



Poker Room

House Rules

Many situations arise in the poker room JACK Cincinnati Casino's and rules need clarification, enforcement and interpretation. The most important considerations in making rulings are consistency and fairness.

General Rules

1. The poker supervisor can make rulings in the best interest of the game and in the spirit of fairness, even if a technical interpretation of the rules can dictate a contrary ruling. No player shall have claim for a ruling made in good faith and therefore any ruling made by the poker supervisor is final. A player who commits an infraction should not profit from it and, conversely, a player who has done nothing wrong should not be placed at a disadvantage.
2. Patrons must be 21 years or older to play in the poker room and must have a valid photo identification driver's license, military, passport or state. If not a U.S. citizen, a valid passport or resident alien card is required.
3. Players will receive \$1 in comps on their ClubJACK Card for each full hour of live action play only.
4. Chips can be removed, by the player, for security purposes when leaving the table. JACK Cincinnati Casino is not responsible for any shortage or removal of chips left on the table during a player's absence. Any chips removed must be fully restored when returning to the game.
5. Except for Pot Limit Omaha, the dealer cannot count the pot, but spread it upon player request.
6. A player who expects to be absent from a game for any length of time should notify a poker team member.
7. Players must remain at the table and turn their cards face-up on the table to receive any part of the pot.
8. Players are responsible for ensuring their time played is correct by notifying the dealer or poker supervisor.
 - a. Players who are not consistently and actively playing may be clocked out.
 - b. The poker supervisor can correct time when applicable.
 - c. A player away from the table may be placed in the lobby.
9. A new game may be started when there are open seats in an established game of the same structure.
 - a. If the number of players in each game is equal, a new player will be seated in the established game.
 - b. A player in an established game cannot table change to a new game until it has been established for one hour.
10. A player may play over another player's chips at the poker supervisor's discretion.
11. All game changes must be unanimous among the players and approved by the poker supervisor.
12. Both live action and tournament play will use a dead dealer button.
13. When two games of the same structure are combined, the following rules apply:
 - a. A player with less than the minimum buy-in is not obligated to re-buy for more.
 - b. The dealer button moves to the player who was due for it or a re-draw will be done for an existing game.
 - c. A current player has preference to an open seat over a new player. However, if a new player has not yet been dealt in, they do not retain the right to the open seat and an existing player at the table can take it.
14. A player may play out of a chip rack at the poker supervisor's discretion.
15. Any player who cannot post their big blind is considered all-in. In order to be dealt in, the player must re-buy for the table minimum.
16. Chopping blinds is permitted if all other players have folded.
17. The dealer will place an absent button in any seat where a player is away from the table.
18. Any player on the waiting list who does not answer when their name is called will be removed. Under certain circumstances, a player on the waiting list may be rolled with poker supervisor approval.
19. When there is an open seat that has been declined by all players, all names will be removed.
20. Players cannot be placed on the waiting list for a game that has an open seat.
21. Players must pay their own time on time rake games and their own antes and blinds and cannot push an ante or blind for another player.
22. A player can have a spectator sit behind them, but cannot comment about the action or the cards.



23. Calling-for-clock procedures can be done once a reasonable amount of time has passed and a clock is called, a player will be given one (1) minute to act. If action has not been taken by the time the minute has expired, there will be a ten (10) second countdown. If a player has not acted on his hand by the time the countdown is over, the hand will be dead. The poker supervisor can speed up the amount of time allotted for a clock if it appears that a player is deliberately stalling.

Player Behavior and Etiquette

Poker is a game of alert continuous observation. It's the player's responsibility to have a basic understanding of the rules. Player's also have an obligation to ensure integrity of the game and the following behaviors are prohibited and can result in a warning, up to and including exclusion.

