

EricN's House Rules: July 24, 2010

Note: My games are not raked, they are held in my private home, they are very low stakes, there are no paid dealers, persons under 21 are not allowed, there is very little cash on hand and I take no compensation for hosting.

1. **Rules:** Not all hosts use these rules, especially if a tournament is being held. Check with your host to be sure you know what rules will be in effect.
 - 1.1. The number one rule is not to make a big deal about rules. During a rules dispute the host can ask the table for help, but the host will always make the final decision.
 - 1.2. Please be aware that by playing in our games you agree to abide by the host's final decision during a dispute, even if the host is in the hand.
 - 1.3. The host can override these written rules in the spirit of fairness. The host's rulings will not always match Vegas rulings, but I do promise to post the most contentious rules situations here so you will generally know what to expect beforehand.
 - 1.4. **Local house rules that I know are contrary to most Vegas ruling are in red. New rules and changes are in yellow highlight.**
2. **Etiquette:** The following actions are improper and grounds for warning, then merciless ridicule:
 - 2.1. **Cashing out your chips before the game is over.**
 - 2.2. Acting out of turn
 - 2.3. Splashing chips into the pot
 - 2.4. Telling anyone to turn a hand faceup at the showdown
 - 2.5. Stacking chips in a manner that interferes with dealing or viewing cards
 - 2.6. Coaching:
 - 2.6.1. Persons not in the hand making statements about the pot size, pot odds, betting actions on previous betting rounds, possible hands that each player might have, discussing tells, or previous similar hands is poor etiquette.
 - 2.6.2. Persons not in the hand expressing interest, incredulity, amazement, or amusement during the hand as well as discussing the aggressiveness, tightness or looseness of the players involved is usually tolerated.
 - 2.7. Slowrolling (deliberately showing a winning hand slowly or one at a time).
 - 2.8. Harassing the dealer for making an error.
 - 2.9. Harassing the host for making a rules error.
 - 2.10. Excessive rabbit hunting or Rounders references.
 - 2.11. Calling the clock on someone repeatedly or very quickly after it is their turn to act.
3. **Your Mom:** Don't get me in trouble with her. Nobody under 21 years of age please. I will ask for ID.
4. **No-Shows:** If you fail to honor your RSVP once you will be gently reminded of its importance. Fail to honor your RSVP two times and you will be removed from the group. Changing your RSVP to No less than two hours before game time constitutes a no-show.
5. **Oversize Chip:** A player in a position to call or raise a bet who places a single, large chip in the pot is deemed to have called, not raised, and is due change back on his oversize chip. For example if seat 1 bets \$2, and seat 2 silently places a single \$5 chip in the pot, seat 2 has called and is due \$3 change. Of course, seat 2 could have raised by loudly and clearly declaring "raise" when placing his \$5 chip in the pot.

6. **Showing Cards:**
 - 6.1. “Show one player show all players” after the hand. If you want to show your pocket cards to a player that is out of the hand OK, do it discreetly, then set it aside to show the entire rest of the table after the hand. If someone shows you cards during a hand try to keep your poker face.
 - 6.2. If you show your cards to someone who is still in a hand, you must show it to everyone. It is permissible in a cash game to turn one or both of your hole cards face up at any time and continue playing the hand if there is only one other player left in the hand.
7. **Showdown:** Any player may muck his hand at any time and it is dead and cannot be shown. No player can demand to see it regardless of who bet or who called. This may be allowed in Vegas, but even in Vegas it is bad manners. In the event that NOBODY wants to show their hand, the person who made the final bet (or raise) will show first, followed by voluntary showdowns from this player’s left. In cash games, players are not required to turn their hands face up just because they are all in. In a showdown, you must show both cards in order to win the hand, even if you only need one of the cards to win.
8. **Peeing:** You must leave your chips on the table when you pee/smoke/etc. Any player who leaves the table during a blind gets their blind put in for them. Their seat will get dealt cards, and if they get back in time for their action they can play, otherwise their hand is folded. Please note that checking is considered an action.
9. **Going South:** You must leave all your chips on the table until you cash out and leave. You may not give or lend your chips to another player at the table.
10. **Rebuy:** You may rebuy between hands any time you are below the maximum for the game. The sum of the chips you already have and the new chips you buy cannot exceed the game maximum by more than 10% of the maximum buy-in amount.
11. **String Betting:** String bets are reduced to calls. The following are examples of string bets:
 - 11.1. Player verbally declares something like: “I call you and I raise you.”
 - 11.2. Player throws in an oversize chip, then says something like “I raise”.
 - 11.3. Without saying anything, a player facing a bet takes a stack of chips in his hand, drops some chips, and then drops more chips.
 - 11.4. Safest Play: When raising, always loudly and clearly verbally declare “raise” to the entire table. After this verbal declaration you can do about anything you want to do except fold or drink my last BigK Lemon-Lime Sparkling Water.

