

POKER RULES

Version 2.2, 31-03-2022

In this guide you can find information about:

Cash Games rules

- General Rules
 - Next sections of the guide describe poker rules for the following cash game types:
 - Texas Hold'em
 - Omaha
 - Banzai – shallow stack version of Texas Hold'em and Omaha.
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Tournaments rules

- Rules
 - Types
 - HexaPro
 - Cancellation Policy
-

Poker Hands

In this section of the guide you can find information about the poker hand ranking hierarchy.

One deck of cards is used when playing any of these games.

The deck is shuffled after every showdown.

Malfunction voids all pays and plays.

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.
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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.
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Timebank and Disconnections

10. You are given thirty seconds to get back to playing during a hand in progress in case of disconnection. The timebank is different depending on game type, please see the table for details. Please note, the timebank is not global, each table or tournament has its own timebank and it's not renewed after a hand has ended. Therefore player might have zero seconds left in timebank.

Game	First hand	Replenishing	Cap
Cash Games	15 seconds	5 seconds added every 10th hand	30 seconds
HexaPro with multiplier smaller than 25x	10 seconds	5 seconds added every 5th hand	20 seconds
HexaPro with multiplier 25x or higher	30 seconds	5 seconds added every 5th hand	60 seconds
Tournaments	Default 15 seconds. Can be changed for a specific tournament.	5 seconds added every 10th hand	Default 30 seconds. Can be changed for a specific tournament.
SNG	10 seconds	5 seconds added every 5th hand	20 seconds

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 behaviour

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.

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 any time 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 can choose to wait until they are dealt into the Big Blind position or they can choose to post a Big Blind out of position to get a hand immediately. 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 afterwards
- 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 afterwards.
- 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 player remains in sit out mode for longer than 10 minutes, he/she will be removed from the table and returned to the lobby.

Rejoining a cash game table

If you leave a cash game table and then try to rejoin the game you'll be seated at a table randomly, favouring tables you have played before and tables with the least number of players.

Ratholing

Players leaving a cash game table who are then seated at the same table when they return within 30 minute will be subject to the following buy-in rules:

Sat on the exact same table within last 30min	Left table with stack in Big Blinds	Ratholing counter value	Min buy-in	Max buy-in
NO	-	-	50 Big Blinds	100 Big Blinds
YES	≤ 50 Big Blinds	-	50 Big Blinds	100 Big Blinds
YES	$50 \text{ Big Blinds} < X < 100 \text{ Big Blinds}$	-	last stack at that table	100 Big Blinds
YES	≥ 100 Big Blinds	0-4 (incl.)	100 Big Blinds	last stack at that table
YES	≥ 100 Big Blinds	5 or higher	last stack at that table	last stack at that table

"-" *no control needed.*

"Ratholing counter": How many times a player has left a cash game table with 100 Big Blinds or more and then sat back down within a 30 minutes period at the exact same table. The counter will reset every day at 00:00 UTC and will count across all stakes and formats.

No ratholing (leaving the table and rejoining with smaller stack) is allowed in Texas Deepstack.

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 cancelled 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

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 any time 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.

Four cards are dealt to each player.

A new player can choose to wait until they are dealt into the Big Blind position or they can choose to post a Big Blind out of position to get a hand immediately. 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 afterwards
- 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 afterwards.
- 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 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 hole cards 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 player remains in sit out mode for longer than 10 minutes, he/she will be removed from the table and returned to the lobby.

Rejoining a cash game table

If you leave a cash game table and then try to rejoin the game you'll be seated at a table randomly, favouring tables you have played before and tables with the least number of players.

