

# Crown Casino

## Craps Rules



Victorian Commission  
for Gambling Regulation

**CROWN LIMITED**  
**RULES OF THE GAME**

**CRAPS**

	<b><u>Page No.</u></b>
1	DEFINITIONS..... 1
2	EQUIPMENT ..... 2
3	PLACEMENT OF WAGERS ..... 3
4	PERMISSIBLE WAGERS ..... 12
5	DEALING THE GAME..... 13
6	SETTLEMENT ODDS..... 16
7	MINI CRAPS ..... 18
8	TOURNAMENT PLAY..... 19
9	GENERAL PROVISIONS..... 22
	DIAGRAM A ..... 24
	DIAGRAM B ..... 25

# 1 DEFINITIONS

## 1.1 In these rules:-

**"7-out"** means a two-dice total of 7 thrown by the Shooter after he/she has established a Point. A 7 will constitute a win for wagers placed on the Don't Win Line.

**"Boxperson"** means the Game Supervisor responsible for the supervision of the operation of the game.

**"Come Out Roll"** means the first and any subsequent rolls of the dice by the Shooter before a point is established.

**"Dealer"** means a person responsible for the operation of the game.

**"Hardway"** means when the dice come to rest, the uppermost face of each dice displays the same number. The numbers six, eight, four and ten may have a hard total.

**"Inactive"** means that a wager is not effected by the result of the throw of the dice and no action will be taken on the wager. The wager will remain on the table layout.

**"Point"** means the first two-dice total of 4, 5, 6, 8, 9 or 10 thrown by the Shooter on a Come Out Roll which, if thrown again before he/she throws a 7 will constitute a win for wagers placed on the Win Line.

**"Shooter"** means the player who rolls the dice.

**"Stickperson"** means the Dealer at the table who controls the movement and security of the dice using the stick, maintains the flow of the game, calls the game and controls the centre action.

**"VCGR"** means **Victorian Commission for Gambling Regulation.**

## 1.2 Unless contrary intention appears, a Game Supervisor (**or above**) may perform any function or exercise any power of the Dealer.

- 1.3 A reference in these rules to the game is a reference to the game of Craps played at a particular gaming table.
- 1.4 A reference in these rules -
  - 1.4.1 To a bet is a reference to the contingency or outcome on which a player may place a wager; and
  - 1.4.2 To a wager is to the money appropriated to such a bet in a particular case.

## **2 EQUIPMENT**

- 2.1 Craps will be played on a table, oblong in shape with rounded corners and high walled sides.
- 2.2 The table cloth (layout) will be marked in a manner similar to Diagram A or Diagram B with the name and/or logo of the casino imprinted thereon.
- 2.3 A set of five dice will be used for play.
  - 2.3.1 The sides of each die will be marked with the values one to six arranged so that the opposite sides of the dice will always add up to 7.
  - 2.3.2 The dice will be precision made dice with faces of a minimum size of 19 millimetres square.
- 2.4 A dice bowl is used to retain all dice, except those in active play.
- 2.5 A stick is used for the purpose of retrieving and/or passing the dice.
- 2.6 A reversible puck or disc marked on one side with "ON" and on the other side with "OFF" that is used to denote the point number for a particular round of play.
- 2.7 Marker Buttons are clearly labelled as follows:
  - 2.7.1 "OFF"
  - 2.7.2 "ON"
  - 2.7.3 "Lay"

2.7.4 "Buy"

2.7.5 Numbers eg. (5-10-100)

2.7.6 "D.P" (Don't Place)

### **3 PLACEMENT OF WAGERS**

3.1 Wagers will only be accepted in chips.

3.2 Wagers should be placed before the dice are thrown but may, if confirmed orally by the Dealer, Boxperson or Stickperson be placed between the time the dice leave the Shooter's hand and the time the result of the throw is called.

3.3 A wager by a player will be placed on the appropriate area of the Craps layout.

3.3.1 Wagers orally declared and accompanied by chips, cash, vouchers or authorised tokens may be accepted provided that they are announced by the Dealer or Stickperson and confirmed by the Boxperson.

3.3.2 Cash, vouchers and authorised tokens must be immediately converted into gaming chips and placed on the appropriate area of the layout.