1. Only one player per hand at all times. No player can make an agreement with any other player regarding the pot.
2. Any abuse directed at another player or team member is prohibited, which includes physically or verbally.
3. Any covert communication while at the table to include hand signals or whispering. Collusion or cheating of any kind must be brought to the poker supervisor's attention immediately.
4. A player will not influence another player's decision and cannot read or touch another player's cards.
5. A player should avoid making comments about an active hand when they no longer have cards or discuss what the cards were before folding.
6. A player must turn their cards face-up on the table at showdown without comment from another player.
7. Players cannot refuse to bet against another player whenever heads-up or agree to check down a hand.
8. Extraneous items are not permitted on the table with the rail being not considered part of the table. This includes electronic devices and any other extraneous items. If these items disrupt or impede the flow of the game. Cellphones and electronic devices can be used whether or not the player is in a live hand as long as it does not impede the flow of the game.
9. A player will not make statements or take action that could jeopardize the course of play.
10. Destruction of the cards by bending, crumpling or power mucking is prohibited.
11. Deliberately acting out of turn or splashing the pot is prohibited.
12. Deliberately folding cards away from the muck pile is prohibited. Cards should be folded in a low line of flight, at a moderate rate of speed, not at the dealer's hands or tray.
13. Rabbit Hunting is prohibited for the dealer and players.
14. English only can be spoken at the table. This also applies to those who are watching a game and communicating with a player in the game. Speaking a foreign language while any hand is in progress is not allowed, regardless of whether a player has cards or not.
15. Insurance propositions and side bets are prohibited.
16. Folding out of turn or folding in turn without action or excessive action out of turn is prohibited.
17. Cheating, chip dumping, chip stealing, card marking, card substitution or any other form of cheating or collusion will be subject to disqualification.
 - a. Cheating is defined as any act a player engages in to break the rules of play to gain an advantage.
 - b. Chip dumping is defined as any agreement amongst two or more player's for one or more of the player's to bet chips with the intent of increasing another player's stack.
 - c. Collusion is defined as any agreement amongst two or more player's to engage in illegal or unethical play. Collusion includes, but is not limited to, acts such as soft play, sharing card information with other players, sending or receiving signals from or to another player, the use of electronic communication with the intent to facilitate collusion, and any other act deemed inappropriate.
 - d. Soft play is defined as any agreement amongst two or more players not bet or raise each other in order to minimize the number of chips lost by participating in the agreement.
18. All set-up changes must have poker supervisor approval.
19. Any player is entitled to a clear view of an opponent's chips. Higher denomination chips must be easily visible. If a player requests an accurate chip count for another player, the dealer is responsible for counting out the chips if the player does not want to count out their own chips.
20. Excessive absences can cause a player's chips to be picked up from the table at the poker supervisor's discretion.

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21. The poker supervisor can refuse service based on a player's behavior, dress, or hygiene without explanation, obligation, or show cause.
22. The poker supervisor can inspect a player's hand for any reason.
23. The poker supervisor can add extra seats or move games.
24. The poker supervisor can prohibit any two players from sitting next to or at the same table.

Buy-In

1. All minimum/maximum buy-ins will be posted for each game; any deviation from the posted buy-ins must be approved by the poker supervisor.
2. Short buys are not allowed but a player who has at the amount of the big blind can add-on at any time, when not in a hand.
3. A new player or a player with a missed blind button can enter a game by posting both blinds from the small blind position. The big blind amount is live and the small blind is dead. On the next hand, the player who posted both blinds will get the dealer button.

Dealer Button and Blind Use

1. Players may assume any hand in any position except between the small blind and the dealer button.
2. In heads-up play, the small blind will always be posted on the button.
3. A player may buy the dealer button. The big blind will be live and the small blind will be dead. The players in the actual blind positions will not post their blinds and will do so the next hand.
4. A player who misses their blinds, and acts on a hand without posting will be required to post them on the next hand.
5. If a player misses their blinds, they can come in on a straddle bet and no money will be dead or wait for the big blind before receiving a hand.
6. A new player is not required to post to be dealt in.
7. A player who excessively misses their blinds or isn't actively playing can be picked up or asked to leave.
8. Any player who drew for the dealer button is considered active and is required to make up any missed blinds.
9. A player who "deals off" by playing the dealer button and then immediately getting up to change seats can allow the blinds to pass the new seat one time and re-enter the game behind the dealer button without having to post.

