

Forester's Poker - Basic Rules

The following rules are not intended to alter the philosophy of a friendly game but shall be applied for two principal reasons:

- 1) To provide consistency of rulings, as and when required (rather than simply relying on "oh it's a friendly game" which ultimately results in different rulings being applied to similar situations which may leave a player feeling disadvantaged)
- 2) To introduce basic standards/etiquette that will assist novice players when they play at other venues.

The rules below are NOT exhaustive but should cover the more common infringements and indiscretions.

The Tournament Director

Any player may request a ruling from the Tournament Director. Such rulings will be final.

The Tournament Director is not infallible and may not know the correct ruling to be applied but will make each ruling in good faith, based on a fair judgement for all players. Irrespective of 'correctness' the Tournament Director's rulings shall be final.

Verbal declarations are binding.

A verbal statement in turn denoting your action is binding and takes precedence over a differing physical action.

Players are responsible for protecting their hands.

You should protect your hand at all times. Your cards may be protected with your hands, a chip, or other object placed on top of them. If you fail to protect your hand you will have no redress if it becomes fouled or the dealer accidentally kills it.

Exposed cards.

If a card is accidentally exposed during the deal it is left exposed for all players to see. The deal continues normally and then the exposed card is replaced by the burn card. If two cards are exposed during a deal then a misdeal is declared.

If a player accidentally exposes one or more of his own cards after the deal they remain in play but the player may not make any further aggressive action (i.e. player is limited to checking, calling or folding). If one or more players have seen the card then the card must be exposed for the whole table to see.

Under no circumstances must a player deliberately expose any cards while a hand is in progress.

Incorrect number of cards.

If a hand is discovered to contain the wrong number of cards during the first round of betting a misdeal is declared and any bets are returned to the players. A hand discovered to contain the wrong number of cards after the first round of betting will be declared dead and the player forfeits any claim to the pot.

Single Chip Rule.

If you put a single chip in the pot that is larger than the bet, but do not announce a raise, you are deemed to have only called.

String bets.

If a player has not verbally declared the amount of a bet they must put all chips constituting that bet into the pot in a single motion. Returning to your stack for more chips or declaring, 'I call... and raise you.' are both forms of string bet and are illegal. *For further clarity as "returning to your stack" may be misinterpreted* - holding a stack of chips in your hand and placing them in the pot in more than one motion is string betting and only the first amount of chips placed constitute the bet.

Don't splash the pot.

Bets should be kept separate from the pot until the end of the betting round when they should all be pushed into the middle. Chips thrown directly into the pot make it impossible to verify the size of the wager.

Retrieving mucked cards and 'Rabbit Hunting'

Players should refrain from retrieving their cards after folding them and from asking for undealt streets to be exposed. Both practices are annoying and slow down the game. This is especially important regarding mucked hands when other players are still active – the classic "look what I folded" after the flop is dealt gives information to players still in the hand.

Show one, show all.

Players are entitled to receive equal access to information about the contents of another player's hand. After a deal, if cards are shown to another player, every player at the table has a right to see those cards.

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 the next turn to act.

A player who raises out of turn will have to take back their chips & loses the right to aggressive action till the next card is dealt. They can only check, call or fold
NOT RAISE

If this happens 3 times in the one hand the player's cards are dead and automatically folded

One player per hand.

Players not involved in a hand must not speculate, offer advice or otherwise comment on a hand in which they are not involved. Players should also refrain from showing their cards to anyone, whether involved in the game or not.

Hole cards must remain on the table.

Picking up cards and holding them to one's chest (or any similar action) will render the hand dead.

Be aware of the action

It is a player's responsibility to be aware of all preceding action and any action made by a player having failed to notice previous action shall be binding (e.g. if a player calls an initial bet having failed to acknowledge that the betting has subsequently been raised, then that action is binding and the player can elect to call the raise or surrender the chips placed in the pot. Under no circumstances may a player retrieve the chips bet.

No slow dealing.

The deal of each street should expose the card and place it/them on the table in one motion (i.e. the dealer should not look at the card first and delay its exposure to other players).

Board sequence

Community cards should be placed on the table in the correct order, i.e. turn to the right of the flop and river to the right of the turn. This is important when reconsidering action in previous betting rounds.

Don't burn prematurely

The burn card should remain in place on top of the deck until such time as the next community card is to be dealt. The purpose of the burn card is to mask the deck in case it has been marked in any way. Early removal of the burn card removes this protection from the deck.

Away from the table

Players must be seated at the table at the start of the hand to participate in that hand. If a player is absent from the table when his 2nd hole card is dealt, then the hand shall be declared dead.

Don't hide chips

All chips must be kept clearly in view, visible to all players at the table. In particular, high value chips must be placed in front or on top of lower denominations (rather than behind or below). A player must not attempt to conceal high denomination chips and thus give a misleading impression of stack size.

Chips to remain on the table

All chips must remain on the table at all times. Chips must not be removed or concealed in any way, either during play or during a break. Any chips removed from the table will be forfeited and may not be put back in play.

The only exception to this rule is when changing tables but even then chips must not be concealed in any way. Chips shall be kept in hand or in racks provided and not placed in pockets or otherwise concealed.

2 Cards to claim pot

At showdown, a player must expose both cards to claim a pot.