3.4 A wager may be removed or reduced at any time prior to the result of a throw that will decide the outcome of that particular wager except that a wager placed on:

3.4.1 The Win Line is considered a contract wager and cannot be removed or reduced after a Point has been established.

3.4.2 The Come cannot be removed or reduced after a Point has been established with respect of that wager.

3.4.3 The Don't Win Line or the Don't Come may be removed or reduced at any time but once removed or reduced may not be replaced or increased until there has been a result with respect to the current Point number.

3.5 All Buy Bets, Place Bets, Come Odds and wagers placed on the Hardways:

3.5.1 Will be inactive on any Come Out Roll, unless called "ON" or "working" by the player.

(a) Wagers called "ON" or working must be confirmed by the Dealer or Boxperson and an "ON" marker button placed on the top of the player's wager/s;

(b) The "ON" marker button will indicate that similar wagers for that particular player are "ON" unless otherwise specified by that player.

3.5.2 May be called "OFF" at any time.

(a) Wagers called "OFF" must be confirmed by the Dealer or Boxperson and an "OFF" marker button placed on the top of the player's wager/s;

(b) A wager marked with an "OFF" marker button will indicate that all similar wagers for that particular player are also "OFF" unless otherwise specified by that player.

3.6 The following wagers are the permissible wagers by a player at the game of Craps:

3.6.1 A wager on the Win Line may be placed immediately prior to the Come Out Roll, which will-

(a) Win, if on the Come Out Roll:-

(i) A total of 7 or 11 is thrown; or

(ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and in a subsequent roll that total is thrown again before a total of 7.

(b) Lose, if on the Come Out Roll:-

(i) A total of 2, 3 or 12 is thrown; or

(ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and in a subsequent roll a total of 7 is thrown before that number is thrown again.

(c) Be inactive, if, after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.2 Win Line Odds may be placed whenever a player has placed a wager on the Win Line and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll. The wager must not be more than two times that of the original wager placed on the Win Line and will:

(a) Win, if a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a total of 7;

(b) Lose, if a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 is thrown before that total is thrown again.

(c) Be inactive, if, after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.3 A wager on the Don't Win Line may be placed immediately prior to the Come Out Roll which will-

(a) Win, if on the Come Out Roll:-

(i) A total of 3 or 12 is thrown; or

(ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and in a subsequent roll a total of 7 is thrown before that number is thrown again.

(b) Lose, if on the Come Out Roll:-

(i) A total of 7 or 11 is thrown; or

(ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a total of 7; or

- (c) Be inactive, if on the Come Out Roll, a total of 2 is thrown or after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.4 Lay Odds behind the Don't Win Line may be placed whenever a player places a wager on the Don't Win Line and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll. The amount of the Lay Odds must be calculated so that if the wager wins the winnings do not exceed two times the amount originally placed on the Don't Win Line. The wager will:

- (a) Win, if a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 is subsequently thrown before that total is again thrown;
- (b) Lose, if a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7;
- (c) Be inactive, if after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.5 A wager on the Come may be placed at any time after the Come Out Roll and will-

Victorian Commission  
for Gambling Regulation

- (a) Win:
  - (i) If on the roll immediately following placement of the wager a total of 7 or 11 is thrown; or
  - (ii) If a total of 4, 5, 6, 8, 9 or 10 is thrown and then that total is rolled again on a subsequent roll before a total of 7;
- (b) Lose,
  - (i) If on the roll immediately following placement of the wager a total of 2, 3 or 12 is thrown; or
  - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and then a total of 7 is thrown on a subsequent roll before that total is thrown again;

- (c) Be inactive, if after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.6 Come Odds may be placed whenever a player places a wager on the Come and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the wager. The Come Odds must not be more than two times that of the amount of the original Come Bet and will:

- (a) Win, if a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a total of 7;
- (b) Lose, if a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 is subsequently thrown before that total is thrown again.
- (c) Be inactive, if after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.7 A wager on the Don't Come may be placed at any time after the Come Out Roll which will-

- (a) Win, if on the roll immediately following placement of the wager:-

- (i) A total of 3 or 12 is thrown; or
- (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 is thrown before that total is thrown again.