Seating

1. Players may call to have their name to be put on the waiting list for up to 1 hour for certain games and can be modified at the discretion of the poker supervisor.
2. When there is more than one similar game and a must-move is not being used, the poker supervisor will control the seating of new players to best preserve the viability of an existing game. A new player will be sent to the game most in need of a player. A transfer to a similar game is not allowed if the game being left will have fewer players than the game being entered. Table changes will be allowed once per hour or at the poker supervisor's discretion and the player moving must post the big blind to be dealt in. New games will need to open for a minimum of one hour before any existing player can transfer to the new game. Players electing to table change must enter the new game with at least the minimum buy-in.
3. A player cannot hold a seat in more than one game.
4. Players should be seated to be dealt in and should remain seated for the duration of the hand.
5. A new player who reserves a seat is expected to take it immediately.
6. A player may have their seat reserved for up to ten minutes with poker supervisor approval.
7. A must move policy can be utilized to move a player from a similar game to the main game. When moving, the player must bring their entire chip count.
8. When a table breaks, the player who at the table the longest has priority when available or by a random draw.
9. New players will be sent to the table with the most open seats.
10. Any player who moves more than two positions away from the big blind must post the big blind.

Betting and Raising

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1. It's the player's responsibility to ensure the accuracy of another player's bet regardless of what is stated by the dealer or another player. If a player requests a count but receives incorrect information, but places said amount into the pot, it's assumed the player has accepted the action and must place the required amount of chips into the pot.
2. A player who bets or calls by releasing chips into the pot is bound by that action and must make the amount of the wager correct. This also applies at showdown when putting chips into the pot causes another player to show the winning hand before the full amount needed to call has been put into the pot. Under certain circumstances, lack of proper information or gross misinformation can allow a player to reconsider their action, provided substantial action hasn't occurred.
3. A player can assemble chips in front of them before acting. A player is considered to have made a bet if they have pushed chips forward or released chips passed the betting line into the pot that makes it obvious the intent was to bet. If the situation is unclear and the player allows the dealer to pull their chips into the pot without making an immediate objection, it will be considered a bet.
4. A wager is not binding until the chips are released into the pot, unless the player has made a verbal statement of action. However forward motion into the pot with chips in hand can result in a player being forced to leave in the minimum amount allowable at that juncture, especially if the forward motion elicits action by another player.
5. "All-in" and "Call" buttons can be used to clarify action. These buttons are not required for action to be binding.
6. A verbal statement or physical act of betting or raising out of turn must be taken in turn if the action hasn't changed by an intervening player. If the action changes, all options available to the player who made the out of turn action.
7. A player must put the sufficient amount of chips to call if it causes another player to show their hand.
8. An all-in bet of less than a full raise does not re-open the betting to a player who has already acted.
9. When facing a bet, a single oversized chip is considered a call unless a raise was verbally declared. After the flop, an initial bet of a single oversized chip without being announced will constitute a bet for the maximum allowable up to the size of that chip.
10. There will not be a limit to the number of raises for no limit games and four raises for limit games. All raises must be at least the size of the previous raise.
11. Unlimited raises are permitted heads-up. A betting round must start heads-up for there to be unlimited raises.
12. In limit game, if a player raises 50% or more of the previous bet or raise, but less than the minimum raise, will be required to make a full raise.
13. If the dealer kills an unprotected hand, the player will forfeit any chips they had in the pot and any uncalled raises may be returned.
14. The player who made the first action in that last betting round must turn their cards face-up on the table first. If there wasn't any action, the first player to the left of the dealer button will do so first.
15. In limit games, an all-in of less than half the bet does not reopen the betting for someone that has already acted on the hand. A player who has not acted can fold, call, or complete. An all-in of half or more is treated as a full bet, and a player can fold, call, or make a full raise.
16. The minimum bet for no limit and pot limit must be equal to the big blind or bring-in.
17. Any swipe or tap on the table will be considered a check, unless verbally declared.
18. String bets are not permitted.
19. A check and raise is permitted.
20. A Kill Button can be used on certain games.
 - a. A player who wins two consecutive hands will receive the kill button. There is no pot requirement for a leg up for a kill. The only requirement is the player wins one full bet outside of the blinds.
 - b. A player who does not post their kill will not be able to receive a hand on any table until they have.
 - c. A player who scoops or wins the high and the low will receive the kill button only if the pot size is 10 times the big blind or the bring-in for that game.
 - d. The player with the kill button will act in turn.
 - e. The player with the kill button will retain it as long as they win any part of the main pot.
21. The leg up and kill button will always stay with the main pot.
22. If a player with one "leg up" splits the main pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