12. Exposed Card in Flop Games:

- 12.1. If the first or second holecard dealt is exposed or dealt off the table, a misdeal results. The card will be retrieved and the deck will be reshuffled and cut.
- 12.2. If any other single holecard is exposed or dealt off the table due to a dealer error, the deal continues. The card may not be kept.
 - 12.2.1. After completing the deal, the dealer replaces the exposed card with the top card on the deck, and the exposed card is then used for the first burncard. It is recommended that the dealer place the exposed card face up on the top of the deck stub to remind him not to deal a burn card before the flop.
 - 12.2.2. This procedure is used even if it was the dealer's card that was exposed, and it is accepted as a necessary evil that this results in the dealer receiving two simultaneous cards off the deck.
- 12.3. If more than one holecard is exposed or dealt off the table, this is a misdeal and there must be a redeal.
- 12.4. Any card dealt off of the table is deliberately exposed for all to see, even if it lands face down.

13. Accidental Board Cards Dealt:

- 13.1. If the flop is exposed prematurely, the boardcards are mixed with the remainder of the deck. The burncard remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
- 13.2. If the turn is exposed prematurely, 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 burncards or discards. The dealer then cuts the deck and deals the final card without burning a card.
- 13.3. If the river is exposed prematurely, the deck is reshuffled without the burncards and the river is then re-dealt with no burncard.

14. Undercall (silently throwing less than a full call into the pot): 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 right before the showdown when putting chips into the pot causes the opponent to show the winning hand before the full amount needed to call has been put into the pot.) However, if you are unaware that the pot has been raised, you may withdraw that money and reconsider your action, provided that no one else has acted after you.

15. Under Raise: If you silently throw multiple chips into the pot and your chips are between a full call and a full raise, you are allowed the option to reduce to the bet to a call or increase the bet to a minimum raise.

16. Verbal Declarations: Verbal declarations are binding if the declaration is made before putting chips into the pot or if made simultaneously while putting chips in the pot. In this case, if a player's verbal bet amount does not agree with the number of chips put into the pot, the bet must be changed to match the verbal declaration. A verbal declaration made after chips are put into the pot is not legal. In this case the number of chips put into the pot speaks for itself.

17. **Acting out of Turn:** Deliberately acting out of turn will not be tolerated. A player who checks out of turn may not bet or raise on the next turn to act. A player who has called out of turn may not change his wager to a raise on his true turn to act. An action or verbal declaration out of turn is binding unless the action to that player is subsequently changed by a bet or raise. If there is an intervening call, an action may be ruled binding.
18. **Betting and Raising in No Limit:** On each street, the first bet must be greater than or equal to the big blind. A raise must be greater than or equal to the last bet or raise. You may raise for a lesser amount if you are all-in or you are putting a single opponent all-in.
19. **Acting After an All-in Player in No Limit and Pot-Limit:**
 - 19.1. A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager, may fold, call, or raise regardless of the size of the all-in bet.
 - 19.2. If a player goes all-in for an amount that is less than the minimum bet, a player who wishes to raise must raise at least the amount of the minimum bet. For example, if the minimum bet is \$100, and a player goes all-in on the flop for \$20, a raise must be to at least a total of \$120.
 - 19.3. A player who has already acted may not subsequently raise an all-in bet that is less than the minimum bet, or less than the full size of the last bet or raise.
20. **Extra Chip after a Split:** Extra chip goes to the high hand in high-low split games. In games that are not high-low split, the extra chip goes to the player closest to the dealer's left.
21. **New Player Joining the Table:** A new player does not have to post a big blind to join the game. A new player cannot join the table at the small blind position or the button position. A new player joining the game in either of these seats must sit and wait for the button to skip over him before entering the game.
22. **Misdeal:** A deal where an extra player is dealt in or an active player is dealt out, or more than one card is faced is a misdeal if the error is noticed before two players have made an action (check, bet, call, or raise). A misdeal is also called if the first or second card of the deal is accidentally faced.
23. **Dead Hand:** It is the player's responsibility to notify the dealer immediately of any dealing error. A hand discovered with too many or too few cards in it after significant action (two or more checks, bets, calls, or raises) is dead and cannot win the pot. The player with the dead hand is not entitled to a refund of monies wagered.
24. **Dealing:** The deck must stay in plain sight above the surface of the table at all times. The deck must not be held or shuffled under the table or beyond the edge of the table. In general practice, the dealer does not either shuffle or cut the deck; this is done by two other players, and the shuffled and cut deck is handed to the dealer to deal. In certain circumstances (recovering from a misdeal, when heads-up, or when using a dedicated dealer), the dealer may either shuffle or cut the deck, but not both. Cutting the deck is always mandatory.
25. **High Card for the Button:** At the beginning of the night, all players present are dealt one card face up. The highest card wins the button. Ties are broken by suit with clubs lowest, diamonds next, hearts next, and spades highest.

