

FIREKEEPERS POKER ROOM RULES

Welcome to the FireKeepers Casino Hotel Poker Room. Management will attempt to conduct all games in a manner that meets the highest standards of fairness to the patrons of the casino.

1. In taking a seat in the FireKeepers Poker Room, you agree that management has the right to have the final decision on who may play, and the manner in which the play is conducted.
2. Management and Floor Supervisors reserve the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules may indicate a different ruling.
3. If an incorrect rule interpretation or decision by an employee is made in good faith, the establishment has no liability. Decisions of the Floor Supervisor are final.
4. There is no transfer of liability.
5. Management reserves the right to open and close games at its discretion.
6. Management will control seating of new players to best preserve the viability of existing games.
7. Permission is required before taking a seat in a game or making a table change.
8. Management is not responsible for the conduct of another player, but shall retain the right to refuse the facilities to any patron.
9. Management will attempt to maintain a pleasant environment for all guests and employees. We have established a code of conduct and may deny the use of our poker room to anyone who violates that code. The following will not be permitted:
 - Players acting in collusion with others or in an unethical manner.
 - Verbally or physically threatening any patron or employee.
 - Use of profanity or obscene language.
 - Creating a disturbance by arguing, shouting, or making excessive noise.
 - Throwing, tearing, bending, or crumpling cards.
 - Refusal to transfer pot committed bets to the rightful winner.
 - Persistent and intentional violations of poker etiquette.
 - Solicitation.
10. The Poker Room is designated as a non-smoking area. The use of all tobacco products and electronic cigarettes is prohibited in the Poker Room.
11. The official language in the Poker Room is English. Conversation in any language other than English is forbidden.
12. The house reserves the right to require that any two players not play in the same game (husband and wife, relatives, business partners, and so forth).
13. Management has the right to prohibit, re-position or otherwise restrict spectators.
14. No side bets allowed; no pushing or saving bets.
15. String bets and string raises are not allowed.
16. Splashing the pot is not allowed.
17. Playing out of a rack is not allowed.
18. Players are expected to protect their hands, make their intentions clear, follow the action, act in turn with proper terminology and gestures, defend their right to act, keep cards visible and chips correctly stacked with higher denomination chips visible and identifiable at all times, follow proper etiquette, and to know and comply with FireKeepers Poker Room Rules.
19. Players are obligated to protect the other players in a game at all times. Therefore, players whether in a hand or not, may not disclose contents of live or folded hands; engage in table talk regarding the hand in play, advise or criticize play before action is complete or read a hand that has not been tabled. Players may not tell anyone to turn a hand face-up at showdown.
20. Deliberately acting out of turn will not be tolerated.
21. It is the player's responsibility to clearly define his or her actions. To ensure that each player has the opportunity to act on their hand, a verbal declaration of intent is recommended. In the event that a player does not verbalize their intention, bringing chips over the line into the betting area will be considered a binding action and the player will be subject to a minimum bet or call.
22. Any player, dealer, or floor supervisor who sees an incorrect amount of chips put into the pot, or an error to be made in awarding a pot, has an ethical obligation to point out the error particularly if a tabled hand has not been recognized as the best hand.
23. One player to a hand. Only one player is permitted to a hand and that player must make all decisions without any advice from anyone else. This rule prohibits showing a hand to or discussing strategy with another player, advisor, or spectator.
24. Players must protect their hand at all times. It is the player's responsibility to verify that they are dealt the proper number of cards. A hand is dead if even one card is mixed with another player's cards or one or more cards goes below the level of the table. Incorrect number of cards is a dead hand. A player who has failed to take reasonable means to protect their hand has no recourse if it becomes fouled or if the dealer accidentally mucks it. It is the responsibility of all players to protect their hand until they are satisfied that it has lost to all hands at the table. A player holding what they believe to be the winning hand should retain their hand until the pot is awarded.
25. Cards speak. The dealer assists in reading hands, but players are responsible for holding onto their cards until a winner is declared. Although verbal declarations as to the contents of the hand are not binding, deliberately miscalling a hand with the intent of causing another player to discard a winning hand is unethical and may result in forfeiture of the pot or other penalties. A dealer may not kill a winning hand that was tabled face up by the player.
26. The final decision of the winning hand is always based on five cards.
