betting line, in turn, with chips in hand, MAY BE considered a bet if the player does not make an obvious checking motion.
69. A player may “raise” by declaring “raise”, or by having at least the full raise amount in hand, when crossing the bet line, and releasing the chips in a continuous motion. If the player’s hand is inside the betting line and “raise” was not declared and the chips in hand are less than the raise amount, he cannot raise (NO string bets). This does not apply in the use of a single chip of greater value. Declarations made in turn are binding, declarations made out of turn are not binding.
70. A player who bets or calls by releasing chips into the pot is bound by that action, unless the player is unaware that a pot has been raised, then the player may withdraw his bet and reconsider his next action. However, if another player has acted behind, or the dealer clearly announced “raise”, then the player is required to complete the raise amount.
71. If a player puts a chip of higher denomination in the pot, it is a call unless he said, “raise” prior to crossing the bet line.
72. Any one who checks out of turn may not initiate any action. However, a player who inadvertently bets or raises out of turn, may still initiate action when it becomes his turn.
73. When a player needs more time to act on his hand, he must call “time” and stop the action, to preserve his right to initiate action.
74. If two or more players act behind another player who has not acted or called time, he can no longer initiate action, but may only call.
75. If substantial action occurs (two or more players acting, putting money in the pot) behind a player who has not acted or called time, and the dealer has dealt more cards, that player’s hand is dead and all money invested in the pot is forfeited.

Showdown-Rules

76. CARDS SPEAK cards hand rank read for themselves. Although dealers assist in reading hands to the best of their abilities, players are responsible for protecting their hand until a winner is declared. Players deliberately miscalling a hand with the intent of causing another player to muck their hand are unethical and will result in forfeiture of the pot.
77. The winning player must show all cards face up, on the table, in order to win the pot, unless it is the only remaining live hand. Players should open their hands, laying the cards face-up in front of them. Any irregularities caused by a player throwing his hand (cards) onto the table shall be the responsibility of that player.

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78. Split pots by players will NOT be allowed. The hand must be played to completion.
79. A player who is playing the board must show all cards face up on the table.
80. **SHOW ONE SHOW ALL.** At the showdown, if one player shows his hand to another player, anyone dealt in that hand may ask to see that hand. During any betting rounds, cards that are shown to an active player must immediately be shown to all other players. If the player that is shown the cards is not active in the hand, then the card information will be withheld until after the hand is over.
81. At the showdown any player remaining in the hand may request to see another player's hand that called "all bets". However, this is a privilege that may be revoked if abused. The dealer must make sure the hand is dead before turning over the requested hand.

Misc.

82. **SUSPENSION OF RULES.** The house shall have the right to suspend or waive the rules, or institute different rules. Every effort will be made to post a table sign when rules have been suspended or waived, but the absence of such a sign shall not confer any rights to a player.
83. No rabbit hunting. Players cannot ask to see what cards may have been dealt when a hand ends before the "River". No one other than the dealer is allowed to touch the discards (called "the muck").

Poker Etiquette

The following unethical or improper actions are grounds for a warning or excluding a player from the Limelight card room.

84. Deliberately acting out of turn
85. Deliberately splashing chips into the pot.
86. Agreeing to check a hand to the showdown when a third person is all in.
87. Revealing the content of your hand before the betting is complete when you are all-in.
88. Deliberately stalling the action of a game.
89. Deliberately discarding a hand inappropriately, including but not limited to throwing cards, throwing cards at the dealer, and throwing cards off table.
90. Stacking chips in a manner that interferes with viewing cards or dealing, is prohibited.
91. Making statements or taking action that could unfairly influence the course of play, this includes an offender not involved in the pot.

Decision-Making Procedures

92. **DECISIONS BEYOND THE RULES.** At times a situation may arise which is not expressly covered by the Rules. In such situations the Key Employee shall in the "Spirit Of The Game" weigh the facts and render the most appropriate decision in light of the four principle considerations of the Rules of Poker: Fairness, Efficiency, Simplicity and Tradition.

SPIRIT OF THE GAME. All rules shall be enforced and all rulings shall be made with the intent that the spirit rather than the letter of the rule be followed. The spirit of all rules is that the fairest possible outcome shall be achieved. At no time shall interpretation or strict application of a rule be used to achieve an unjust result. The spirit of the game shall be considered the best interest of the game.

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BASIC PRINCIPLES OF RULES. All rules shall be interpreted in the context of the four basic principles of Poker Rules: Fairness, Efficiency, Simplicity and Tradition. Given that the foregoing principles are considered, all rules shall be interpreted in favor of promoting action as opposed to inhibiting action.

PRIORITY OF PARAMOUNT RULES. Spirit of the Game and Basic Principles of Rules are paramount rules and shall supersede all other rules.

DECISIONS FINAL. The Floor Person will enforce the rules. The decision of the Floor Person is final, and not subject to appeal. In cases where a discretionary decision is required the Key Person will make the decision and that decision is final.