

Poker Rules

What has changed in version 1.7 of the Poker Rules:

*5 Handed Sit & Go Tournament Fees have been changed
Cash Game Rake: Omaha has been updated.*

This section of the guide describes poker rules for:

- [Cash Games](#)
- [Tournaments](#)

The [Poker Hands](#) section describes the poker hand ranking hierarchy.

Cash Games

This section of the guide describes poker rules for the following cash game types:

- [Texas Hold'em](#)
- [Omaha](#)
- [Banzai](#) – Shallow stack version of [Texas Hold'em](#)

The [Poker Hands](#) section describes the poker hand ranking hierarchy.

One deck of cards is used when playing any of these games. The deck is shuffled after every showdown.

Texas Hold'em

No Limit Texas Hold'em is currently the most popular poker variant in the world. Each player has two private cards (known as "hole cards"), which only they can see. During the play of the hand five community cards are dealt in the middle of the table. Each player can see those cards and use them to form the best possible five card poker hand by combining them with their hole cards.

How to Play

Unibet Poker uses six handed cash game tables. When three players join the table, a hand will start.

Not each player can be seated immediately since there might not be enough players to start a new table. In such cases these players are put into queue and provided with the corresponding information. They are allowed to leave the queue anytime they want, but in the majority of cases they'll just have to wait for a few seconds.

A random player is given a "Dealer button", it marks where the betting rounds start and blinds are posted. the two next players clockwise from the dealer button post a "Small Blind" and a "Big Blind" - mandatory bets of fixed size. **Exception:** If only two players play at the table (heads-up situation), the dealer gets the Small Blind and Big Blind goes to another player.

Two cards are dealt to each player.

A new player has to wait until they are dealt into the Big Blind position before he/she can join the hand. The hand starts when there are minimum three players at the table who are not sitting out. **Exception:** If the previous hand had three or more players but this hand only has two, the hand will start anyway.

After that, there is the first betting round, starting from the player immediately clockwise from the Big Blind.

Next, three community cards called the "flop" are dealt, and there is a betting round (starting from the first player clockwise from the button, as in all of the following betting rounds).

One more community card (the fourth overall) called the "turn" is dealt, and there is a betting round.

One last community card (the fifth overall) called the "river" is dealt, there is a betting round and a showdown.

Betting Round

During a betting round, every player who still has cards and is not "all-in" gets to act at least once, in clockwise fashion, starting from the player after the Big Blind in the first (i.e. preflop) betting round, and from the player after the dealer button during following rounds.

The betting round starts with every player acting once. If any player bet or raised during the round, the round continues clockwise until all the players still in hand have matched all the bets

made, or have folded. The last player to act will be the first active (i.e. not folded, not all-in) player before the one who made the last bet or raise.

During their turn the player has some of the following options:

Fold

Forfeit the hand. The player is no longer part of the deal, he or she has no cards, cannot win any part of the pot, and doesn't need to make further decisions.

Check

The player passes his/her turn without betting. Only possible if there was no bet/raise made on this betting round. **Exception:** The player who posted the Big Blind can check in the first (i.e. preflop) betting round if nobody raised.

Call

The player matches the bets/raises that have been made so far, and continues in the hand. This is only possible if there is a bet or raise on this betting round. Exception: It is possible to call-in the first (i.e. preflop) betting round if nobody has raised because the player is calling the amount of the big blind.

Bet/Raise

These two are the same action - making/increasing the bet. The term "bet" is used when there was not an earlier bet on the same round, "raise" is used when there is an earlier bet.

The player can select the amount he or she bets/raises with certain limitations:

- If there was an earlier bet/raise, the new bet has to be at least as much more. For example, after bet 5, raise to 15, next raise has to be to minimum 25, as the largest raise has been 10 more.
- Bet/raise has to be at least the size of the Big Blind
- There is an exception when the bet would put you all-in, as explained in the next section

All-In

Players have some special options when the money they have in front of them isn't enough to make a full call or a legal raise.

A player who is "all-in" no longer participates in betting rounds, but gets to see the hand to the end, and during showdown can win all the money that he/she was able to match. Money in the pot is divided into a "main pot" (the pot which all players who still have cards can win) and a variable amount of side pots (consisting of bets that only some of the players could match)all-in. For example, if player A and B bet and call 1000 during a hand, and player C is all-in for 100, there is a main pot of 300 that A, B or C can win, and a side pot of 1800 that only A or B can win.