Ratholing

Players leaving a cash game table who are then seated at the same table when they return within 30 minute will be subject to the following buy-in rules:

Sat on the exact same table within last 30min	Left table with stack in Big Blinds	Ratholing counter value	Min buy-in	Max buy-in
NO	-	-	50 Big Blinds	100 Big Blinds
YES	≤ 50 Big Blinds	-	50 Big Blinds	100 Big Blinds
YES	$50 \text{ Big Blinds} < X < 100 \text{ Big Blinds}$	-	last stack at that table	100 Big Blinds

Sat on the exact same table within last 30min	Left table with stack in Big Blinds	Ratholing counter value	Min buy-in	Max buy-in
YES	>= 100 Big Blinds	0-4 (incl.)	100 Big Blinds	last stack at that table
YES	>= 100 Big Blinds	5 or higher	last stack at that table	last stack at that table

"-" *no control needed.*

"Ratholing counter": How many times a player has left a cash game table with 100 Big Blinds or more and then sat back down within a 30 minutes period at the exact same table. The counter will reset every day at 00:00 UTC and will count across all stakes and formats.

No ratholing (leaving the table and rejoining with smaller stack) is allowed in Omaha Shortstack.

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 cancelled 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 and Omaha. 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 re-buy or top up so that their final stack equals 10 big blinds.
- Players can only play a maximum of 2 Banzai tables per stake.
- When a player leaves a table with more than 10 big blinds at a given stake, he/she will be asked to join with the same stack when he/she 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/she plays unethically.

TOURNAMENT RULES

This section of the guide only describes Tournament rules and Tournament Types.

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

Sitting Out

40. 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

41. 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:

42. 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

43. 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

44. 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

45. 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

46. 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

47. 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

48. 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

49. 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

50. 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

51. 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 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.

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.

Re-buy tournaments

A re-buy tournament is one in which you have the opportunity to buy more chips during the event. In a standard 'freezeout' tournament, when you run out of chips, you're out of the tournament. In a re-buy tournament, you can (with some restrictions) buy more chips.

Bounty Tournaments

In a Bounty tournament, a part of the player's buy-in is added to the player's "bounty". If it's a Progressive Bounty tournament a % of the bounty amount is given to the player that knocked him out and a % is added to the bounty of the same player. If it's a regular Bounty the full Bounty amount is given to the player that knocked him out. In case of VIP bounties, a unique player bounty, the bounty will only go to the player knocking out the VIP. If the VIP makes a rebuy, the VIP bounty is not credited to the player winning the previous hand.

HEXAPRO

HexaPro is the fastest way to play for up to 1,000 times your buy-in. Each HexaPro has a randomly assigned prize pool and gives you a chance to play for up to €100,000. And with buy-ins starting from €1, it's the exciting poker format that anyone can play!

How does it work

HexaPro is fast-paced, 3-handed Sit & Go game with buy-ins from €1 to €100. Each HexaPro has a random prize ranging from 1.5 to 1,000 times your buy-in!

Once you are in the poker client, open the HexaPro lobby by clicking/tapping on the **HexaPro** tab in the main lobby.

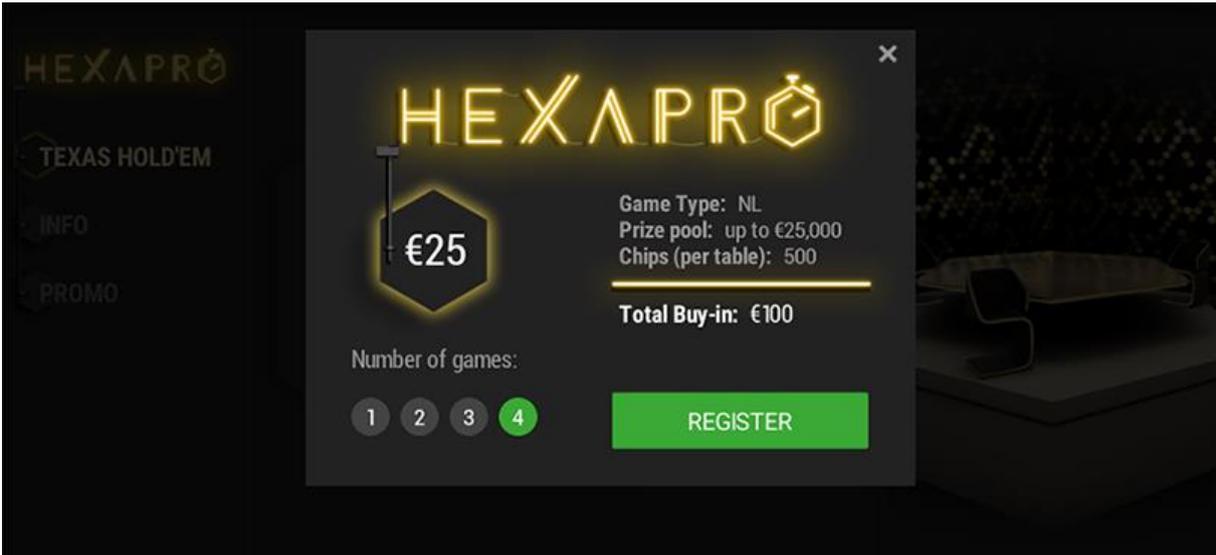
HexaPro lobby:



In the HexaPro lobby select the buy-in amount and click/tap on the **PLAY** button. Seven buy-ins are available: **€1, €2, €5, €10, €25, €50 and €100.**

After clicking/tapping on the **PLAY** button you will be presented with the confirmation dialogue where you'll need to confirm your actions.

HexaPro confirmation dialogue:



In the confirmation dialogue select the number of games you wish to play and press the **REGISTER** button. Doing so will result in the chosen number of HexaPro games to start.

Prizes

Different prize pools and the probability associated with them can be found below:

HexaPro €1	HexaPro €2	HexaPro €5	HexaPro €10	HexaPro €25	HexaPro €50	HexaPro €100	Probability
€1,000	€2,000	€5,000	€10,000	€25,000	€50,000	€100,000	1 in 100,000
€100	€200	€500	€1,000	€2,500	€5,000	€10,000	5 in 100,000
€25	€50	€125	€250	€625	€1,250	€2,500	100 in 100,000
€10	€20	€50	€100	€250	€500	€1,000	4600 in 100,000
€5	€10	€25	€50	€125	€250	€500	14,000 in 100,000
€3	€6	€15	€30	€75	€150	€300	25,000 in 100,000
€1.5	€3	€7.5	€15	€37.5	€75	€150	56,294 in 100,000

The rake equivalent is 6.853%

Payouts

The winner earns the entire prize pool if the multiplier is less than or equal to 10 times the buy-in. Otherwise, the winner earns 80%, 2nd earns 12% and the 3rd earns 8%.

Your account will be automatically credited with your prize pool winnings shortly after the game has ended. You can see game results in the Profile area in the client (“**HISTORY**” -> “**HEXAPRO**”). Please contact Customer Support if you did not receive your winnings.

Starting stack

HexaPro games have a starting stack of 500 chips across all multipliers.

Blind structure

Antes are paid starting from the Level 2 and full blind structure can be found below:

Level	Small Blind	Big Blind	Ante
1	10	20	None
2	15	30	4
3	20	40	5
4	25	50	6
5	30	60	7
6	40	80	10
7	50	100	12
8	60	120	15
9	75	150	20
10	100	200	25
11	125	250	30
12	150	300	40
13	200	400	50

Level	Small Blind	Big Blind	Ante
14	250	500	60
15	300	600	70
16	350	700	85
17	400	800	100
18	500	1000	125
19	600	1200	150
20	700	1400	175
21	800	1600	200
22	900	1800	225
23	1000	2000	250
24	1200	2400	300
25	1400	2800	350
26	1600	3200	400
27	1800	3600	450
28	2000	4000	500

Blind level time

Blind level speed differs depending on the multiplier, blinds increase faster for low multiplier HexaPro games and slower for high multiplier ones:

Multiplier	Time
1.5x	1 minute
3x	2 minutes
5x	3 minutes

Multiplier	Time
10x	3 minutes
25x	4 minutes
100x	4 minutes
1000x	4 minutes

Card shuffling

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

If connection is lost

By participating in HexaPro, 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 HexaPro, by allowing extra time to reconnect.

