

Part 3 Chapter 3: CARD GAMES

Rule 3.1 Definitions.

As used herein, the following terms shall have the following meanings:

- (a) Ante: A player's initial wager or predetermined contribution to the pot prior to the dealing of the first hand.
 - (b) Call: A wager made in an amount equal to the immediately preceding wager.
 - (c) Card game skill: An employee engaged and financed by the licensee as a player for the purpose of starting and/or maintaining a sufficient number of players in a card game.
 - (d) Card room bank: An imprest fund which is a part of and accountable to the licensee's casino cage or bankroll but which is maintained in the card room exclusively for the purposes set forth in sections 5 and 7 of this regulation.
 - (e) Card table bank: An imprest inventory of cash and chips physically located in the table tray on the card table and controlled by the licensee through accountability established with the card room bank. The card table bank shall be used only for the purposes set forth in section 5 of this regulation.
 - (f) Check: To waive the right to initiate the wagering, but to retain the right to call after all the other players have either wagered or folded.
 - (g) Hand: One game in a series, one deal in a card game, or the cards held by a player.
 - (h) Pot: The total amount anted and wagered by players during a hand.
 - (i) Promotional Progressive Pots and Pools: Pots and pools that are contributed to by poker patrons and distributed back to poker patrons based upon the occurrence of a predetermined event.
 - (j) Proposition player: A person paid a fixed sum by the licensee for the specific purpose of playing in a card game who uses his own funds and who retains his winnings and absorbs his losses.
 - (k) Raise: A wager made in an amount greater than the immediately preceding wager.
 - (l) Rake-off: A percentage of the pot which may be taken by the licensee for maintaining or dealing the game.
 - (m) Stake: The funds with which a player enters a game.
 - (n) Stakes player: A person financed by the licensee to participate in a game under an arrangement or understanding whereby such person is entitled to retain all or any portion of his winnings.
 - (o) Table tray: A receptacle used to hold the card table bank.
 - (p) Time buy-in: A charge to a player, determined on a time basis, by the licensee for the right to participate in a game.
- (Adopted: 09/25/1991.)

Source: *Miss. Code Ann. §§ 75-76-5, 75-76-23*

Rule 3.2 Card Game Drop Box Procedures.

- (a) Each card table shall have one card game drop box with the drop slot located at least four inches in front of the table tray and to the right thereof, unless the table is equipped with a drop slot located at least two inches to the right of and even with the top right-hand corner of the table tray, with a cover over the drop slot, which when activated will cause the rake to drop directly

into the drop box. The card game drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the card table and permanently marked to indicate game and shift, all of which markings shall be clearly visible at a distance of 20 feet. The locked drop box shall be locked to the card table with a lock that is keyed separately from the locked drop box itself.

(b) All card game drop boxes shall be removed from their respective card tables at the times previously submitted in writing to and approved by the Executive Director. The removal of card game drop boxes shall be without any interruptions so that an observer may be able to observe the markings on the boxes. The boxes must be transported directly to the room designated for counting where they shall be stored in a secure place or immediately counted. In the event of electronic or mechanical malfunction, or any other situation which prevents the placement of money in the drop box, the licensee may perform an emergency drop on the malfunctioning device. Emergency Drops require a secondary written notification to be filed with the Mississippi Gaming Commission. Such emergency drop must be recorded on the casino surveillance systems. Recordings of any emergency drop must be retained for fourteen (14) days.

(c) For each card table where a jackpot eligible card game may be played, a jackpot drop box shall be installed with the drop slot located at least four inches in front of the table tray and to the left thereof, unless the table is equipped with a drop slot located at least two inches to the left of and even with the top left-hand corner of the table tray, with a cover over the drop slot, which when activated will cause the jackpot rake to drop directly into the jackpot drop box. The jackpot drop box shall be a locked container marked with a permanent number corresponding to a permanent number on the card table and permanently marked, all of which markings shall be clearly visible at a distance of 20 feet. The locked container shall be locked to the card table and shall be separately keyed from the container itself.

(d) All jackpot drop boxes shall be removed from their respective card tables at the times previously submitted in writing to and approved by the Executive Director. The removal of jackpot drop boxes shall be without any interruptions so an observer may be able to observe the markings on the boxes. The boxes must be transported directly to the room designated for counting where they shall be stored in a secure place or immediately counted. In the event of electronic or mechanical malfunction, or any other situation which prevents the placement of money in the drop box, the licensee may perform an emergency drop on the malfunctioning device. Emergency Drops require a secondary written notification to be filed with the Mississippi Gaming Commission. Such emergency drop must be recorded on the casino surveillance systems, and a copy of this recording must be available for inspection by the Mississippi Gaming Commission for fourteen (14) days after the emergency drop is performed. (Adopted: 09/25/1991; Amended: 07/26/1993; Amended: 06/25/2003; Amended: 6/25/2010.)