- If a player is facing a bet or raise larger than their remaining stack, they can call with all the money that they have left, and are considered all-in afterward
- If betting all the money that the player has left is a legal bet (more than the minimum raise), and the player can legally bet/raise, they can choose to bet/raise all-in. The bet/raise is treated normally and the player is treated as all-in afterward.
- If a player has more money than is needed to call, but less than the legal minimum bet/raise, they can still bet/raise all-in. This raise doesn't "reopen" betting, which means that when the betting round continues only because players haven't matched this bet, they only have the option to call or fold, not raise further. For example, player A checks, player B makes legal bet, player C calls, player D makes an undersized all-in. Now player A has all the normal options (because he is also facing the "legal" bet from B), but if he folds or calls, player B and C only have the option to call or fold to D's bet.

A Special Case

If there are multiple undersized all-ins in succession, with no calls between, and they add up to a legal raise, then the last undersized raise reopens the betting. For example, player A bets 10, player B calls, player C raises all-in to 18. This raise (8) is under 10, so it doesn't reopen the betting. Now player D raises also all-in, to total 25. There were no calls in between, and raises in total (8+7) are over the 10 minimum, so D's raise now reopens the betting, and A and B will have the option to raise on their turns.

Showdown

After the final betting round (i.e. the river), players who still have cards (players who are all-in or have matched all bets and raises) show their hole cards, and the best poker hand wins. The main pot and each side pot is dealt out separately, each given to the best poker hand between players who formed that pot/side pot and are still in the hand. It is possible for multiple players to have the same five-card poker hand. If that is also the best hand, the pot is divided evenly between the best hands. Uneven cents are given out clockwise starting from the player first from the button.

The best five card poker hand is picked from seven cards total (two hole cards and five community cards), any amount of hole cards can be used (0, 1 or 2).

The [Poker Hands](#) section describes the poker hand ranking hierarchy.

Sitting Out

If a player wants to take a break, he/she go into sit out mode. In sit out mode the player will continue sitting at the table, but will not be dealt cards and won't pay any blinds. The player will remain in sit out mode until he/she decides to get back into the action.

If the players remains in sit out mode for longer than 10 minutes, he/she will be removed from the table and returned to the lobby.

If the player misses his/her turn to post any blind while sitting out from a table, he/she will be required to wait for his/her turn to post the Big Blind again.

In Case of Problems

If a player loses connection to the game server when action reaches them, the server will first wait until the normal time allowed for decisions is over and then gives 20 seconds extra time for player to reconnect. If the player hasn't reconnected by that time, the decision is made automatically for them. The automatic decision will be check if possible, otherwise fold. The player is also set as sitting out at the end of the hand.

In the unlikely case of server error preventing the hand from finishing, the hand will be canceled and all bets returned to players. Every undecided and unresolved bet in incomplete games will become void after 90 days and will be forfeited to charity.

Omaha

Omaha Poker is a community card game similar to [Texas Hold'em](#), except that each player is dealt four hole cards and must use exactly two of them. During the play of the hand five

community cards are dealt in the middle of the table. Each player can see those cards and use them to form the best possible five card poker hand by combining exactly three of them with exactly two of their hole cards.

Omaha Pot Limit is an exciting form of poker that has gained in popularity in recent years. Its fast pace and large pots have made it popular especially in Europe where it is easily the second most played form of poker after [Texas Hold'em No Limit](#).

How to Play

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Not each player can be seated immediately since there might not be enough players to start a new table. In such cases these players are put into queue and provided with the corresponding information. They are allowed to leave the queue anytime they want, but in the majority of cases they'll just have to wait for a few seconds.

A random player is given a "Dealer button", it marks where the betting rounds start and blinds are posted.

the two next players clockwise from the dealer button post a "Small Blind" and a "Big Blind" - mandatory bets of fixed size. **Exception:** If only two players play at the table (heads-up situation), the dealer gets the Small Blind and Big Blind goes to another player.

Two cards are dealt to each player.

A new player has to wait until they are dealt into the Big Blind position before he/she can join the hand. The hand starts when there are minimum three players at the table who are not sitting out. **Exception:** If the previous hand had three or more players but this hand only has two, the hand will start anyway.

After that, there is the first betting round, starting from the player immediately clockwise from the Big Blind.

Next, three community cards called the "flop" are dealt, and there is a betting round (starting from the first player clockwise from the button, as in all of the following betting rounds).