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.

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.

Unlike in a Cash Game, when a player sits out in HexaPro 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 HexaPro 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 HexaPro, he/she forfeits all buy-in amounts and entrance fees.

In case of server issues

Please refer to our Tournament Cancellation Policy.

Incomplete HexaPro games shall be decided upon within 90 days.

HEXAPRO EXTREME

HexaPro Extreme is a fast-paced, 3-handed Sit & Go game. Each HexaPro has a randomly assigned prize pool ranging from 1 to 1,000 times your buy-in.

HexaPro Extreme is a variation of HexaPro, but has differences in multipliers, payouts and probabilities, in blind level durations, and starting stack.

Prizes

The prize pool for a specific game is calculated by multiplying the randomly assigned multiplier with the buy-in value per player. For example, the buy-in for one player is €10 and a randomly assigned multiplier is 20x, then the prize pool of this particular game would be €10 * 20 = € 200.

Different multipliers, example prize pools and the probability associated with them can be found below:

Multiplier	HexaPro Extreme €1	HexaPro Extreme €10	Probability
1000x	€1,000	€10,000	1 in 100,000
125x	€125	€1,250	202 in 100,000
20x	€20	€200	100 in 100,000
10x	€10	€100	3,550 in 100,000
4x	€4	€40	12,000 in 100,000
3x	€3	€30	41,772 in 100,000
1x	€1	€10	42,375 in 100,000

The rake equivalent is 6.853%

Payouts

The winner earns the entire prize pool if the multiplier is less than or equal to 20 times the buy-in. If the multiplier is 125x, then the winner earns 80%, 2nd place earns 16% and the 3rd earns 4%.

In case the biggest 1000x multiplier hits, then the winner earns 80%, 2nd earns 12% and the 3rd earns 8%.

Starting stack

The starting stack differs depending on the multiplier as follows:

Multiplier	Starting Stack
1.x	100 chips
3x, 4x	200 chips
10x, 20x	300 chips
125x, 1000x	500 chips

Blind structure

The blind structure of HexaPro Extreme is as follows:

Level	Small Blind	Big Blind	Ante
1	10	20	-
2	15	30	-
3	20	40	-
4	30	60	-
5	40	80	-
6	50	100	-

7	60	120	-
8	75	150	-
9	100	200	-
10	125	250	-
11	150	300	-
12	200	400	-
13	250	500	-
14	300	600	-
15	350	700	-
16	400	800	-
17	500	1000	-
18	600	1200	-
19	700	1400	-

Blind level time

Blind level speed differs depending on the multiplier, blinds increase faster for low multiplier HexaPro games and slower for high multiplier ones:

Multiplier	Starting Stack
1.x, 3x, 4x	1 minute
10x, 20x	2 minutes
125x, 1000x	3 minutes

CANCELLATION POLICY

In the unfortunate event of a multi-table or Sit & Go tournament being cancelled due to a problem in the Unibet poker software these rules will kick in depending on the state of the tournament:

52. The tournament is canceled before the start:

- The players will be refunded the tournament buy-in and fee in full including any multi-entries. In case of registration by a ticket, this ticket will be re-credited.

