

GVR MEN'S POKER CLUB RULES

Revised Dec. 11, 2019

1. MEMBERS, DIRECTORS, MONITORS AND GUESTS:

1. All Members must hold Valid and Current GVR cards and must present same upon request by another member. All Members must abide by the Bylaws and Poker Club Rules.
2. The Directors/Monitors shall enforce all club rules and settle disputes. Three votes shall be adjudged the final decisions on any dispute.
3. Guests of Members are permitted on a one-time basis. They must hold a valid GVR membership or GVR Guest card. If they have a Guest Card they must reside over twenty miles from Green Valley. All guests shall be at least 21 years of age. A guest player enjoys the same rights as a Member.

2. **CLUB CONDUCT:** The use of racial, obscene, or off-colorful language violates GVR Rules, as well as our own club rules. Players should refrain from any of this kind of language. Any player who engages repeatedly in this kind of language will be subject to disciplinary action by the Board of Directors. Furthermore, the use of such language puts the club in jeopardy of losing its right to use GVR facilities.

3. HOURS, FEES, TABLE ASSIGNMENTS:

1. Playing hours are from 12:30 P.M to 3:55 P.M. Monday through Friday (except on holidays). Members will sign-in as they arrive and sign-in sheets will be picked up by GVR staff. Members arriving after 12:25 P.M. will be allowed to sign-in, and play, only if an open seat is available.

2. A minimum of five or a maximum of 8 players will be allowed at 8-sided poker tables. A maximum of 10 players will be allowed at large round tables.
 3. Members (except for the table monitors) must draw cards for table assignments when two or more tables are required to accommodate those who have signed in by 12:25 P.M. All players must remain in the same seat in which they started play for the duration of the afternoon.
 4. All Members shall share in the setting up and clearing/cleaning of the tables and the areas around the tables where debris may have been placed.
 5. When first joining the club there is a \$5.00 joining fee plus \$2.00 for the yearly dues, then \$2.00 yearly dues for each Member thereafter. Dues to be collected by the club treasurer the first time the member plays in the new calendar year. Prospective new members shall be allowed to play the first time without paying joining fees. The second time he must pay all fees.
 6. All players signing must remain in the game until the end of the play at 3:55 PM, unless summoned by an emergency. Players leaving early without being excused by the table monitor or a Board Member will be subject to a fine of \$5.00 to be paid into the club treasury – paid the next time the member plays.
 7. Players signing in are required to purchase \$15.00 in chips from a “banker “ (the monitor) at the table to which the player is assigned, plus \$1.00 which is placed into a “ pot “ which goes to the player who has posted the highest hand played during the session. All players are expected to have sufficient funds to buy additional chips as necessary to continue play until the end of the session.
 8. There is only one monitor at each table. He is expected to ensure that the players at his table follow club rules, and he will resolve disputes at his table. Do not assist him unless he asks for assistance.
4. GAMES: All games played will be high/low split pots, with the exception that some games require there be a qualified low hand, without which the highest hand wins the entire pot. The deal rotates around the table and the dealer chooses which game to play from among those allowed by club rules. Maximum bet in any game is \$.50 and there is a maximum of 3 raises in any game. Check raises are not permitted in any game. Raises in all games must be equal to, or greater than the previous bet/raise subject to the \$.50 bet limit. There is no burning of cards off the deck by the dealer. The dealer antes \$.50 in chips each time he deals, and all players ante a 10-cent red chip during the final 30 minutes of play.

1. **Five Card Stud** - first card is played down, next 3 cards are up, and the last card is up, (or down) as announced by the dealer, prior to dealing the cards. (When the last card is up, the game is called Cowboy. When the last card is down, the game is called Cowgirl.) Betting is maximum \$.50 at any time. Checking is allowed except on the first bet.
2. **Six Card Stud** - same as Seven Card Stud.
3. **Seven Card Stud** - Cards are dealt 2 down, 4 up and 1 down. Bets are limited to a maximum of \$.25 unless a pair is shown (or was shown and folded). Betting is a maximum of \$.50 if a pair is shown or on the last up card or final betting round. Checking is allowed except on the first up card. If, because there are insufficient cards in the deck to be able to deal the last card to each remaining player, the top card in the deck will be dealt up in the center of the table (known as a "spinner") and will be a common card to be used by each player. This game can not be played at a table where there are more than 8 players.
4. **2-Card Texas Hold'em** - Standard Texas Hold'em rules apply. Betting is done before the Flop, after the Flop, Turn and River. Checking is not allowed. Betting is limited to a maximum of \$.25 unless a pair shows on the board or after the Turn or River, at which time the maximum bet is \$.50.
5. **3-Card Texas Hold'em** - Three cards are dealt to each player. One card is discarded by each player prior to the flop. Play resumes as in Standard Texas Hold'em (see (4) above).
6. **4 X 4** - 4 cards are dealt to each player, 4 cards are dealt face down in the middle as community cards. Each player must discard one card. Bets are made - Checking is not allowed -, then community cards are turned up one at a time, with betting on each card as it turns up. Bets are limited to \$.25 maximum unless a pair shows on the board, or prior to the last card being turned and the final round of betting, at which time the maximum bet is \$.50.
7. **Pineapple** - Standard Texas Hold'em rules apply except that a qualified low must be 8/or lower. Also, three cards are dealt to each player and a round of bets is made. After the Flop, each player discards one card. Another round of bets is made. Play continues with the Turn and the River, with betting after each card. Checking is not allowed. Betting is limited to a maximum of \$.25 unless a pair shows on the board or after the Turn or River, at which time the maximum bet is \$.50.

