



RULES FOR PLAY – TEXAS HOLD’EM

- The player to the left of the dealer’s button places the small blind which will be a stipulated amount. The player seated second from the dealer’s left places the big blind which will be double the small blind. Players must only blind bet in turn. In tournament play there are no optional third or live blinds.
- The cards are dealt clockwise round the table starting with the player in the small blind position.
- Each player will receive two cards both dealt face down.
- After the initial deal has been completed, betting will commence with the player to the left of the big blind, who must call, raise, or pass (fold).
- Betting continues round the table until all players have called or folded.
- After the first round betting has been completed, any discarded hands are collected together and kept separately from the deck. The top card of the deck is considered “dead” and is burned; face down in the centre of the table. The next three cards (“the flop”) are then turned face up in the centre of the table.
- The second round of betting starts with the first active player to the dealer’s left.
- On this and all further rounds of betting a check is permitted until a player makes a bet.
- After the second round of betting has been completed again the top card of the deck is “dead” and burned and the fourth card (“the Turn”) is dealt and placed in the centre of the table.
- The third round of betting commences, following the same rules as for the previous round.
- On completion of the third round of betting, the top card of the deck is “dead” and burned and the fifth and final card (the “River”) is turned and placed in centre of table.
- The final round of betting now commences and once the last person has bet/checked, there is a show- down to find the winning hand. All players involved turn their cards face up. The best five card Poker hand wins. The dealer is responsible for awarding the pot.
- The winning hand rankings are detailed below – highest first: – Straight Flush – Four of a Kind – Full House – Flush – Straight – Three of a Kind – Two Pairs – One Pair – High Card (A kicker or highest other card(s) will determine the winner of equal hands. Ace is high.)

RULES FOR PLAY – OMAHA

- The player to the left of the dealer’s button places the small blind which will be a stipulated amount. The player seated second from the dealer’s left places the big blind which will be double the small blind. Players must only blind bet in turn. In tournament play there are no optional third or live blinds.
- The cards are dealt clockwise round the table starting with the player in the small blind position.
- Each player will receive four cards all dealt face down.



- After the initial deal has been completed, betting will commence with the player to the left of the big blind, who must call, raise, or pass (fold).
- Betting continues round the table until all players have called or folded.
- After the first round betting has been completed, any discarded hands are collected together and kept separately from the deck. The top card of the deck is considered “dead” and is burned; face down in the centre of the table. The next three cards (“the flop”) are then turned face up in the centre of the table.
- The second round of betting starts with the first active player to the dealer’s left.
- On this and all further rounds of betting a check is permitted until a player makes a bet.
- After the second round of betting has been completed again the top card of the deck is “dead” and burned and the fourth card (“the Turn”) is dealt and placed in the centre of the table.
- The third round of betting commences, following the same rules as previously.
- On completion of the third round of betting, the top card of the deck is “dead” and burned and the fifth and final card (the “River”) is turned and placed in centre of table.
- The final round of betting now commences and once the last person has bet/checked, there is a show down to find the winning hand.
- All players involved turn their cards face up. The best five card Poker hand wins the hand. In Omaha players must use two of their hole cards. The dealer is responsible for awarding the pot.
- The winning hand rankings are detailed below – highest first: Straight Flush Four of a Kind Full House Flush Straight Three of a Kind Two Pairs One Pair High Card (A kicker or highest other card(s) will determine the winner of equal hands. Ace is high.)

GENERAL POKER RULES

London Poker Room will use the following rules as a base for any decisions given on the tables. These have been adapted from ‘Roberts Rules of Poker’, the staff of LPR will endeavour to maintain a consistent delivery of these rules. However the ‘spirit’ of the game will be taken into account and a decision may be made that does not follow strict interpretation of these rules.

START OF A GAME

1. The dealer will spread the cards on the table before the first hand.
2. On commencement of game, the button position will be determined by a high card draw.
3. All blinds are off the button.
4. The shuffle will consist of: A Chemmy shuffle, 2 riffles, a strip, 1 riffle and will be finished with the dealer cutting the cards (this should take no more than 20 seconds).
5. Blinds should be posted before cards are dealt.



