

Conduct Code

Management will attempt to maintain a pleasant environment for all our customers and employees, but is not responsible for the conduct of any player. We have established a code of conduct, and may deny the use of our cardroom to anyone who violates it. The following is not permitted:

1. Collusion with another player or any other form of cheating.
2. Verbally or physically threatening any patron or employee.
3. Using profanity or obscene language.
4. Creating a disturbance by arguing, shouting, or making excessive noise.
5. Throwing, tearing, bending, or crumpling cards.
6. Destroying or defacing property.
7. Using an illegal substance.
8. Carrying a weapon.

Poker Etiquette

The following actions are improper, and grounds for warning, suspending, or barring a violator:

1. Deliberately acting out of turn.
2. Deliberately splashing chips into the pot.
3. Agreeing to check a hand out when a third player is all-in.
4. Reading a hand for another player at the showdown before it has been placed faceup on the table.
5. Telling anyone to turn a hand faceup at the showdown.
6. Revealing the contents of a live hand in a multihanded pot before the betting is complete.
7. Needlessly stalling the action of a game.
8. Deliberately discarding hands away from the muck. Cards should be released in a low line of flight, at a moderate rate of speed (not at the dealer's hands or chip-rack).
9. Stacking chips in a manner that interferes with dealing or viewing cards.
10. Making statements or taking action that could unfairly influence the course of play, whether or not the offender is involved in the pot.
11. Using a cell phone at the table.

Decision-making

1. 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.
2. Decisions of the shift supervisor are final.
3. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. Any delay may affect the ruling.
4. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability.
5. A ruling may be made regarding a pot if it has been requested before the next deal starts (or before the game either ends or changes to another table). Otherwise, the result of a deal must stand. The first riffle of the shuffle marks the start for a deal.
6. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, but the time limit for a ruling request given in the previous rule has been complied with, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
7. To keep the action moving, it is possible that a game may be asked to continue even though a decision is delayed for a short period. The delay could be needed to check the overhead camera tape, get the shift supervisor to give the ruling, or some other good reason. In such circumstances, a pot or portion thereof may be impounded by the house while the decision is pending.
8. 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.

Irregularities

1. In button games, if it is discovered that the button was placed incorrectly on the previous hand, the button and blinds will be corrected for the new hand in a manner that gives every player one chance for each position on the round (if possible).
2. 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.
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. 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. If such a player instead tries to win a pot by taking aggressive action (trying for a freeroll), the player may lose the right to a refund, and the chips may be required to stay in the pot for the next deal.
6. If there is extra money in the pot on a deal as a result of forfeited money from the previous deal (as per rule #5), or some similar reason, only a player dealt in on the previous deal is entitled to a hand.
7. A card discovered faceup 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 downcards. In that case, the card that was faceup in the deck will be replaced after all other cards are dealt for that round.
8. A joker that appears in a game where it is not used is treated as a scrap of paper. Discovery of a joker does not cause a misdeal. If the joker is discovered before a player acts on his or her hand, it is replaced as in the previous rule. If the player does not call attention to the joker before acting, then the player has a dead hand.
9. If you play a hand without looking at all of your cards, you assume the liability of having an irregular card or an improper joker.
10. One or more cards missing from the deck does not invalidate the results of a hand.
11. Before the first round of betting, if a dealer deals one additional card, it is returned to the deck and used as the burncard.
12. Procedure for an exposed card varies with the poker form, and is given in the section for each game. A card that is flashed by a dealer is treated as an exposed card. A card that is flashed 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. A downcard dealt off the table is an exposed card.
13. If a card is exposed due to dealer error, a player does not have an option to take or reject the card. The situation will be governed by the rules for the particular game being played.
14. If you drop a card on the floor out of your hand, you must still play that card.
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.

All rules quoted from Robert's Rules of Poker (v4)