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Betting Round

During a betting round, every player who still has cards and is not "all-in" gets to act at least once, in clockwise fashion, starting from the player after the Big Blind in the first (i.e. preflop) betting round, and from the player after the dealer button during following rounds.

The betting round starts with every player acting once. If any player bet or raised during the round, the round continues clockwise until all the players still in hand have matched all the bets made, or have folded. The last player to act will be the first active (i.e. not folded, not all-in) player before the one who made the last bet or raise.

During their turn the player has some of the following options:

Fold

Forfeit the hand. The player is no longer part of the deal, he or she has no cards, cannot win any part of the pot, and doesn't need to make further decisions.

Check

The player passes his/her turn without betting. Only possible if there was no bet/raise made on this betting round. **Exception:** The player who posted the Big Blind can check in the first (i.e. preflop) betting round if nobody raised.

Call

The player matches the bets/raises that have been made so far, and continues in the hand. This is only possible if there is a bet or raise on this betting round. Exception: It is possible to call-in the first (i.e. preflop) betting round if nobody has raised because the player is calling the amount of the big blind.

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Showdown

After the final betting round (i.e. the river), players who still have cards (players who are all-in or have matched all bets and raises) show their hole cards, and the best poker hand wins. The main pot and each side pot is dealt out separately, each given to the best poker hand between players who formed that pot/side pot and are still in the hand. It is possible for multiple players to have the same five-card poker hand. If that is also the best hand, the pot is divided evenly between the best hands. Uneven cents are given out clockwise starting from the player first from the button.

The best five card poker hand is picked by **using exactly two** of player's four hole cards and three of the five community cards.

The [Poker Hands](#) section describes the poker hand ranking hierarchy.

Common Mistakes in Reading Omaha Hands

There are certain types of Omaha hands that players familiar with [Texas Hold'em](#) but new to Omaha often misread, typically trying to use only one hand card. Two cautionary examples follow:

Hand: A♣ K♦ T♦ 8♥

Board: K♣ 9♣ 6♣ 6♥ Q♣

New players often think that they have a flush here, but flush cannot be made in this hand when using exactly two hole cards. The best hand formed from these cards is K♦ K♣ 6♣ 6♥ A♣.

Hand: T♥ 9♥ 7♣ 6♣

Board: K♠ K♣ T♣ T♦ 5♦

New players often see a full house here, but the best hand using exactly two holecards is actually only three of a kind, T♥ T♣ T♦ K♠ 9♥

Sitting Out

If a player wants to take a break, he/she go into sit out mode. In sit out mode the player will continue sitting at the table, but will not be dealt cards and won't pay any blinds. The player will remain in sit out mode until he/she decides to get back into the action.

If the players remains in sit out mode for longer than 10 minutes, he/she will be removed from the table and returned to the lobby.

If the player misses his/her turn to post any blind while sitting out from a table, he/she will be required to wait for his/her turn to post the Big Blind again.

In Case of Problems

If a player loses connection to the game server when action reaches them, the server will first wait until the normal time allowed for decisions is over and then gives 20 seconds extra time for player to reconnect. If the player hasn't reconnected by that time, the decision is made automatically for them. The automatic decision will be check if possible, otherwise fold. The player is also set as sitting out at the end of the hand.

In the unlikely case of server error preventing the hand from finishing, the hand will be canceled and all bets returned to players. Every undecided and unresolved bet in incomplete games will become void after 90 days and will be forfeited to charity.

Banzai

Banzai is a variation of Texas Hold'em. It follows the same rules, but has some differences.

Players are only permitted to sit with 10 times the big blind when they join a table.

Players can only rebuy or top up so that their final stack equals 10big blinds.

Players can only play a maximum of 2 Banzai tables per stake.

When a player leaves a table with more than 10big blinds at a given stake, he will be asked to join with the same stack when he opens a new table during the next 30 minutes.

Due to the nature of the game, we reserve the right to exclude a player from Banzai games if, in our sole discretion, we believe he plays unethically.