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23. A player who leaves the table with a “leg up” toward a kill still has a “leg up” along with the current “leg up” upon returning to the game.
24. A player who is required to post a kill must do so that same hand even if wishing to quit or be dealt out. A player who fails to post a required kill blind will not be allowed to participate in any game until the kill money is posted.
25. A player who owes a missed kill blind will post this in the same position they were originally required to post the missed kill.
26. Normally there is one killer per hand, an exception would be if a kill blind is owed from a previous hand. In this case there could be multiple players with a kill blind posted.
27. A kill button is considered part of the pot. If a player with a required kill wins again, then that player must kill it again for the same amount as the previous hand.
28. If players are unaware that the pot has been killed and put in a lesser amount, and it has been announced as a kill pot with the kill button face up, all bets must be corrected or players will forfeit the chips already in the pot. If it has not been properly announced, you can withdraw the chips and reconsider your action.
29. A straddle is allowed in a kill pot and is double the size of the kill blind.
30. A new player has the option of sitting down into a kill pot or waiting for the next opportunity to begin play.
31. A player with the kill button cannot move seats. Open seats will be held for a player with a kill button posted before allowing a new player to take this seat.

Table Stakes

1. Only non-concealed chips on the table, prior to dealing the first card of the hand, shall play.
2. If a player quits a game, they must wait two hours unless all money has been returned. An absence of less than two hours will be considered part of the same session.

Showdown

1. Cards speak. Players are responsible for protecting their cards and interest in the pot until a winner has been declared.
2. A player can be forced to forfeit a pot if they intentionally miscalc their hand and force other player(s) to fold. If a player verbally declares their hand, the hand must be shown.
3. Any player, dealer, or poker supervisor 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.
4. Show One, Show All.
 - a. If cards are shown to another player active in the hand, then the cards will be shown immediately as it can affect further action.
 - b. If cards are shown to a player not active in the hand, the hand will be shown once the hand is over, if requested by another player. The dealer will tap the muck pile if the hand is folded, and place the cards to the side to be shown once the hand is complete.
 - c. The dealer has no obligation to read a hand that was folded face-down or was never turned face-up on the table.
5. All losing hands will be killed by the dealer before the pot is awarded.
6. A player who has called all bets at showdown can request to see another player’s hand at the poker supervisor’s discretion and may be revoked if abused. If a player other than the pot winner asks to see a hand that has been folded, the hand is dead. If the winning player asks to see a losing player’s hand, both hands are live, and the best hand wins.
7. Any hand that is folded face-down on the table and the player retrieves it before the dealer pulls it in is live.
8. Side pots will be awarded first before awarding the main pot.
9. 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 in a high-card situation.
10. Cards that are not turned face-up on the table will be folded by the dealer unless it is unclear if the cards were meant to be folded or shown.
11. An odd chip will be broken down to the smallest unit used to make blinds in the game being dealt unless otherwise decided by a specific game type.
12. The poker supervisor can reconstruct and rule a folded hand live because of misinformation, even if it touched the muck pile. If the hand cannot be reconstructed, the hand is dead and the player gives up claim to the pot.



