

Crown Casino



**Matchmaker Rules**  
for Gambling Regulation

RULES OF THE GAME  
MATCHMAKER

	PAGE NO
1 DEFINITIONS .....	1
2 EQUIPMENT .....	2
3 THE CARDS .....	2
4 SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT .....	3
5 PLACEMENT OF WAGERS .....	5
6 PERMISSIBLE WAGERS .....	7
7 DEALING THE GAME .....	8
8 SETTLEMENT .....	9
9 IRREGULARITIES .....	9
10 TOURNAMENT PLAY .....	11
11 GENERAL PROVISIONS .....	14
Diagram A .....	16

  
Victorian Commission  
for Gambling Regulation

# 1 DEFINITIONS

1.1 In these rules-

**“Continuous Shuffling Machine”** means a device which continuously shuffles and deals the cards.

**"Dealer"** means the person responsible for dealing the cards at a Matchmaker table.

**"Dealing Shoe"** means a device from which cards are dealt.

**"Distinctive Marker"** means a marker button labelled with, but not limited to, the words personal limit or higher limit.

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

**"Miss Match"** means two cards that are not exactly alike and are a different suit and colour.

**"Pair-Match"** The first two cards dealt to a player form a pair (for example 10, 10 or K, K).

**"Suit Match"** means two cards of the same suit.

**“VCGR”** means Victorian Commission for Gambling Regulation.

**"Void"** means an invalid hand with no result.

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 Matchmaker 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 Matchmaker will be played on a table having places for nine or less seated players.
- 2.2 The table cloth (layout) will be marked in a manner similar to that shown in Diagram A with:-
  - 2.2.1 Areas for wagers, the number of areas being nine or less; and
  - 2.2.2 The name and/or logo of the casino imprinted thereon.
- 2.3 A dealing shoe will be used from which all cards will be dealt.
- 2.4 A continuous shuffling machine may be used.

## **3 THE CARDS**

- 3.1 Matchmaker will be played with four to eight decks, each deck having 52 cards without jokers, with backs of the same colour and design and one cutting card.
  - 3.1.1 Where a continuous shuffling machine is in use no cutting card will be used.
- 3.2 The cards will be checked prior to the commencement of gaming and counted for completeness at the conclusion of gaming.

## 4 SHUFFLING, CUTTING, BURNING AND CARD REPLACEMENT

### 4.1 The Shuffle

4.1.1 The cards will be shuffled so that they are randomly intermixed:-

- (a) Immediately prior to the start of play;
- (b) When the cut card is exposed or drawn as the first card of a new round;
- (c) At the completion of the round of play in which the cutting card is exposed;
- (d) Immediately if, in the opinion of a Pit Boss (or above), the cards are dealt in a sequence which is abnormal.
- (e) At other times when in the opinion of a Pit Boss (or above) there is reasonable cause to believe that a shuffle is warranted; and
- (f) Continuously where an approved continuous shuffling machine is in use on the table.

4.1.2 Cards may be pre-shuffled and secured in a designated area until such time as they are required for use in play.

### 4.2 The Cut

4.2.1 After the cards have been shuffled the Dealer may offer the stack of cards, with backs facing away from him/her to be cut. The player to cut the cards will be:-

- (a) The first player to arrive at the table if the game is just beginning;
- (b) The player on whose betting area the cutting card was dealt during the last round of play;
- (c) The player furthestmost to the right of the Dealer if the cards are replaced in accordance with these rules.

- 4.2.2 If the player designated in rule 4.2.1 of these rules refuses the cut, the cards will be offered to each player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, a Game Supervisor, (or above) will cut the cards.
- 4.2.3 The person designated in rule 4.2.1 of these rules will cut the cards by placing the cutting card in the stack at least one deck in from either end of the stack.
- 4.2.4 Once the person designated in this rule has inserted the cutting card the Dealer will:
- (a) Take all cards in front of the cutting card and place them to the back of the stack; then
  - (b) Insert the cutting card in a position no more than half way in from the back of the stack; and
  - (c) Insert the cards into the dealing shoe ready for the commencement of play.

#### 4.3 Burning a Card

- 4.3.1 Before the start of play following each shuffle and cut of the cards the Dealer will remove the first card from the dealing shoe and burn the card by placing it into the discard holder. Players may request to see the burn card, in which case it will be turned face-up on the table layout and then placed in the discard rack.
- (a) Where a continuous shuffling machine is in use there is no requirement to burn a card as described above.

#### 4.4 Card Replacement

- 4.4.1 At the discretion of the Game Supervisor, (or above) at the completion of the final round of play and prior to a shuffle, the cards may be removed from the table and checked and replaced by new cards.
- 4.4.2 Where a Pit Boss (or above) forms the opinion that any or all of the cards have become unfit for further use and provided no hand is in progress, the Pit Boss (or above) will direct that the cards be replaced.

- 4.4.3 Where all the cards are replaced the new cards will be shuffled, cut and a card burned (if required) in accordance with rules 4.1, 4.2 and 4.3 respectively.