Cash Game Rules

General

1. Unibet will at all times consider the best interests of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules.
2. Tables are assigned randomly, but favouring tables where players have played before and tables with the least number of players.
3. The dealer button is assigned randomly in the first cash game hand of a new table.
4. The big blind is given to the next clockwise player from the last hand's big blind. If the last hand's big blind is still at the table, the small blind is given to him/her. The dealer button is given to the first player before that who played in the last hand (usually the last hand's small blind).
5. If only two players get cards, the small blind is the dealer button
6. There is no limit to the number of raises permitted

Sitting Out

7. Global sit out is activated when playing multiple cash games at the same time and you go into sit out mode on one of them. After doing so, you will go into sit out mode on other tables too starting from next hand except as outlined in point 8.
8. Sit out next big blind option allows you to automatically go into sit out mode when you would become big blind. If you are playing on multiple tables you'll go into sit out mode on each of them once your turn to post big blind comes.
9. When you activate global sit out you will have 500 seconds to return to the tables. If you do not return in that time, you will be removed from those games

Timebank and Disconnections

10. You are given thirty seconds to get back to playing during a hand in progress in case of disconnection. Each hand starts with a minimum of ten seconds of timebank. The timebank is replenished by 0.25 seconds per played hand. So you can have from ten to thirty seconds in your timebank. The timebank is not global, so each table has its own timebank.

Unethical Play

11. Poker is an individual (not a team) game. Any action or chat intended to help another player is unethical and is prohibited.
12. Unethical play, such as soft-play (playing less aggressively against a partner) and chip dumping (intentionally losing chips to a partner), may result in penalties, including seizure of funds from the offender's account and/or termination of the account.
13. You accept and acknowledge that we reserve the right, both at our sole discretion, to collect, process and record both in our databases and information in connection with your game patterns, personal data, depositing of funds and any other related information and inquiries that will help prevent any fraud, collusion or alike improper behavior.
14. Unibet routinely reviews game play to look for violations of our rules and to ensure the integrity of our games. It may be necessary to withhold player winnings until the completion of game play reviews.
15. You are not permitted to use any automatic gameplay, artificial intelligence including, without limitation, "robots" or any interaction within the Unibet poker that is not the direct result of you personally utilizing the Software for the purpose it was intended.
16. You accept and acknowledge that we reserve the right, both at our sole discretion, to detect and prevent the use of prohibited programs, including but not limited to hand trackers, HUDs (heads up displays) and screen capture techniques. These steps may include, but are not limited to, examination of software programs running concurrently with the Unibet poker software on the Player's device.
17. You agree that you will not attempt to bypass, interfere with, or block such steps, including, without limitation, the use of third party software that bypasses, interferes with, masks or blocks such steps. Any attempt to restrict Unibet poker software in this matter will entitle Unibet to immediately suspend or block any Unibet services to you.

Fraudulent Behaviour

18. In case of player attempted to, or has engaged fraudulent, dishonest, unlawful or improper activity using the Unethical Play or any other game manipulation, automatic gameplay, Chip Dumping, Player Collusion or the making of any fraudulent payment, including without limitation, use of a stolen credit card or fraudulent chargeback or money laundering - Unibet shall take action as it sees fit, including but not limited to:

1. Seizing the funds within Player account;

2. Suspending or terminating Player account due Terms infringement
 3. Disclosing such information (including the identity of the Player) to financial institutions, relevant authorities or Unibet 3rd party partners to prevent fraud and guarantee the security of Unibet poker
 4. Taking legal action against a Player
19. Collusion is a situation where two or more players attempt to earn an unfair advantage by sharing knowledge of their cards or other information at the poker table. Any player who colluders or attempts to collude with any other player while using Unibet poker will be prohibited from using Unibet poker or any other related Unibet services and the player's account may be suspended or terminated immediately.
20. We will do our best to investigate complaints received against players suspected of collusion.
21. We will not be liable under any circumstances whatsoever for any loss you or any other player may incur as a result of collusion or other unlawful activity and we will not be further obliged to take any other actions in any event of suspected collusion.

Chip Dumping

22. Defined as a situation when any player intentionally loses a hand in order to deliberately transfer his/her chips to another player. Any player who participates or attempts to participate in Chip Dumping with any other player – including being the recipient of funds may be suspended for investigation or permanently banned using any of the Unibet services. In such circumstances Unibet will be under no obligation to refund to player any funds.

Server Issues

23. In the event of a server crash, the hands in progress at every table will be restored by rolling back those hands. Each player's chip count will be reset to the amount at the beginning of the hand.

Understanding and Abiding by the Rules

24. By playing a cash game hand, players acknowledge that they have read, understood and agree to abide by all Rules. Unibet reserves the right to change any rules without prior notice.

Tournament Rules

This section of the guide only describes Tournament rules and [Tournament types](#). Please refer to the [Full Tournament Lobby](#) section for a detailed description on how to access the tournaments in the client.