DEALERS DUTIES

The dealer will be responsible for the smooth running of the game. The dealers responsibilities will include (but are not limited to):

6. The dealer will be responsible for the integrity of the game.
7. The dealer will be responsible for protecting the deck at all times by holding the deck. If a situation requires two hands then the deck must be secured by a chip from the main pot
8. The dealer will be permitted to prompt the action when players are not acting.
9. A player may be told all of their options upon request.
10. Only when all bets are matched should they be brought in to the pot
11. The pot should not be stacked, it should be laid in a neat pile left of the community board
12. Before the drawing of any burn card, the table should be knocked twice
13. The edge of the first burn card should be pushed under the pot, subsequent burn cards should be pushed underneath each other.
14. The flop should be dealt face down out of the box and all three cards turned and spread together within the box

BETTING

15. Verbal declarations in turn are binding, verbal declarations not in turn are not binding.
16. A verbal declaration of intent will take precedent over a differing physical action.
17. A single over sized chip placed into the pot will count as a call. This includes throwing in a single over sized chip in either blind position.
18. Offering into the pot multiple chips, where one chip would suffice, constitutes a raise
19. Players are required to act in turn
20. Action out of turn will stand, unless positive action occurs from the correct positions – a check, call or fold is not considered positive action. If there is out of turn action and then positive action, the offender may call the new bet or fold.
21. All-ins out of turn do not stand and will be treated as described in rule 20.
22. If a player does not realise there has been positive action and offers into the pot enough to call, the offender may call the raise or fold and lose his erroneous call.
23. A raise must be made by (1) placing the full amount in the pot one motion (2) verbally declaring the full amount prior to initial placement of chips into the pot (3) verbally declaring 'raise' prior to the placement of the amount to call into the pot and then completing the action with one additional motion. It is the players responsibility to make their intentions clear
24. All raises must be at least the size of the largest previous bet or raise in the current betting round.
25. 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.
26. An all-in wager of less than a full raise does not re-open the betting to a player who has already raised



27. All-in means all-in (all of the players chips on the table)
28. An all-in bet should not be cut down or counted until an active player requests a count
29. String bets are not allowed
30. Dealers will be responsible for calling string bets and raises.

SHOWDOWN

31. Upon showdown the last player to make positive action will be required to show their hand first.
32. If there has been no betting on the final board card the hands will be shown in order from the button. Unless there has been an 'all in', where the player who is 'all in' shall be required to show first.
33. At showdown, if any player tables their hand and it is deemed to be the winning hand by other players left holding cards, they may muck. These players are not obliged to show their hand (subject to rule 74).
34. Shown hands should be brought in and displayed before the losing hand/hands are killed
35. The remaining hand/hands should be promoted by the board and the pot raked and shoved accordingly

MISDEALS AND IRREGULARITIES

36. A card leaving the table due to a player error will not constitute a misdeal, the player will have no redress and must still play the card.
37. A card leaving the table due to a dealer error will not constitute a misdeal, instead it will be treated as an exposed card.
38. An exposed card on the initial deal will be replaced with the burn card.
39. 2 exposed cards on the initial deal will constitute a misdeal.
40. If either of the first 2 cards to be dealt are exposed a misdeal will be called.
41. Only the dealer may call a misdeal.
42. A misdeal will occur if the button has been placed in the wrong position (subject to rule 49).
43. An incorrect amount of cards dealt to any player is a misdeal if there has been no action, if action has occurred the players hand is mucked, action in this instance is defined as 2 players acting.
44. Cards dealt in the wrong order is a misdeal
45. Players receiving another players cards constitutes a misdeal
46. Cards dealt to a vacated seat constitutes a misdeal
47. If a duplicate card appears on the table it will constitute a misdeal. All bets will be returned. All previous decisions will stand.
48. A card face up in the deck will be treated as a 'meaningless scrap of paper'.
49. A misdeal due to dealer error can only be called prior to action taking place, action in this instance is defined as 2 players acting.
50. If a customer exposes a card or cards whilst facing action there hand may be deemed to be folded.



51. If a customer exposes a card or cards when not facing action they will go passive – call, fold or check behind only – they may not bet or raise
52. The ‘show one, show all’ rule applies.
53. The dealer is responsible for announcing any exposed cards to the players.
54. If a Dealer draws the FLOP before action is complete, the flop cards will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed
55. If a Dealer draws the TURN card before action is complete, the error is rectified in a manner to least influence the identity of the boardcards that would have been used without the error. The dealer burns and deals what would have been the fifth card in the fourth card’s place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn or mucked cards. The dealer then cuts the deck and deals the final card without burning a card. A supervisor must be called before this action is performed.
56. If a Dealer draws the RIVER card before action is complete the river card will be shuffled back into the deck, excluding the burn and mucked cards, and redrawn. A supervisor must be called before this action is performed.
57. If the flop contains too many cards, the supervisor will be called to randomly select the 3 cards to be used as the flop. The extra card or cards will then act as subsequent burn cards.