- (b) Lose, if on the roll immediately following placement of the wager:-

- (i) A total of 7 or 11 is thrown; or
- (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 is thrown;

- (c) Be inactive, if on the roll immediately following placement of the wager a total of 2 is thrown or after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.8 Lay Odds on the Don't Come may be placed whenever a player places a wager on the Don't Come and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the wager. The amount of the Lay Odds must be calculated so that if the wager wins the winnings do not exceed two times the amount originally placed on the Don't Come. The wager will:

- (a) Win, if a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 is subsequently thrown before that total is again thrown;
- (b) Lose, if a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a total of 7;
- (c) Be inactive, if on the roll immediately following placement of the wager a total of 2 is thrown or after a total of 4, 5, 6, 8, 9 or 10 is thrown any number other than that number or a total of 7 is thrown.

3.6.9 A Place Bet may be placed at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which will:

- (a) Win if the number on which the wager was placed is thrown before a total of 7;
- (b) Lose if a total of 7 is thrown before the number on which the wager has been placed;
- (c) Be inactive, if the result is any number other than those combinations mentioned in (a) and (b).

3.6.10 A Buy Bet may be placed in lieu of a Place Bet except that the player must pay a commission at the time of placement equal to 5% of the wager and in return be paid at true odds as described in rule 6.

3.6.11 A Don't Place Bet may be placed at any time on any of the numbers 4, 5, 6, 8, 9, 10 which will:

- (a) Win if a total of 7 is thrown before the number on which the wager was placed
- (b) Lose if that number is rolled before the total of 7.
- (c) Be inactive, if the result is any number other than those combinations mentioned in (a) and (b).

3.6.12 A Lay Bet may be placed in lieu of a Don't Place Bet except that the player must pay a commission at the time of placement equal to 5% of the amount the player expects to win and in return be paid at true odds as described in rule 6.

3.6.13 A wager on one or more of the Hardways may be placed at any time and will:

- (a) Win if the selected total is thrown the hard way,
- (b) Lose if the total is thrown in a combination other than a hardway or a total of 7 is thrown;
- (c) Be inactive, if the result is any number other than those combinations mentioned in (a) and (b).

3.6.14 A wager on Any Craps may be placed at any time, which will:

- (a) Win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager; and
- (b) Lose if any other total is thrown.

3.6.15 A wager on Two Crap may be placed at any time, which will:

- (a) Win if a total of 2 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.16 A wager on Three Crap may be placed at any time, which will:

(a) Win if a total of 3 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.17 A wager on Twelve Crap may be placed at any time, which will:

(a) Win if a total of 12 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.18 A wager on Eleven may be placed at any time, which will:

(a) Win if a total of 11 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.19 A Horn Bet may be placed at any time, which will:

(a) Win if any of the totals 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.20 A Horn High Bet is a Horn Bet placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12, as nominated by the player which will:

(a) Win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager.

(b) Lose if any other total is thrown.

3.6.21 A wager on the Field may be placed at any time, which will:

(a) Win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.22 A wager on Any Seven may be placed at anytime, which will:

(a) Win if a total of 7 is thrown on the roll immediately following placement of the wager; and

(b) Lose if any other total is thrown.

3.6.23 A wager on Big 6 may be placed at any time, which will:

(a) Win if a total of 6 is thrown before a total of 7; and

(b) Lose if a total of 7 is thrown before a 6.

(c) Be inactive, if the result is any number other than those combinations mentioned in (a) and (b).

3.6.24 A wager on Big 8 may be placed at any time, which will:

(a) Win if a total of 8 is thrown before a total of 7; and

(b) Lose if a total of 7 is thrown before a total of 8.

(c) Be inactive, if the result is any number other than those combinations mentioned in (a) and (b).

## 4 PERMISSIBLE WAGERS

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**<sup>1</sup>.
- 4.2 If—
- 4.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result.
- 4.2.2 A player attempts to place an individual wager that is greater than the permitted maximum wager the wager will be paid or collected to the maximum.
- 4.2.3 A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 4.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a distinctive marker.

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<sup>1</sup> Sections 66(1)(d) and 66(2) of the **Casino Control Act 1991** state:

**66. Assistance to patrons**

- (1) A casino operator must—
- ...
- (c) display prominently at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.
- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.
- Penalty: 50 penalty units.

- 4.4 The minimum and maximum wagers permitted will be shown on a notice at the table. Unless stated on this notice, wagers do not have to be made in multiples of the minimum. This notice may also state the minimum unit in which wagers may be made above the table minimum and whether the wagers are per betting area or per player.

## 5 DEALING THE GAME

### 5.1 Selection of the Shooter

5.1.1 At the commencement of play, the Stickperson will offer the set of dice to the player immediately to the left of the Boxperson.