The Tournament rules as listed here are intended to complement the [Terms of Service](#), not replace them. In the event of a discrepancy between the Tournament rules and Terms of Service, the Terms of Service shall take precedence.

General

25. Unibet will at all times consider the best interests of the game and fairness as the top priority in the decision-making process. Unusual circumstances can on occasion dictate that decisions in the interest of fairness take priority over the technical rules.
26. All tournaments will begin promptly at the scheduled time stated in the [Full Tournament Lobby](#). Unibet reserves the right to delay or cancel a tournament without prior notice
27. Important information about each tournament, including the blind structure, length of rounds, re-buy and break information, can be found in the [Specific Tournament Lobby](#). Unibet reserves the right to change the parameters of any tournament at any time without notice.
28. Seats are assigned at random. Seat changes are not permitted. If a player registers for a tournament and is not logged in at the time the tournament starts - he/she will automatically be seated at a table. This player is then blinded-off until there are no chips left, or until he/she logs in to play.
29. The button will be positioned at the last occupied seat to start play
30. There is no limit to the number of raises permitted
31. Prizes will be awarded as stated in the [Specific Tournament Lobby](#), except when the tournament is cancelled (see Unibet [Tournament cancellation policy](#)). Which prize structure is used depends on several factors including the number of entrants and the number of players per table. The prize structure is not finalized until registration has closed.
32. Late registration: Late registration is available in most tournaments. The length of the late registration period varies, but will always be shown in the Tournament Info dialog,

which can be seen in the [Full Tournament Lobby](#). Late registration time is measured in tournament levels. For example, if the lobby shows the tournament to have 4 levels of late registration, the late registration will close after 4th level in the tournament finishes. Late registration will close early if enough players are eliminated to begin payouts.

Please note that players are only allowed to participate in a tournament once, unless re-entry is permitted, as specified in the [Full Tournament Lobby](#). One player using multiple accounts to enter multiple times into a single tournament is not permitted, and may result in penalties including a warning, disqualification from the tournament (with partial or full forfeiture of winnings), and barring from Unibet.

33. Un-registration: Most tournaments allow un-registration until a few minutes before the event begins. The exact time at which un-registration closes is specified in the Tournament Info dialog for each tournament, and may vary from event to event. Players will be reimbursed for the tournament in the same payment method they used when registering, either money or tournament ticket. Players who have won their seats through a satellite may unregister if the event allows it. However, they will receive a [Tournament Ticket](#) in exchange for their seat.

Note that some satellites will end after the start of the target tournament but during Extended Registration. In such cases, the satellite winners will be seated directly into the target event at the conclusion of the satellite.

34. Registration and un-registration times may vary between tournaments of different types. Not all tournaments allow un-registration - this information will usually be highlighted at the time of registration. Check the [Full Tournament Lobby](#) and Tournament Info dialog for the exact registration details for each tournament. Unibet reserves the right to alter registration and un-registration times without prior notice.

Buy-in Amount and Entrance Fee

The following rules apply:

35. There is a fixed buy-in amount and entrance fee for each tournament. The entrance fee is usually approximately 10% of the buy-in amount. A percentage of the cumulative buy-in amount from all players in the tournament may be pooled as the prize money.
36. Once the de-registration end time for a tournament has passed, or the tournament has started, players may not de-register. The buy-in amount and entrance fee are non-refundable.
37. Some tournaments may have a minimum registration requirement. If the registration does not meet the minimum requirements, the tournament is cancelled. If the tournament is cancelled, players are refunded their buy-in amounts and entrance fees.
38. Tournament chips have no value other than as counters in the tournament. Tournament chips have no cash-out value.

Note:

*There is no buy-in amount and entrance fee in Freeroll Tournaments. However, there might be requirements for being able to enter into the Freeroll.

Prize Structure

39. Full information about a tournament's prize structure can be found in the [Specific Tournament Lobby](#) tournament lobby

Unibet management reserves the right to alter the tournament schedule, structure and/or payout or cancel any tournament without advance notice.

Sitting Out

15. Unlike in a cash game, when a player sits out in a tournament game, he/she is dealt cards in every hand, and blinds and antes are posted from his/her stack like normal. A sitting out player in a tournament can be thought of as a player who immediately folds every hand when it's his/her turn. If a player doesn't return to a tournament, he/she forfeits all buy-in amounts and entrance fees.