GENERAL

58. ENGLISH ONLY MUST BE SPOKEN WHILST AT THE TABLE.
59. Players are not entitled to ask for a pot count in no-limit games – the pot can be spread flat on the table by request
60. No one other than the dealer may interfere with the pot
61. Players must keep all high denomination chips visible to the other players
62. Players must keep their cards over the table and in view of the dealer at all times
63. If a dealer kills an unprotected hand, the player will have no redress and will not be entitled to a refund of bets. However, if the player had raised and the raise had not yet been called, the raise will be returned to the player
64. On a table with no action line the players cards are the action line, all bets must be offered into the pot in one forward motion in front of the cards.
65. In a split pot scenario the chips will be split in order of high to low denomination
66. Multiple all ins will be dealt with in order of smallest chip stack first. The smallest stack should be matched by all players, added to the main pot to form pot 1 and placed on the left of the table. The next all in stack would follow the same procedure being placed to the right of pot 1 and so on. Care must be taken and this process must be completed if a side pot is being contested. Allocation of pots to winning hands must be done backwards – starting with the pot that is furthest to the right of the table and then work backwards to pot 1. Pot 1 will be raked first and if the cap is not reached the next pot will be raked and so on
67. Multiple all ins should, staff levels permitting, be supervised
68. Players may NOT come in on the small blind or the button. The button must pass before they can play.



69. If a player has missed either of their blinds but return before the button passes, they may post a small blind and be dealt in.
70. LPR will not use a 'dead button' in cash games.
71. The button and subsequent blind bets may move to accommodate rule 70.
72. A straddle will be classed as an additional blind.
73. Players are obligated to protect other players at all times, therefore players – whether in the hand or not – may not disclose contents of live or folded hands, advise or criticize play or read a hand that has not been tabled.
74. Any player who is dealt cards in a hand may request to see any other players cards, however this is to stop 'soft play' or collusion and may not be used simply to gather information on another players 'style'.
75. The one player to one hand rule will be enforced.
76. No rabbit hunting. If a price has been put on a card and has not been met the card may not be seen.
77. Cards speak, verbal declarations as to the content of a players hand are not binding; however, players deliberately miscalling their hand may be penalized.
78. Players should be advised not to act until prompted by the dealer.
79. A player may disclose the content of their hand without the hand being declared dead, however this is not in the 'spirit of the game' and repeat offenders may invoke penalties.
80. A player who shows his cards to another player or spectator may have the hand ruled dead.

SEATING

81. A player must get permission before joining a game.
82. Playing over without permission is not permitted.
83. A player may not hold a seat in more than one game.
84. A list for all games will be managed by LPR staff who will decide when to start each game.
85. Comfort breaks may be taken, however if these are more than 30 minutes long you may lose your seat.
86. Transferring between tables without permission is not permitted.
87. If a player wishes to move down in stakes (ie a £1/£3 game to a £1/£2 game), they will only be permitted if they do not exceed the maximum allowed on the game and they do not breach rule 90.

MISCELLANEOUS

88. Players may not add to their stacks during a hand.
89. Players may pay for incidental items such as food or drinks from their stack.
90. Players may not remove any chips from play (subject to rule 89). If you wish to play for a lesser amount you must cease play for 2 hours.
91. If a situation arises that cannot be accounted for in these rules the supervisors decision will be final.



TOURNAMENTS

London Poker Room will occasionally run poker tournaments, below are some of the variations of rules specific to tournaments:

- All cards will be turned face up once a player is all-in and all betting action is complete.
- Tournament play will use a dead button.
- A player who intentionally avoids any blind when moving from a broken table will incur a penalty.
- In heads-up play, the small blind is on the button and acts first. When beginning heads-up play, the button may need to be adjusted to ensure no player takes the big blind twice in a row.
- 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 will face disqualification. The forfeited chips will be taken out of play.
- 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 take place.
- Penalties WILL be invoked in cases of soft play, abuse, or disruptive behaviour.
- Penalties available to the Tournament Director include verbal warnings and “missed hand” penalties.
- 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, one-, two-, three-, or four-round penalties or disqualification. A player who is disqualified shall have his or her chips removed from play.
- Repeat infractions are subject to escalating penalties.
- The appropriate starting amount of chips will be placed on the table for each paid entrant at the beginning of the event, whether the person is present or not.
- If a paid entrant is absent at the start of an event, at some point an effort will be made to locate and contact the player. If the player requests the chips be left in place until arrival, the request will be honoured. If the player is unable to be contacted, the chips may be removed from play at the discretion of the director.
- A starting stack of chips may be placed in a seat to accommodate late entrants (so all antes and blinds have been appropriately paid). An unsold seat will have such a stack removed at a time left to the discretion of the director.
- A no-show or absent player is always dealt a hand. That player’s stack will post chips for blinds and antes.