

Cash Game Rules

- Players starting a new game will choose their seat on a first come first serve basis. The dealer will then deal for the button.
- Players on waiting lists will be called out when a seat becomes available.
- Once a table is full, a reserve list will be held, and seats allocated in list order.
- Players may change their seats without penalty, however if it is seen that any player is deliberately dodging their blinds, they will be forced to pay a blind everytime they move.
- In the event that a player is absent from the table for an unreasonable amount of time, if there is a waiting list the player's chips will be picked up from the table. If a player knows they may be away for a significant amount of time, e.g to have dinner, they should inform the manager. Chips will be removed after 20 minutes has elapsed.
- Players registering for cash games will be allocated a specific table in order to keep same value tables balanced. We will endeavour to offer the player the table of their choice however this may not always be possible.

BUY IN

- When entering a game, a player must make a full buy in for that particular game.
- In a €25 minimum buy in game a player may buy in either for the maximum(€150) or up to half the biggest stack at the table.
- A player already in the game may have one short buy in (buy in for less than the table minimum).
- A player with chips may add additional chips of any amount to his stack before deals, providing he has not been all-in during the previous hand. If they have they must buy-in for at least the minimum.
- A player with no chips, who requests a hand must specify the amount they wish to play before they will be dealt in.
- A player may not take money off the table unless they are leaving the game completely.
- Players may not pass chips to other players.
- Cash does not play. The dealer must count the cash on the table and declare that the player is "playing behind". Players may only have money "playing behind", if the supervisor is changing it.

BLINDS/BUTTON

- At the beginning of the game the button will be drawn for, the button will be given to the first ace or the highest card showing, in the event that there is a tie the order of suits are as follows, spades, hearts, diamonds and clubs.
- A new player entering the game does not have to post to be dealt in.
- Players may buy the button or guest.
- Players who have missed their blinds do not have to post to re-enter the game, however any player found to be abusing this will be forced to post.

DEAD HANDS

- A player folds or announces that they are folding when facing a pot on any betting round.
- A player throws their hand away in a forward motion causing another player to act behind them.
- A player's hand does not contain the proper number of cards for that particular game.

MISCELLANEOUS

- A supervisor will start all cash games. Each game will have a dealer.
- Players must inform the desk if they wish to move table, if it does not affect the balance of the tables then it will be allowed. However if the player moving means the tables will become unbalanced then they will be put on a move list and informed by the desk when they can move.
- Chips on the table may be used for paying incidentals. (cigarettes, tips etc)
- All chips must be visible to all players, with the higher denomination chips clearly on display. A player has the right to ask another player how much they have in play, if the player refuses the dealer is obliged to count the stack.
- A player may leave any game at any time. However if they return to play the same game within 5 hours they must sit down with the same amount they left with.
- Speech play is allowed only when two players remain active in the hand.
- A tabled hand cannot be killed.
- One live straddle will be allowed.
- Heads up cash games are not catered for.
- Players must protect their own hand at all times. Cards may be protected with hands, chips, or a card protector. Any players who fail to protect their hand will have no redress if it becomes fouled or the dealer accidentally kills it.
- One or more cards missing from the deck does not invalidate the results of a hand.
- If a player flashes or drops a card out of their hand onto the table and the card becomes exposed, the player may still play that card. If a player drops a card on the floor they may have their hand declared dead.
- A non-player may not sit at the table.
- String betting is not allowed.
- A called hand must show first, however if another player shows the winning hand first the called hand may now muck.
- Cards must be visible to all players at all times. If a player's cards are not visible and the action passes them, they may lose their right to act or have their hand declared dead.
- If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment/organizers have no liability.
- The poker manager's decision is final.