(a) If that player rejects the dice, the Stickperson will offer the dice to each of the other players in turn, clockwise around the table until one of the players accepts the dice.

(b) To be eligible to throw the dice a player must have placed a wager on the Win Line or the Don't Win Line.

(i) **A player who accepts the dice may authorise another person at the table (whether or not that person has placed a wager on the Win Line or the Don't Win Line) to throw the dice on his/her behalf.**

5.1.2 The first player to accept the dice will become the Shooter and will select and retain two of the dice offered.

(a) The remaining dice will be returned to the bowl which, will be placed immediately in front of the Stickperson.

### 5.2 The Throw of the Dice

5.2.1 The Shooter will throw the two selected dice so that they leave his/her hand simultaneously and strike the end of the table farthest from him/her.

5.2.2 The Shooter will continue throwing the dice until the result of a roll is 7-out or until he/she voluntarily relinquishes the dice.

- (a) When a Shooter voluntarily relinquishes the dice in the course of play, the dice will be offered to the next player in turn until the dice are accepted.

### 5.3 The Result

5.3.1 When the dice come to rest from a valid throw:-

- (a) The Stickperson will immediately announce the sum of the numbers shown on the uppermost faces of the two dice.
- (b) Only one face on each die will be considered as uppermost.
  - (i) In the event of a dispute as to which face is uppermost, the decision of the Boxperson will be final.
- (c) The Stickperson will collect the dice and bring them to the centre of the table.
- (d) All wagers decided by that throw will then be settled according to rule 6.
- (e) The Stickperson will then pass the dice to the Shooter for the next throw.

### 5.4 Invalid Throws

5.4.1 The Boxperson or Stickperson may invalidate a roll when:

- (a) The dice do not leave the Shooter's hand simultaneously; or
- (b) Either (or both) of the dice fail to strike an end of the table; or

- (c) For any other reason the Boxperson or Stickperson considers the throw to be irregular; or

5.4.2 A roll of the dice is invalid when:-

- (a) Either (or both) of the dice go off the table, in which case:
  - (i) An immediate effort will be made to retrieve the die or dice;
  - (ii) The remaining dice will be offered to the Shooter to select new dice. The Shooter may select new dice or request the original dice back again.
  - (iii) If the missing die or dice are found they will be checked by the Boxperson and if requested by the player, returned to him/her; or otherwise placed back in the dice bowl.
  - (iv) In the event that two dice are lost a new set of dice will be placed at the table and the remaining dice of the set previously in use will be removed from the table. To avoid any delay in the game, the Shooter at the time of the dice becoming lost will be allowed to continue with the remaining dice of the original set.
- (b) One die comes to rest on top of the other;
- (c) Either or both of the dice come to rest on the chips constituting the float located in front of the Boxperson;
- (d) Either or both of the dice come to rest in the dice bowl in front of the Stickperson;
- (e) Either or both of the dice come to rest on one of the rails surrounding the table;
- (f) More than one side of a die is resting on a stack of chips or other object;

- (g) A fraudulent device or technique is used in the roll of the dice;
- (h) Dice other than those approved for the game are used in the roll.

## 6 SETTLEMENT ODDS

6.1 Winning wagers at the game of Craps will be paid at the odds listed below:-

Wager	Odds
Win Line	1 to 1
Odds Behind the Win Line	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Win Line	1 to 1
Lay Odds Behind the Don't Win Line	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Come	1 to 1
Come Odds	
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1
Don't Come	1 to 1
Lay Odds Behind the Don't Come	
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2
Place Bets	
Four (4) and Ten (10)	9 to 5
Five (5) and Nine (9)	7 to 5
Six (6) and Eight (8)	7 to 6
Don't Place Bets	
Four (4) and Ten (10)	5 to 11
Five (5) and Nine (9)	5 to 8
Six (6) and Eight (8)	4 to 5

Wager	Odds
Buy Bets Four (4) and Ten (10) Five (5) and Nine (9) Six (6) and Eight (8)	2 to 1 3 to 2 6 to 5
Lay Bets Four (4) and Ten (10) Five (5) and Nine (9) Six (6) and Eight (8)	1 to 2 2 to 3 5 to 6
Hardways Four (4) Six (6) Eight (8) Ten (10)	7.5 to 1 9.5 to 1 9.5 to 1 7.5 to 1
Any Craps	7.5 to 1
Two Crap*	33 to 1
Three Crap*	16 to 1
Twelve Crap*	33 to 1
Eleven	16 to 1
Any Seven	4 to 1
Field 3, 4, 9, 10, or 11 2 or 12	1 to 1 2 to 1
Big 6	1 to 1
Big 8	1 to 1
Horn Bet.	Will be paid as if four separate wagers were placed on 2, 3, 11 or 12
Horn High Bet.	Will be paid as if four separate wagers were placed on 2, 3, 11 or 12 and an additional unit on the number nominated by the player.