Source: *Miss. Code Ann. § 75-76-23*

Rule 3.4 Accounting For Transactions Between Card Table Bank And Card Room Bank.

(a) When the card table bank is to be replenished with chips from the card room bank, all cash or chips to be transferred must be counted down by the dealer in public view on the card table and verified by the person who transports the cash or chips.

(b) The transfer shall be preceded by the placement of appropriately designated marker buttons on the card table of a value equivalent to the cash or chips to be transferred to the card room bank. Such marker buttons may only be removed by the dealer after the transaction has been completed.

(c) Upon written approval of the Executive Director, those licensees wishing to utilize the casino cage in lieu of a card room bank may do so provided that the same procedures as set forth in this section and Rule 3.5 and Rule 3.11 of this regulation, and related provisions thereto, shall be followed by the casino cage for such transactions.

(Adopted: 09/25/1991.)

Source: *Miss. Code Ann. § 75-76-45*

Rule 3.6 Rake-off And Time Buy-in.

(a) The amount of any rake-off must be conspicuously posted at or near the table. Rake-offs shall only be pulled from the pot by the dealer in an obvious manner after each wager and call or at the completion of the hand. The rake-off shall be placed in a designated rake circle and shall remain in the designated rake circle until a winner is declared and paid. The rake-off shall then be dropped into the card game drop box.

(b) The designated rake circle must be clearly visible to all players and shall be positioned in a location on the table where it is at least four inches from and in front of the table tray and at least eight inches from the table drop slot, unless the table is equipped with a drop slot located at least two inches to the right of and even with the top right-hand corner of the table tray, with a cover over the drop slot, which when activated will cause the rake to drop directly into the drop box; such drop slot shall serve as the rake circle.

(c) All time buy-ins or other fees charged shall be immediately placed into the card game drop box.

(d) The amount of any jackpot rake must be conspicuously posted at or near the table. The jackpot rake shall only be pulled from the pot by the dealer in an obvious manner as specified in the jackpot rules and procedures.

(Adopted: 09/25/1991.)

Source: *Miss. Code Ann. § 75-76-45*

Rule 3.7 Posting of Card Game Rules

Each licensee shall conspicuously display the rules of each card game it exposes for play. This section may be satisfied if published rules are maintained in a location readily accessible to players and notice of the location of such rules is posted conspicuously in the casino card room.

Source: *Miss. Code Ann. § 75-76-33*

Rule 3.8 Bad Beat Jackpot

- (a) A licensee may elect to offer a card room promotional activity involving a jackpot for one or more pre-designated high value hands when such a hand is held by a player as a losing hand. Such a promotion is defined as a Bad Beat Jackpot.
- (b) The jackpot shall be paid from a separate fund created and maintained from pot contributions at tables where a Bad Beat Jackpot will be offered. This fund shall meet the following criteria:
 - (1) The fund shall consist of a primary jackpot amount with no more than two additional jackpot amounts. The primary jackpot will be the current Bad Beat Jackpot, which the amount shall be prominently and conspicuously displayed in the card room.
 - (2) The remaining levels, if utilized, may be maintained without public display. The next available jackpot amount will automatically become the primary jackpot once the current Bad Beat Jackpot is paid out.
 - (3) A separate escrow account shall be maintained for the purpose of re-seeding the lowest jackpot level. Funds in the escrow account shall be used for the purpose of re-seeding the Bad Beat Jackpot.
 - (4) A second separate fund may be established by the casino licensee to fund card room promotions provided the funds are awarded to card room patrons participating in jackpot eligible card games of the type supplying the funds.
 - (5) No more than thirty percent (30%) of the jackpot rake shall be distributed into the promotional fund.
 - (6) The Bad Beat Jackpot levels shall not be capped or frozen.
 - (7) The Bad Beat Jackpot levels shall not be used to fund promotional activities except that a small percentage of the primary jackpot may be offered as a mini-bad beat jackpot.
 - (8) Any changes to the bad beat promotion may only be implemented after the current Bad Beat Jackpot is won.
- (c) A licensee offering a Bad Beat Jackpot shall post the rules in a conspicuous location within the card room. The rules shall include at a minimum:
 - (1) The jackpot rake
 - (2) The time of the day when the jackpot will be updated, which shall be no less than once per gaming day
 - (3) The games eligible for the Bad Beat Jackpot
 - (4) The qualifying hands with all specific requirements
 - (5) The players qualifying for a portion of the jackpot
 - (6) The percent of the jackpot awarded to each qualifying player
 - (7) The procedure for Bad Beat Jackpot verification
 - (8) The minimum age requirement to participate in the Bad Beat Jackpot

Source: *Miss. Code Ann. § 75-76-33*

Rule 3.9 Discontinuing a Bad Beat Jackpot

- (a) Once a bad beat jackpot has been established, the licensee shall not discontinue the jackpot except by a player winning the jackpot or unless the Executive Director approves otherwise.
- (b) The licensee shall submit a proposal for discontinuing the bad beat jackpot to the local Mississippi Gaming Commission District Office. The proposal shall include the:
 - (1) Proposed date for discontinuation of the jackpot.