53. The tournament has started but players are not “in the money yet” (reached the prizes):

- The remaining players will be refunded their fee including re-buy and add-on fees
- The player supplied pot 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.
- **Exception:** if the Tournament is a freeroll the added prize pool is divided even if it's not a player supplied pot

54. The tournament has started and players are “in the money” (have reached the prizes):

- The remaining players will be refunded their fee including re-buy and add-on fees
- If players are not on the final table each player will receive the lowest remaining prize and the rest of the pot is distributed in proportion to their chip count
- If players are on final table the prize pool will be redistributed according to the ICM ([Independent Chip Model](#)) chop, if they are in the money
- If the tournament paid out non-monetary values (like tickets, free spins or seats), the prize pool will be converted to regular funds and distributed accordingly

In the unfortunate event of a HexaPro tournament being cancelled due to a problem in the Unibet poker software these rules will kick in:

55. HexaPro tournament cancellation policy:

- The fee is returned for all remaining players
- All remaining players receive 10% of the prize pool
- Remaining prize pool is distributed according to ICM ([Independent Chip Model](#)) chop

If cancelled tournament is a bounty tournament then player is given his own bounty value.

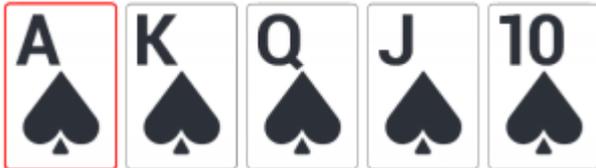
We reserve the right to alter cancellation payouts or to alter this policy.

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

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</p> <p>Five cards in sequence, all of the same suit. The highest possible straight flush (A-10) is called a royal flush.</p>	<p>1</p> 	<p>Straight flushes are compared by the rank of their highest card (1).</p> <p>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)</p> <p>Four cards of the same rank and one other unmatched card</p>	<p>1 2</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>

Hand name	Sample hand	Tiebreaker
Pair Two matched cards and three unmatched cards	<div style="display: flex; justify-content: space-around; text-align: center;"> <div>1 </div> <div>2 </div> <div>3 </div> <div>4 </div> <div>5 </div> </div>	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
High Card Five unmatched cards	<div style="display: flex; justify-content: space-around; text-align: center;"> <div>1 </div> <div>2 </div> <div>3 </div> <div>4 </div> <div>5 </div> </div>	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)

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 formats:

5 Handed Sit & Go	2 Handed Sit & Go
€1 (€0.95 + €0.05)	€1 (€0.97 + €0.03)
€2 (€1.90 + €0.10)	€2 (€1.94 + €0.06)
€4 (€3.80 + €0.20)	€4 (€3.88 + €0.12)
€10 (€9.50 + €0.50)	€10 (€9.70 + €0.30)
€25 (€23.75 + €1.25)	€25 (€24.25 + €0.75)
	€50 (€48.50 + €1.50)
	€100 (€97.00 + €3.00)
	€200 (€194.00 + €6.00)

In multi table tournaments, the fee is charged when registering and is usually part of the buy-in. You will see the fee in the specific tournament lobby and when registering for a tournament. A fee can also be applied to rebuys and add-ons, but there is no per-hand rake charged in tournaments. The fee is usually 10% but this can vary for specific tournaments.

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

Stake (Blinds €)	Rake %	Cap €
NL4 (0.02/0.04)	2	0.5
NL10 (0.05/0.10)	3.5	1
NL100 (0.05/0.10)	3.5	2
NL25 (0.15/0.25)	4.5	2
NL50 (0.25/0.50)	5.5	2
NL100 (0.5/1)	6	3
NL200 (1/2)	6	3
NL400 (2/4)	6	3

Omaha

Stake (Blinds €)	Rake %	Cap €
PL4 (0.02/0.04)	2	0.5
PL10 (0.05/0.10)	3	1.5
PL25 (0.10/0.25)	3	2.5
PL10 (0.25/0.50)	3	1.5

Stake (Blinds €)	Rake %	Cap €
PL50 (0.25/0.50)	3.5	3
PL100 (0.5/1)	6	3
PL200 (1/2)	6	3
PL400 (2/4)	6	3

Banzai Texas

Stake (Blinds €)	Rake %	Cap €
NL1 (0.05/0.10)	1	3
NL5 (0.25/0.50)	1	3
NL20 (1/2)	1	3
NL50 (2.5/5)	2.5	1.5

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 preflop, 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.