Eliminations

16. Most tournaments end when one player accumulates all the chips in play, or when all remaining players will receive the same prize (for example, if the tournament awards five identical prizes to the top five, the tournament may end when there are five players left).

If two or more players are eliminated on the same hand, a player with more chips at the start of the hand finishes higher than a player with fewer chips. If multiple players started the hand with an identical number of chips, their finishing order will be decided at random. During "hand for hand" play, two or more players eliminated during a single "synchronized" hand are treated as having been eliminated simultaneously, even if they are at different tables.

Table Balancing

The following rules apply:

17. Table balancing occurs as players are eliminated from the tournament. Remaining players are moved and tables are consolidated, until only one table remains in the tournament. A message is displayed to players notifying them that tables are being consolidated. The poker system randomly selects the player to move from one of the tables with the most remaining players. The player is moved to one of the tables with the least remaining number of players. The player that is moved is seated at the new table as far away from the big blind as possible, according to the available seats.

Hand for Hand

18. At certain stages of the tournament (for example, where the prize money jumps significantly with the next few players eliminated) and when there is more than one table remaining, the tournament may be played “hand for hand”. This means that if one table finishes its hand before the other table(s), that table waits for the other table(s) to finish before the next hand is dealt. During this hand for hand period, all eliminations during a “synchronized” hand (even at different tables) are treated as having happened simultaneously, for purposes of determining finish order. Finishing order is then based on comparing stack sizes, not on who lost their chips earlier.

Tournament Winnings

19. All winnings are deposited to the player's account as soon as they are knocked out of the tournament (or when the tournament finishes in the case of the player(s) who wins).

House Rules

20. The House reserves the right to do the following:
- Disqualify any players who do not follow tournament rules, or who act inappropriately during a tournament
 - Take further action against those players if necessary, including confiscating funds and/or barring them from the site
 - Change any tournament time, guaranteed prize, or tournament, without prior notice
 - Alter the rules and make final decisions on all tournament related issues as they occur

All decisions are at the discretion of the operator, and are final

Button Rule

21. In tournaments Unibet uses a button rule that ensures that every player will get the big blind exactly once per orbit. The big blind will never skip over a player, and never fall twice in a row to the same player. When players are eliminated, this rule will sometimes result in a hand missing the small blind, or button getting stuck in the same position for multiple hands. We feel that the big blind position has the most drastic effect on players' tournament lives and thus this system ensures maximum fairness.

When two players remain at the final table, the button will post the small blind, and act first on the opening round.

Synchronized Breaks

22. Tournaments with synchronized breaks will go on break at 55 minutes past the hour. For example, a tournament which begins at 07:25 will go on break at 07:55, 08:55, 09:55 and every hour thereafter until the tournament ends. Tournaments of this type can be identified by the phrase "The tournament goes on break at 55 minutes past the hour". In all cases, the tournament will wait for hands at all tables to complete before the break period begins. This means that at some tables, the break will last slightly longer than at other tables. If a tournament is in its first level at 55 minutes past the hour, it will not go on break, regardless of whether it uses synchronized breaks or not.

Disconnects and Sitting Out

23. By participating in a tournament, a player accepts the risk of Internet disconnection due to problems with the connection between their computer and the servers, lag or freeze or some other problem in the player's computer or the Internet.

- Unibet does not accept any responsibility for a player disconnect except in the case of a server crash
- While each user is responsible for his/her own Internet connection, Unibet makes an effort to protect players who are disconnected during the final stages of a real money tournament, by allowing extra time to reconnect
- If a player times out during a hand, whether connected or disconnected, his/her hand will be folded if facing action, or may be checked if facing no action
- If a player is not connected before a hand starts, he/she will be dealt cards, and a blind and/or antes will be posted. There is no rule against a single player

choosing to sit out. The player doing so will continue to have blinds and antes posted and cards dealt. Two or more players may not make any agreement to sit out simultaneously, whether at the same table or different tables.

Unethical Play

24. Poker is an individual (not a team) game. Any action or chat intended to help another player is unethical and is prohibited. Unethical play, such as soft-play (playing less aggressively against a partner) and chip dumping (intentionally losing chips to a partner), may result in penalties, including seizure of funds from the offender's account and/or termination of the account. Unibet routinely reviews game play to look for violations of our rules and to ensure the integrity of our games. It may be necessary to withhold player winnings until the completion of game play reviews.