8. **Omaha** - Each player is dealt 4 cards - 5 community cards are placed face down in the middle of the table. A bet is made - Checking is not allowed - then 3 of the community cards are turned over, another bet is made, and another bet is made after the final card is turned over. Player's hands must consist of 2 cards from their hand and 3 from the community cards. A low hand must qualify as 8/or lower. If there is no qualified low hand the best high hand wins the entire pot. Checking is not allowed. Betting is limited to a maximum of \$.25 unless a pair shows on the board or on the Turn or River, at which time the maximum bet is \$.50.

5. CARDING AND BETTING AT THE TABLE:

1. Face-up cards of active players speak for themselves. Hands discarded, or touching other cards shall be considered a dead hand.
2. Aces may be counted as high or low. A pair of Aces is both higher and lower than a pair of deuces. Wheels (A-2-3-4-5) are both high (straight) and low hand and can win either way or both ways.
3. The player holding the highest up card up on the first round of stud poker must bet first, or fold his hand. If he folds, the next player to his left must bet, or fold, etc., until the hand is opened.
4. Players are required to bet, call, raise, or fold in turn.
5. Players are required (when betting, calling, or raising) to announce their intentions in an audible tone that can be heard clearly by the other players at the table.
6. Players must not splash the pot when placing their bets. Chips should be placed in front of the player in clear view of the other players and remain there until the betting round is complete. Chips are then moved into the middle of the table.
7. When folding a hand the player should place them face down on the table in front of him. They may then be passed over to the player who will be the next dealer if he is not playing his hand, or to a player near him who is not playing.

8. After the final bet, when declaring the value of his hand each player shall place his cards face up on the table in front of him, starting with the last bettor first, then in rotation after him..
9. Players not in the game when the winners of the pot have been determined should not concern themselves with the splitting of the pot, unless asked specifically to assist in the process.
10. A request for change of deck when playing can be made by any player at any time provided that the deck in use has made a full circuit of the table since its introduction to the table.
11. When a player commingles his cards at any time with any cards not his own he is automatically out of the hand. He may not attempt to retrieve his cards from commingled cards.
12. When playing in a hand players are to keep their cards on the table in front of them, or held off the table in front of them in full view of the other players.
13. Any cards exposed by the dealer will remain with the player who received the exposed card until all players receive their cards and the community cards are placed down; then, the dealer replaces the exposed card with a new card. (This rule does not apply to the 4 stud games, where a dealer can "make up" for an exposed card by dealing the next card down.
14. When playing non-stud game, play begins with the player to the left of the dealer on the first betting round and then rotates clockwise to the next player.
15. When playing with community cards, all cards must be in full view of all players.
16. When playing Stud games, all up cards should be visible by all players
17. Players may NOT play "light". If out of chips, a player may borrow or buy chips from another player.

18. No verbal comments or visual actions are allowed during play. Poker hands may only be discussed after winner(s) is declared.

19. When any player's cards are turned over that hand is considered dead.

(t) When a community card is exposed when dealing, the exposed card will be replaced in the undealt deck, the deck will be shuffled, cut, and the top card will be the replacement card.

(u) Exposed Cards - Exceptions.

Initial deal:

If a card is exposed during the initial deal of a non-stud game (Hold'em, Omaha, Pineapple or 4X4), it is replaced at the end of the deal. If an individual's down card is exposed during the initial deal of stud, the card remains exposed (up). An initial minimum wager is made, but no raises are allowed. The affected player(s) have the option to fold. The player(s) with the exposed card(s) will receive a down card as the next card dealt.

After the initial deal:

If a card is turned over prematurely (before a betting round is complete), either on the "board" in non stud games or dealt to a player or players in a stud game, the card or cards will remain and the betting continues with no raises. If no bets have been made in a non stud game, then the minimum wager will be the action. Otherwise, players who have not acted have the option of calling the active bet or folding. No raises will be allowed after the card is exposed. If no bets have been made in the stud game, the remaining players will check and no wager is made for that round. If the action has started, the remaining players will have the option of calling or \ folding, but no raises will be allowed.

New rule (adopted at Annual meeting January 2018) supercedes the above rule. A card turned over prematurely will not be replaced , but will remain with the player to whom it is dealt, or with the community. A player may turn his card over, if he chooses. Community cards will remain in an exposed condition.

A new rule (adopted at Annual Meeting in December 2019) supercedes the above rule, and calls for the replacement of any exposed cards in non-stud games. The new rule states:

In game other than a stud game, exposed cards on the deal will be replaced after the deal. In a stud game, if a card is turned up in advance of the first bet, the next card for that player will be turned down. If both cases, betting will continue as if no card was exposed. If the last card in stud (6, 7 or 5 card Cowgirl) is exposed, no replacement card or other cards will be turned up and betting continues as normal. It will not be replaced. If one player sees an exposed card, it should be shown to all players so no advantage is given to the player who sees it. If a card is exposed prematurely on the board, or if one player sees it, that card is turned up, is not replaced, and betting continues as normal.

6. THER:

1. No greasy, or messy foods will be allowed in the game room. No liquids will be allowed on game tables.
2. Club Officers shall have the first option of being banker at all tables. If Officers are not present at a table other Board Members shall have the first option of being banker. Lacking an Officer or Board Member at a table, banker shall be determined by drawing cards among volunteers. High card drawn will be the banker.
3. Players receiving telephone calls at the table will either not answer, or will answer and leave the table immediately, forfeiting any chips in the pot.
4. Tables of 11 will not be played (By vote of Members of the Board - April 2016)
5. When 11 players have signed in the last five members on the sign-in sheet will be assigned to play at a table of 5.
6. 6. A "high hand" must be recorded on the board no later than 2 hand after the high hand was achieved.

7. When 18 players are present, three tables of 6 will be utilized (by vote of membership at Annual Meeting December 2019)