## 5 PLACEMENT OF WAGERS

- 5.1 Wagers will be accepted only in chips.
- 5.2 A wager by a player will be placed on the appropriate areas of the table layout prior to the first card being dealt for a round of play.
- 5.3 Wagers orally declared will only be accepted if accompanied by chips, cash, vouchers or authorised tokens which must be immediately converted to chips and placed on the table layout before the Dealer announces that no more bets may be placed.
- 5.4 Until a decision has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round has been dealt.

- 5.5 Wagers may be made on:

### 5.5.1 Pair Match

- (a) A wager placed on Pair Match will win if the first two cards dealt to a player form a pair (for example 10, 10 or K, K) as described in 8.1.
- (b) A wager placed on Pair Match will lose if the initial two cards dealt to a player do not comprise a pair as described in 8.1.

### 5.5.2 Suit Match

- (a) A wager placed on Suit Match will win if:
- (i) The initial two cards dealt to a player is a suit match as described in 8.1; or
- (ii) The initial two cards dealt to a player is a suit match and are exactly alike as described in 8.1.

- (b) A wager placed on Suit Match will lose if the initial two cards dealt to a player do not comprise a Suit Match as described in 8.1.

#### 5.5.3 Miss Match

- (a) A wager placed on Miss Match will win if the initial two cards dealt to a player are not exactly alike, of a different colour and different suit as described in 8.1.
- (b) A wager placed on Miss Match will lose if the initial two cards dealt to a player do not comprise a Miss Match as described in 8.1.

5.6 Up to three players may wager on any one betting area, however at the discretion of the Game Supervisor, (or above) that number may be restricted to less than three.

5.7 The player seated at a particular betting area will have first entitlement to place a wager on Pair Match and/or Suit Match and/or Miss Match in the corresponding area for those wagers. Commencing with players with first entitlement and moving in a clockwise direction, second and subsequent entitlements will go to the remaining players.

5.8 At the discretion of a Game Supervisor (or above), a player may wager on more than one betting area at a Matchmaker table provided there are sufficient seats at tables with equivalent limits operating in the casino to accommodate patron demand.

5.9 A wager may be refused prior to the first card in a round of play being dealt if in the event of the player winning, it would not be possible to pay the wager exactly in chips.

5.10 At the settlement of wagers for a round of play, the Dealer must:

5.10.1 Clear any losing wagers from the table layout; and

5.10.2 Pay any winning wagers.

## 6 PERMISSIBLE WAGERS

- 6.1 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 of the **Casino Control Act 1991**<sup>1</sup>.
- 6.2 If—
- 6.2.1 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; and
- 6.2.2 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.
- 6.2.3 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.

# Victorian Commission for Gambling Regulation

---

<sup>1</sup> Section 66 of the **Casino Control Act 1991** states:

**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.

6.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players. Where a personal limit is agreed to for a particular player:

6.3.1 The betting area at which the player is seated will be denoted by a distinctive marker;

6.3.2 The player may be permitted to wager on more than one betting area;

6.3.3 Other players wagering at the table may do so in accordance with the table limits applicable to that table; and

6.3.4 Having consideration for the provisions of rule 6.3.3, the total value of wagers placed in any betting area must not exceed the value of the player's personal limit.

## **7 DEALING THE GAME**

7.1 All cards used in the game of Matchmaker will be dealt from a dealing shoe or continuous shuffling machine (as applicable) specifically designed for such purpose and located on the table to the left of the Dealer.

7.2 All cards will be dealt face-upwards.

7.3 The Dealer will:

7.3.1 Announce that no more bets may be placed; and

7.3.2 Commencing from the left and continuing clockwise around the table deal one card in sequence to each betting area where a wager(s) has been placed; then

7.3.3 In a like manner deal a second card to each of the betting areas where a wager(s) has been placed.

## 8 SETTLEMENT

8.1 The odds payable for winning wagers placed on Matchmaker are;

Name	Description	Odds
Pair Match	The first two cards dealt to a player form a pair (for example 10, 10 or K, K).	11 to 1
Suit Match (Suited non pair)	Both cards are of the same suit	2 to 1
Suit Match (Suited pair)	Both cards are exactly alike and of the same suit.	11 to 1
Miss Match	Both cards are not alike and are a different suit and colour.	1 to 1

## 9 IRREGULARITIES

9.1 Where the Dealer fails to burn a card as described in rule 4.3 the results of rounds of play previously played in that shoe will stand and play in that shoe will continue.

9.1.1 Where the first round of play has not been completed, that round of play may be reconstructed and the shoe recommenced, ensuring compliance with rule 4.3.

9.2 A card found face-up in the dealing shoe will be discarded.

9.3 A card drawn in excess from the dealing shoe will be treated as undisclosed and will be used as though it were the next card from the dealing shoe.

9.4 If in a round of play, despite no wagers being placed, the Dealer deals one or more cards to one or more betting areas, the Game Supervisor, (or above) will declare the round of play void and instruct the Dealer to burn the card(s) dealt in excess from the dealing shoe.