Server Issues

25. In the event of a server crash, the hands in progress at every table will be restored by rolling back those hands. Each player's chip count will be reset to the amount at the beginning of the hand. In special circumstances, when a tournament needs to be cancelled because of a crash or some other reason, players will be compensated according to Unibet [Tournament cancellation policy](#).

Understanding and Abiding by the Rules

26. By entering a tournament, players acknowledge that they have read, understood and agree to abide by all Rules. Unibet reserves the right to change any rules without prior notice.

Tournament Cancellation Policy

In the event of a multi-table or Sit & Go tournament being cancelled and:

27. The tournament had not started. All registered players will be refunded their buy-ins and fees, including any multi-entries.

Players will be refunded in the same format as they bought in with - e.g. they will receive the same ticket they registered with.

If the cancelled tournament was the last one that that ticket was eligible for, players will receive a cash or ticket equivalent.

28. The tournament had started but was not yet in the money. All players remaining in the tournament will be refunded their tournament fee. The remaining money is split into two equal pools. The first pool will be distributed equally between all remaining players. The second pool will be distributed between all players in proportion to their chip count.

If the tournament paid out tickets or seats, the prize pool will be converted to regular funds and distributed accordingly.

If the tournament had a guarantee or added money, this will be distributed as normal.

29. The tournament had started and players were in the money. All players remaining in the tournament will be refunded their tournament fee. All remaining players are then credited the lowest remaining position's prize money. The remaining money is then distributed between all players in proportion to their chip count.

An exception is if the tournament has reached the final table (whether 6 or 9 handed). In that case, the fees will be refunded as normal, but the remaining money is distributed between all players according to an ICM chop (http://en.wikipedia.org/wiki/Independent_Chip_Model). Note that players must already be in the money by the time of the final table for this condition to be triggered.

If the tournament had a guarantee or added money, this will be distributed as normal.

In case of disputes, Unibet management decision will be final.

Tournament Types

Guaranteed Tournaments

In many of our tournaments, the prize pool is guaranteed to reach a specific amount. To see the full range of these tournaments, visit the [Full Tournament Lobby](#) and filter tournament schedule by a word "Guaranteed".

Sit & Go

A Sit & Go (S&G or SNG) is a tournament which does not have a pre-assigned start time - it simply begins when all the seats are filled. There are many types of Sit & Go in both satellite and cash tournament form. These tournaments can be accessed from the "SIT & GO" section in the [Main Lobby](#). Most Sit & Go tournaments are freezeouts.

Freezeout Tournaments

In a Freezeout Tournament players start with an equal, fixed number of chips. Players at numerous tables compete for one another's chips as the blinds and/or antes increase incrementally. When you run out of chips, you are eliminated from the tournament. As players are eliminated, tables are "broken", meaning players are moved to keep tables full, or evenly "balanced". Eventually, the last few surviving players with chips are brought together at the final table, where the winner is the individual who wins all the chips from his/her opponents. Cash prizes are awarded to top finishers on the basis of number of tournament entries.

Satellite Tournaments

Satellite Tournaments are qualifying events in which prizes are buy-ins for other tournaments. A player can thus start out at one tier (not necessarily the lowest one) and play his/her way to a higher tier. The entry fee for each tier is always higher than the fee for the tier below it, with the first tier being the cheapest.

Check the [Specific Tournament Lobby](#) of Satellite Tournament to see what tournament(s) the prizes are for. Some satellites even give out packages for live tournaments instead of online tournament tickets!

Read more: <http://www.unibetopen.com/qualify/>

Freeroll Tournaments

Freeroll Tournaments are tournaments with no entry fee or initial buy-in. Freeroll Tournaments are clearly marked in the [Full Tournament Lobby](#).

Multi-Buy-In Tournaments







In Multi-Buy-In Tournaments, instead of a fixed buy-in players may choose between a set minimum and maximum buy-ins. Their starting stack is scaled in proportion to buy-in.

Poker Hands

When comparing individual card ranks, the ace is the highest card. An ace can be used as a one to make straights or straight flushes, but in that case it counts as low card. For example, a straight or straight flush 2-3-4-5-6 is higher than A-2-3-4-5. T-J-Q-K-A is the highest possible straight or straight flush.

If a hand matches multiple definitions, the strongest hand is used. For example, 2-3-4-5-6 of Hearts is a straight flush, even though it matches the definitions of straight flush, flush, straight and high card.