- (2) Proposed manner for dispersing all jackpot levels and the escrow fund (i.e. changing the qualifying hands, etc.).
- (c) The licensee, upon approval by the Executive Director to discontinue the jackpot, shall cease taking a jackpot rake.
- (d) The licensee, upon approval by the Executive Director to discontinue the jackpot, may remove an amount equal to the initial jackpot seed from the escrow account.
- (e) The licensee shall post notification of the intent to discontinue the bad beat jackpot in a prominent and conspicuous manner in the card room.

Source: *Miss. Code Ann. § 75-76-33*

Rule 3.10 Card Tournaments

- (a) The rules and procedures for all card room tournaments shall be submitted by the licensee to the Mississippi Gaming Commission at least ten (10) working days prior to commencement of the tournament.
- (b) A casino licensee may offer complimentary card room tournament entries provided the dollar value of the entry is added to the tournament prize pool.
- (c) All tournament wagers must be made with approved tournament chips provided by the licensee. No currency or other things of value shall be used as wagers.
- (d) Tournament chips shall never be redeemed for cash or other things of value except that the total represented by the players' accumulation of tournament chips shall be used to determine the winner and/or final place in a tournament.
- (e) Card room tournaments shall only be conducted upon the licensees' premises and only in areas approved by the Mississippi Gaming Commission.
- (f) Card room tournaments shall be video recorded by the licensees' surveillance department.
- (g) Card room tournament rules may permit remaining players at the **final table** to split the prize pool between or among themselves without the necessity of continuing tournament play to finality, provided:
 - 1. The agreement is unanimous.
 - 2. The agreement is voluntary.
 - 3. The option to split the prize pool is clearly stated in the tournament rules.
- (h) The card room tournament director shall not encourage the final players to end tournament play early and shall ensure that every player understands all agreements concerning an early end to the tournament and splitting of the prize pool must be voluntary and unanimous.
- (i) If the card room tournament director feels any player is being coerced or improperly pressured into an agreement with the other players, the tournament director shall not permit an early end to the tournament.

Source: *Miss. Code Ann. § 75-76-33*

Rule 3.11 Restrictions On Use Of Shills And Proposition Players.

- (a) Shills may not check and raise or play in any manner between themselves or in collusion with others to the disadvantage of other players within the game.
- (b) Each establishment employing shills or proposition players shall identify such shills or proposition players upon request and shall display a sign clearly legible from each table which

states: "Mississippi gaming regulations allow the use of shills and proposition players. Shills and proposition players shall be identified by management upon request."

(c) Each licensee shall maintain, in a manner as in the case of all other employees, employment records on each individual engaged as a shill or proposition player.

Each licensee must also maintain a list of all shills and proposition players at the card room bank, readily available for inspection.

(d) Persons who participate in the management or supervision of games subject to this regulation shall not be permitted to act as a shill or proposition player.

(e) All advances to and winnings of a shill shall be utilized only for wagering in card games or turned in to the card room bank at the conclusion of play.

(f) No more than a combination of two shills and proposition players may play in a card game.

(g) Shills may only wager chips or coins.

(Adopted: 09/25/1991.)

Source: *Miss. Code Ann. § 75-76-23*

Rule 3.12 Restrictions On Other Players.

(a) Stakes players shall not be utilized by any licensee.

(b) No dealer may wager in any game in which he is dealing.

(Adopted: 09/25/1991.)

Source: *Miss. Code Ann. § 75-76-25*

Rule 3.13 Promotional Progressive Pots and Pools

(a) The dollar amount of funds contributed by players into the pools is returned when won in accordance with the posted rules with no commission or administrative fee withheld. Payouts for promotional progressive pots, pools and any other promotion are to be prominently displayed or readily made available for patron review.

(b) Payouts for promotional progressive pots or pools of any amount and any other promotion for an amount greater than or equal to \$600.00 are documented to show the date, time, dollar amount of payout or description of personal property (e.g., car), reason for the payout (e.g., promotion name) and the signatures of the two employees one of which **must be a card room manager verifying the payout.**

Source: *Miss. Code Ann. § 75-76-33*