Irregularities

1. Any player loses their right to dispute a pot when the next hand begins.
2. After the initial deal and substantial action, multiple boxed cards does not automatically constitute a misdeal. If this is unable to take place, the pot will then be chopped and all money returned to the eligible players.
3. If a player acts on their hand, or substantial action occurs before a player discovers a joker, their hand will be ruled dead.
4. An exposed card by the dealer on the initial deal will be replaced once the final card is dealt. If a card is exposed on the initial deal by the player, the card will be ruled live.
5. If a pre-mature is dealt it will not play in that round of betting and the poker supervisor will be notified.
6. A four card flop, the poker supervisor will be notified and the dealer will turn the four cards face-down, washed, and one card at random will be selected as the exposed burn card for the next round of betting and the remaining three cards will become the flop.
7. A player who folds their hand when not facing a bet can reclaim their hand if it has not touched the muck pile.
8. An irregular gesture that causes another player to give away their action will be considered a check. The substitution of an irregular gesture or statement for call, check, fold, raise or all-in is binding once the meaning is established by the dealer and a precedent is set by the player.
9. If a pot has been incorrectly awarded and mingled with chips that were not in the pot, and the time limit for a ruling request given in the previous rule has been observed, the poker supervisor can determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player.
10. To keep the action moving, it is possible that a game can be asked to continue even though a decision is being delayed. The delay could be needed to check with surveillance or with another poker supervisor to give the ruling. In such circumstances, a pot or portion thereof can be removed from the table pending the ruling.

Tournament Rules

General Rules

1. Except as changed by these rules or not included in each specific tournament rules, play will follow the House Rules for live action play when applicable.
2. JACK Cincinnati Casino house and tournament rules will be used in accordance to all regulations and rules mandated by the Ohio Casino Control Commission, OAC 3772-11-18 (A) (3).
3. Documentation of entrants' names, winner's names, amounts won and tax-reporting information shall be submitted to the Ohio Casino Control Commission, OAC 3772-11-18 (A) (9).
4. Players are responsible for checking their tournament entry receipts before they leave the registration window. All changes must be made before the start of any event.
5. Players will start with a full stack of chips. Players who have previously registered and show up late can have their chip stack blinded off and subsequently can have their chip stack taken out of play at the poker supervisor's discretion.
6. Players will receive an equal number of non-value tournament chips for all bonuses, buy-ins, and re-buys.
7. Players will randomly be assigned or draw for their seat and table assignment. As tables are combined following player elimination, players will draw again for a new seat and table assignment.
8. All chips are property of JACK Cincinnati Casino. An inventory log will be completed for each tournament.
9. No player can have two or more concurrent entries.
10. Exposing cards, accidentally or intentionally, with action pending can receive a warning or penalty.
11. Any player who intentionally dodges a blind can receive a warning or penalty.

Play and Procedures

1. When time has elapsed in a round, and the next round has been announced, the new round applies to the next hand. All hands begin with the first riffle or by pressing the green button on the shuffler.
2. There will be a "Race Off" to color up and remove lower value chips. This will begin with the first player to the left of the dealer. Only players who have lower value chip(s) are eligible. For each odd chip, the player will receive one card face-up.



All chips will be counted to determine the number of higher value chips. A player can receive one higher value chip. The total count of the lower valued chip(s) will be rounded up.

3. Players are entitled to a reasonable estimation of another player's chip stack, which should be kept in countable stacks. Players can only request a more precise count if facing an all-in bet.

Seating and Table Breaking

1. "Alternates" are permitted and are defined as a player who enters the tournament by taking the seat of a player who has been eliminated. When all seats have been filled, subsequent players will be placed on the list and will begin with the starting chips indicated for that specific tournament.
2. "Re-Entries" are permitted and are defined as a player who was initially in the tournament, eliminated, and wanted to re-enter as a new and separate entry. When all spots have been filled, subsequent players will be placed on the list and will begin with the starting chips indicated in specific tournament rules.
3. As Players are eliminated, alternate and re-entry seating will be utilized
4. Any player who started the tournament in the wrong seat with the correct amount of chips will be moved to the correct seat and they will take their current stack with them.
5. The poker supervisor will make a concerted effort to ensure that tables are kept balanced by moving players from worst position to worst position. Players moved will assume the rights and responsibilities of that seat.
6. Players must be at their seat by the time the last card is dealt or their hand will be dead. 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. Players who start the tournament in the wrong seat in a shootout or heads-up event will be handled on a case by case basis. The poker supervisor can relocate players from their assigned seat to accommodate players based on special needs, and to balance tables at the start of the tournament.
7. The breaking order for an event will be decided upon by the tournament staff. Players going from a broken table to fill in seats assume the rights and responsibilities of the position. They can get the big blind, the small blind or the button. The only place they cannot get a hand is between the small blind and the button. JACK Cincinnati Casino can alter the breaking order due to unusual circumstances.
8. When balancing tables play will halt at any table that is at least three players short. Players moving from a full table to a short table assume the same rights and responsibilities of the position taken.
9. Players must leave the tournament area for all breaks and may return from break with two minutes remaining on break or when announced by the poker supervisor.