## 7 MINI CRAPS

7.1 Where the version of Craps in play is Mini Craps the approved rules of Craps will apply, except where the rules are inconsistent with the rules of Mini Craps, in which case the rules of Mini Craps will prevail.

### 7.2 Equipment

7.2.1 Mini Craps will be played on a table similar in design to a Craps table but smaller in size.

7.2.2 The table cloth (layout) will be marked in a manner similar to that shown in Diagram B with the name and/or logo of the casino imprinted thereon.

### 7.3 Dealing the Game

7.3.1 The Dealer will:

- (a) Be positioned at the table behind the float;
- (b) Control the dice and be responsible for the operation of the game including all payouts.
- (c) Use either a stick, designated for the purpose or his/her upturned palm to retrieve and/or pass the dice to the Shooter.

7.3.2 At the commencement of play, the dice will be offered to the player immediately to the left of the Dealer.

7.3.3 At the discretion of a **Pit Boss (or above)** a Boxpersion may assume the responsibilities of the Stickperson. In this case the Boxpersion will be positioned opposite the Dealer.

## 7.4 Placement of Wagers

7.4.1 Until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the Dealer has announced that no more bets may be placed.

7.4.2 Orally declared wagers may only be accepted when a Boxperson is acting in the role of Stickperson. Such wagers will only be accepted in accordance with rules 3.2 and 3.3.

## 8 TOURNAMENT PLAY

### 8.1 General

8.1.1 The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play Craps with an equal chance.

8.1.2 The Casino Operator **must appoint a Tournament Director.**

8.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the **Executive Commissioner for the VCGR.**

### 8.2 Tournament conditions

8.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount of tournament chips to be allocated to the player at the commencement of **each round or session in the tournament, the amount of any applicable buy-in and the disposition of tournament chips at the end of each session or round;**
- (c) Whether there is a minimum or compulsory wager for each round of play in a session or round;

- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (e) **Whether or not secret wagers are permissible, the number of allowable secret wagers in a session or round or play and details of how to make a secret wager.**
- (f) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (g) In respect of eligibility for entry—
  - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
  - (ii) If the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
  - (iii) If the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (h) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (i) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;

- (j) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (k) The prizes;
- (l) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Craps and that, in the event of any inconsistency, the rules prevail.

**8.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Craps rules. Any such modifications or exclusions will be clearly detailed in the Tournament Terms and Conditions.**

8.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

8.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

8.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.

### 8.3 Conduct of Play

8.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

8.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 8.3.1 is used exclusively for tournament play.

8.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.

8.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

8.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—

- (a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and
- (b) If the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

## 9 GENERAL PROVISIONS

9.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

9.2 Where a player has contravened any provision of the rules a **Pit Boss (or above)** may:-

9.2.1 Declare that any wager made by the player(s) will be void;

9.2.2 Direct that the player(s) will be excluded from further participation in the game;

9.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation;