26. **Accidental Mucking:** Cards thrown into the muck may be ruled dead. However, a hand that is clearly identifiable may be retrieved and ruled live at the host's discretion if doing so is in the best interest of the game. An extra effort will be made to rule a hand retrievable if it was folded as a result of incorrect information given to the player.
27. **Check-Raise:** Check-raising (sandbagging) is allowed and encouraged.
28. **Clock:** Any person at the table may request that the current player complete his action in one minute. If the current player does not complete his action in one minute, his hand is dead.
29. **Banker:** The banker is a single person responsible for selling and buying chips for the entire night. The banker is solely responsible for all bank shortages and must redeem all chips at the end of the night, using his own personal funds if an error in the bank has occurred.
30. **Straddle:** A straddle is a pre-flop blind raise starting at the first player to the left of the big blind. A straddle must always be 2X the previous blind or straddle. Multiple straddles are allowed. The last straddle is always live, meaning if the pre-flop action is called around to the last straddler, he can raise. If for some reason, the table straddles all the way around to the button (yes this really happened once), the button has the last option to straddle (the blinds cannot straddle, sorry Shua).
31. **Button:** We use the "dead button" approach.
32. **Deals:** Doing business, deals, pot chopping, making saves, running it twice, running it three times etc. is allowed on any street that starts heads up, or when a multi-way pot gets heads up with both remaining players committed to playing even if a deal cannot be reached. For example, Player One goes all-in, Player Two folds and Player Three calls before any deal discussions are made. Players One and Three may now make a deal since both are committed to playing even if no deal can be reached. Chopping blinds is also permitted.

**The Following Rules are needed only for
Games other than No-Limit Texas Hold-Em**

33. **Betting in Limit Games:** In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered thereafter.
34. **Acting After an All-in Player in Limit Games:** A player who has not yet acted (or had the betting reopened to him by another player's action), facing an all-in wager of less than half a bet, may fold, call, or complete the wager. An all-in wager of half a bet or more shall be treated as a full bet, and a player facing such an all-in bet may fold, call, or raise.
35. **Raising in Limit Games:** For a pot involving three or more players who are not all-in, these limits on raises apply:
 - 35.1. A game with three or more betting rounds allows a maximum of a bet and three raises.
 - 35.2. A game with two betting rounds allows a maximum of a bet and four raises.
 - 35.3. Unlimited raising is allowed in heads-up play. This applies any time the action becomes heads-up before the raising has been capped. Once the raising is capped on a betting round, it cannot be uncapped by a subsequent fold that leaves two players heads-up. Increasing the amount wagered by the opening forced bet up to a full bet does not count as a raise, but merely as a completion of the bet.
36. **Burning in stud games:** There is a burn card taken off the deck before 4th street and each subsequent street. In the event that the deck is in danger of not having enough cards to finish the hand, the dealer may announce at the beginning of the hand or the beginning of the street that a burn card will not be dealt.
37. **Burning in draw games:** No burn cards are used in draw poker games.
38. **Accidentally Faced River in Stud Games:** If the dealer turns the last card faceup to any player, the hand now high on the board using all the upcards will start the action. The following rules apply to the dealing of cards:
 - 38.1. If there are more than two players, all remaining players receive their last card facedown. A player whose last card is faceup has the option of being treated as an all-in player (before betting action starts).
 - 38.2. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the faceup final card has the option of being treated as an all-in player (before betting action starts).
39. **Bring In Player (Opener):** Bring in for razz is highest card. Bring in for stud is lowest card. Bring in for high-low games is lowest card.
40. **Bring In Ties and First Action Ties:** Bring-in and first action ties are decided by suit with clubs lowest, diamonds next, hearts next, and spades highest.
41. **Bring In Options:** Bring-in is one-quarter to one-half a small bet. The opener can choose to bring in for a complete small bet at his option. The opener cannot bring in for any type of raise, only a normal half-bet bring in or a complete small bet.

42. **Completing and Raising in Bring-In Games:** Players acting after the opener can complete the bet if the bring-in player came in for only half a small bet. This is not a raise, it is a completion. Players may not raise a half-bet bring-in, they may only complete. Once the bet is complete, only then is raising allowed. If a half-bet bring-in or full bet bring-in is called/folded around to the bring-in player, the bring-in player has no option to complete or raise. If a half-bet bring in is completed by someone other than the bring-in player, any subsequent players, including the bring-in player has the option to raise.
43. **Maximum Draw:** In draw poker, the maximum number of cards a player can draw is five.
44. **The Ace in Deuce to Seven:** In deuce to seven, the ace is always high, so A2345 is NOT a straight, it is an ace-high with a five kicker. This hand beats any hand with a pair in it.
45. **Fourth Street Rule:** In limit seven card stud high, if a pair is showing in anyone's hand, anyone at the table may make the betting the large bet, even if the betting has already been started at the small bet level.
46. **Standing Pat:** In multiple draw games, after standing pat (taking no cards), you may still draw cards during a later drawing round.
47. **Last Card in the Deck:** The last card in the deck can be dealt.
48. **Asking how Many Cards were Drawn:** If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.