27. Players must keep their cards in full view. This means above table-level and not past the edge of the table. Cards should not be covered by hands or a card protector in a manner to completely conceal them. Card protectors must not obscure cards or chips from the view of others at the table. Players are not permitted to stack their chips in an effort to hide their cards.
28. Personal items are not permitted on the poker tables, with the exception of a card protector.
29. Show one, show all. If a player shows cards to an active player during the deal, all players at the table will be shown those exposed cards. Cards shown during or after the deal to a player not in the pot should be shown to all players when the deal is finished, upon request. The cards will be set aside, killed and turned up after all action is complete and the pot has been pushed.
30. Players not still in possession of their cards at showdown, or who have mucked face down without tabling their cards, lose any rights or privileges they may have to ask to see any hand.
31. Intentional premature exposure of a hand or any discussion or speculation regarding the hand in play is not allowed in a multi-way pot.
32. All games are table stakes. All chips must be kept in plain view and properly stacked (larger chips may not be below or behind small denomination chips) so all players recognize the amount of money at risk. Upon returning to a game of the same type, if it is within two hours of cashing out, a player's buy-in must be equal to the amount previously removed.
33. Check and raise is allowed in all games. In no-limit games, the number of bets and raises is unlimited. In limit games, a bet and three raises is the maximum allowed per round unless the betting round begins heads-up, then there is unlimited raising. All heads-up raising will be executed according to the limit of the game.
34. In order to engage in a conversation on any electronic device, the player must step away from the table.
35. Players may not use an electronic device while they are in a hand. A player is in the hand once the first card is dealt, until they are no longer in possession of cards.
36. No split pots unless the hands are identical or there has been no action by any players other than the blinds (chopping blinds).
37. Verbal statements are binding. If a verbal statement is made prior to the player's turn to act, it is still binding unless the intervening action changes.
38. The proper time to draw attention to an error or irregularity is when it occurs or is first noticed. A ruling may be made regarding a pot if it is requested before the next deal starts. Any delay may affect the ruling. The first riffle of the shuffle or the push of the green button on the shuffle machine marks the start of the next deal.
39. It is the player's responsibility to claim a promotional payout during the hand of eligibility.
40. 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 rule #38 has been complied with, management may determine how much was in the pot by reconstructing the betting, and then transfer that amount to the proper player(s).
41. In the event of refusal to transfer pot committed bets to the rightful winner, Management reserves the right to facilitate transfer of any binding bet made during the course of a hand.
42. Abandoned chips will be held a maximum of eight (8) hours in the poker room and then transferred to the Cashier Cage.
43. Oversized Chip Betting: Anytime when facing a bet or blind, placing a single oversized chip in the pot is a call if a raise isn't first verbally declared. To raise with an oversized chip, raise must be declared before the chip hits the table surface. If raise is declared (but no amount), the raise is the maximum allowable for that chip. When not facing a bet, placing an oversized chip in the pot without declaration is a bet of the maximum for the chip.
44. Players may telephone ahead to be added to the wait list and will have one hour from the time of their call to check in at the poker desk.
45. Players may be picked up after three missed blinds or 30 minutes whichever occurs first. A player that has been picked up will be placed at the bottom of the wait list. Furthermore, frequent or continuous absences may cause a player's chips to be picked up from the table.
46. Meal break: Players who wish to retain their same seat for up to a one (1) hour meal break, may request a play over providing that there is not currently another play over on that game. Once a player has requested a play over they are no longer eligible for any promotional payouts. Play overs are not permitted on must-move games.
47. A must-move format may be initiated to protect an existing game of the same type and limit. A must-move list will be maintained in the same order as the original wait list. Refusal to move will result in a pick-up.
48. Third Man Walking: Any time two players are absent from a table, the next player to get up is given a button and informed that they must return before their next blind or their chips will be picked up. The vacated seat will be awarded to the first person on the wait list.
49. Odd chips: The odd chip will go to the high hand. In flop games, when there are two or more high hands or two or more low hands, the odd chip will go to the first player clockwise from the button.
50. The standard rake is 10% of the pot with a \$5 maximum. Time raked games will be determined by game type and table limits.