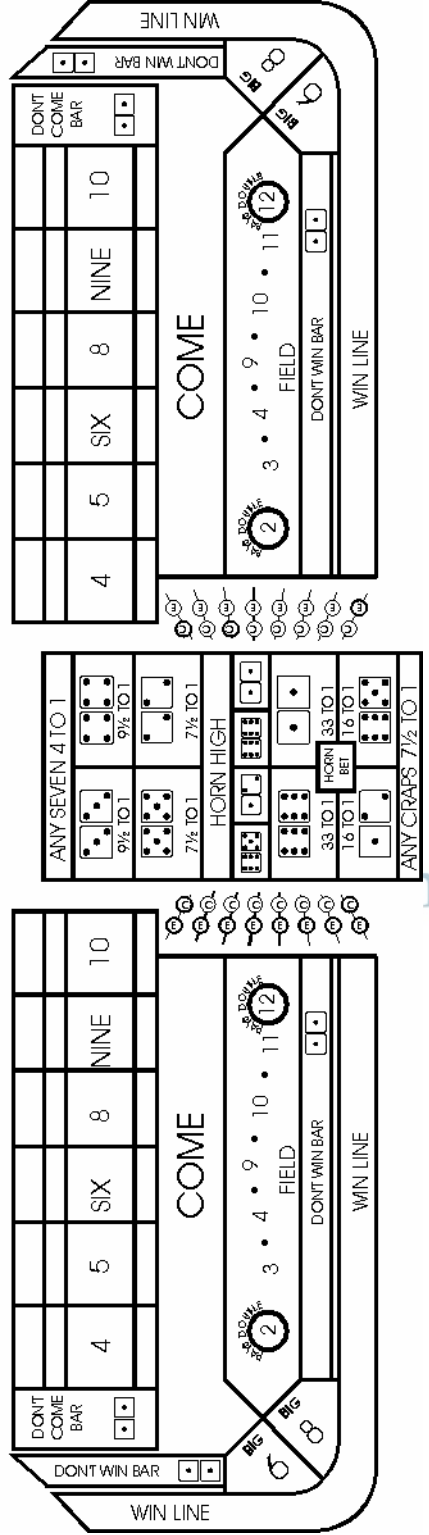
9.2.4 Confiscate the prohibited device; and

9.2.5 Cause the person/s in possession of the prohibited device to be detained in accordance with section 81(2) of the Casino Control Act 1991.

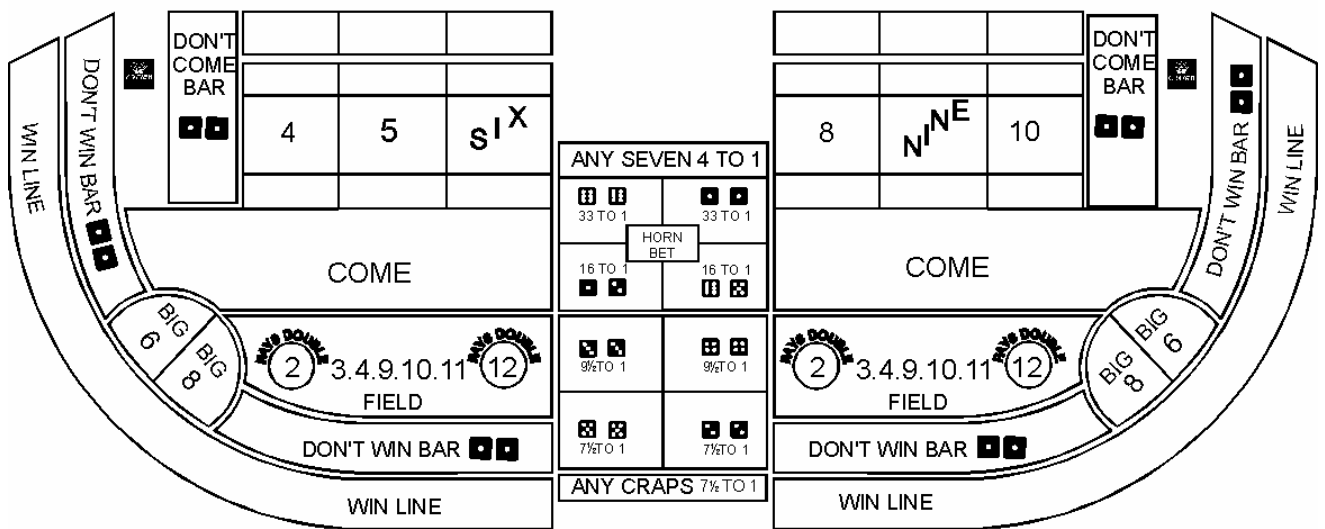
- 9.3 A **Pit Boss (or above)** may invalidate the outcome of a game if:-
- 9.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - 9.3.2 Any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 9.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 9.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 9.7 The **Pit Boss (or above)** may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.8 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult inspector appointed under the Casino Control Act 1991.
- 9.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the **Pit Boss (or above)** will be final, subject to a review by the Director of Casino Surveillance or his/her delegate, if requested.
- 9.10 Players are not permitted to have side bets against each other.
- 9.11 A copy of these rules will be made available, upon request.

# DIAGRAM A

Drop Box



# Diagram B



for Gambling Regulation