Hand name:	Sample hand:	Tiebreaker:
<p>Straight Flush Five cards in sequence, all of the same suit. The highest possible straight flush (A-10) is called a royal flush.</p>		<p>Straight flushes are compared by the rank of their highest card (1). Note: In a 5, 4, 3, 2, A straight flush, the ace counts as a one, which makes this a 5-high straight flush, the smallest possible.</p>
<p>Four of a Kind (Quads) Four cards of the same rank and one other unmatched card</p>		<p>Quads are first compared by the rank of four matched cards (1). If those are tied, the unmatched card (known as the kicker) (2) is compared.</p>
<p>Full House Three cards of the same rank and a pair of other rank</p>		<p>Full houses are first compared by the rank of the triplet (1) and if they are tied, by the rank of the pair (2)</p>

<p>Flush Five cards of the same suit</p>		<p>Flushes are first compared by their highest rank (1), if that is tied - by second highest (2) and so on (3,4,5)</p>
<p>Straight Five cards in sequence</p>		<p>Straights are compared by the rank of their highest card (1). Note: In a 5, 4, 3, 2, A straight, the ace is a small card, which makes this a 5-</p>
		<p>high straight, the smallest possible.</p>
<p>Three of a Kind (Trips) Three cards of the same rank and two unmatched cards</p>		<p>Trips are first compared by the rank of the three matched cards (1), then by the higher one of the unmatched cards (known as the kickers) (2) and finally by the lower unmatched card (3)</p>
<p>Two Pair Two pairs of different ranks and an unmatched card</p>		<p>Two pairs are first compared by the rank of the higher pair (1), then by the lower pair (2) and finally by the rank of the kicker (3)</p>
<p>Pair Two matched cards and three unmatched cards</p>		<p>Pairs are first compared by the rank of the matched cards (1), and then by the kickers (2,3,4), starting from the highest one and comparing until a difference is found</p>
<p>High Card Five unmatched cards</p>		<p>High cards are compared by the rank of the highest card (1), and if that is the same, the next highest (2) and so on (3,4,5)</p>

Rake Information

Rake is the fee taken by Unibet from each cash game hand. It can also be used to describe the tournament and Sit & Go fees that are charged in those games.

Tournament Fees

The following tables show the total buy-in then the contribution to the prize pool, then the fee for the different Sit & Go and multi table tournament types:

5 Handed Sit & Go

€1 (€0.95 + €0.05)
€2 (€1.90 + €0.10)
€4 (€3.80 + €0.20)
€10 (€9.50 + €0.50)
€25 (€23.75 + €1.25)
€50 (€48.50 + €1.50)
€100 (€97.00 + €3.00)

2 Handed Sit & Go

€1 (€0.97 + €0.03)
€2 (€1.94 + €0.06)
€4 (€3.88 + €0.12)
€10 (€9.70 + €0.30)
€25 (€24.25 + €0.75)
€50 (€48.50 + €1.50)
€100 (€97.00 + €3.00)

MTT

€1 (€0.90 + €0.10)
€4 (€3.60 + €0.40)
€10 (€9.00 + €1.00)
€25 (€22.50 + €2.50)

€50 (€45.00 + €5.00)

€100 (€90.00 + €10.00)

Cash Game Rake

The amount raked in a cash game varies by stake and game. It is decided by a cap and a percentage. The percentage is the percentage of the total pot that is taken. The cap is the maximum amount that can be taken. The following table shows the amounts by stake and game:

Texas Hold'em:

Blinds	0.02/0.04	0.05/0.10	0.10/0.25	0.25/0.50	0.5/1	1/2	2/4
Rake%	1	3	5	5.5	6	6	6
Cap €	1	2	3	3	3	3	3

Omaha:

Blinds	0.02/0.04	0.05/0.10	0.10/0.25	0.25/0.50	0.5/1	1/2	2/4
Rake%	1	3	3	3.5	6	6	6
Cap €	1	2	3	3	3	3	3

Banzai:

Blinds	0.05/0.10	0.25/0.50	1/2
Rake%	1	1	1
Cap €	3	3	3

Rake is only taken from hands that reach the flop or later. For every raked hand, a minimum of one cent is raked. Rake is rounded to the nearest cent. No rake is taken from pots that end pre-flop, i.e. pots where every player except one folds before the first community cards are dealt.

If a cash game hand starts with exactly two or exactly three players dealt in, the rake cap for that hand will be halved to €0.50 at 0.02/0.04 blinds, to €1.00 at 0.05/0.10 blinds, and to €1.50 at 0.10/0.25 blinds and above.