Other

1. The poker supervisor may limit the number of alternates, registration and re-entries.
2. The poker supervisor may end any tournament early if any adjustment to the prize pool results in complaining or fighting. Prizes will be awarded according to the player's chip count.
3. The poker supervisor may assess penalties ranging from a verbal warning or penalty, up to and including disqualification.
4. During a penalty, the player must be away from the table, cards are dealt to their seat, antes and blinds are posted and the hand is killed. At no point can the player look at their cards while on a penalty.
5. The poker supervisor can disqualify any player who has been gone longer than one hour. Their chips will be removed from play with no compensation.
6. All bonus buys must be done before the player plays their first hand.
7. All spectators are asked to stay out of the tournament area.
8. The poker supervisor can implement hand for hand play.
9. JACK Cincinnati Casino is not responsible for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by JACK Cincinnati Casino, users, or by any of the equipment or programming associated with or utilized in the promotion or by any technical or human error that can occur in the processing of submissions, any of which can limit, restrict, or prevent a participant's ability to participate.

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10. JACK Cincinnati Casino is not liable in the event of any equipment or software malfunction. This includes, but is not limited to, any loss of any tournament chips players leave at playing tables during play, except during authorized breaks.
11. The Accounting Department will keep a complete record of the rules and all amendments to the rules, including criteria for entry and winning, names of all entrants, prizes awarded and prize winners for a minimum of two years from the date of the tournament and shall be made readily available to the Ohio Casino Control Commission upon request.
12. Any player may receive a refund at any time prior to playing their first hand.
13. Players may notify the poker supervisor and forfeit their chips at any time through the first break and re-enter. All forfeited chips will be removed from play.
14. The schedule of play may be modified by the poker supervisor if doing so is in the best interest of the players or the tournament due to extenuating or unforeseen circumstances.
15. The prize pool may be adjusted by the poker supervisor once the remaining players have unanimously agreed to do so. This is known as a "Chop," "Deal" or "Pay the Bubble."
16. No player will be permitted to accept a prize lower than the amount the next player eliminated would have received if no adjustment had been made. All paperwork will be updated and each player will sign for the amount they were paid.
17. Any discussion of tax avoidance will immediately nullify an adjustment.
18. In the event of a tie, the player who started the hand with more chips will be awarded the higher prize position. If the players started the hand with the same amount of chips or it cannot be determined who started the hand with more chips, the players will split the prizes evenly as possible with any extra dollar awarded to the player closest to the dealer button.
19. The payout structure will be used to determine player placement within the prize pool, subject to any adjustment to the prize pool. The position of finish will be determined when a player has been depleted of chips without an option to re-enter.
20. The poker supervisor may cancel or modify a tournament at any time, for any reason, upon approval from the Ohio Casino Control Commission. Any modification shall not alter or change any previous award and will be posted in the poker room. Tournament will be cancelled on any date when there is a conflicting promotion, tournament or unforeseen circumstance.
21. Tournament chips must remain in clear view of the dealers and players. Any chips taken out of view of play will be taken out of player and may result in disqualification.
22. JACK Cincinnati Casino and all its affiliated and subsidiary companies are not liable for injuries or losses arising or resulting from participation in the tournament and are not liable for any acts or omissions by employees, whether negligent or willful in the conduct of the tournament.
23. By participating players agree to follow these rules. Refusal to do so may result in disqualification.
24. A full set of tournament rules are available to players upon request.

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