9.5 Except if it is the first round of play as described in rule 9.1.1, if after the cards have been dealt, and before any settlement of winning wagers, an error of card placement has occurred, the Game Supervisor (or above) may reconstruct the hand. The player(s) will be given the option to retract their wager(s) from the betting area before a full reconstruction takes place.

- 9.6 In the event that the cards are not shuffled following the exposure of the cutting card in accordance with rule 4.1.1 (b) and (c), a shuffle will take place immediately at the completion of the round of play.
- 9.7 If there are insufficient cards remaining in the dealing shoe to complete a round of play, all of the cards in the discard holder will be shuffled and cut in accordance with rule 4.1 and 4.2 and the Dealer will then complete the round of play and the game will continue in accordance with these rules.
- 9.8 If during a round of play the continuous shuffling machine malfunctions, or two or more cards are dealt from the continuous shuffling machine simultaneously and the order of the cards cannot be determined and that round cannot be completed, that round of play will be void.
- 9.9 If during the course of play it is found that the deck(s) in play do not contain the correct cards used to form the approved deck(s) for Matchmaker:
- 9.9.1 The result of any rounds of play previously completed will stand;
- 9.9.2 The round of play where the error is discovered will be declared void and all monies returned for that round of play; and
- 9.9.3 The remainder of the shoe will be declared void and the cards removed from play.
- 9.10 An error that is not disclosed until after all wagers have been settled for a particular round of play will have no effect on the result of that round of play or further rounds of play.

## 10 TOURNAMENT PLAY

### 10.1 General

10.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Matchmaker with an equal chance.

10.1.2 The casino operator must appoint a Tournament Director.

10.1.3 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.

### 10.2 Tournament conditions

10.2.1 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 start 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 of 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 Matchmaker and that, in the event of any inconsistency, the rules prevail.

10.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Matchmaker rules.

- 10.2.3 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.
- 10.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 10.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.

### 10.3 Conduct of Play

- 10.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
- 10.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 19.3.1 is used exclusively for tournament play.
- 10.3.3 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.
- 10.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 10.3.5 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.

## 11 GENERAL PROVISIONS

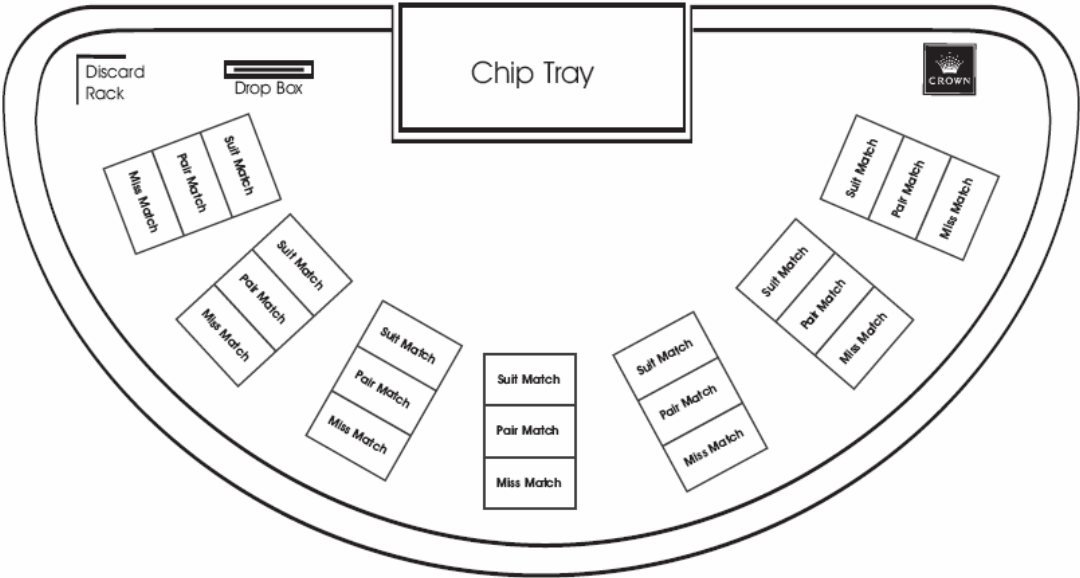
- 11.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with 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.
- 11.2 Where a player has contravened any provision of the rules a Pit Boss (or above) may:-
- 11.2.1 Declare that any wager made by the player(s) will be void;
  - 11.2.2 Direct that the player(s) will be excluded from further participation in the game;
  - 11.2.3 Seize any monies won by that player(s) while in possession of a prohibited device and retain such monies pending completion of an investigation.
  - 11.2.4 Confiscate the prohibited device; and
  - 11.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 11.3 A Pit Boss (or above) may invalidate the outcome of a game if:-
- 11.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
  - 11.3.2 Any fraudulent act is perpetrated by any person that affects the outcome of the game.
- 11.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 11.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

- 11.6 No onlooker or any player wagering at any table may, unless requested by a player, influence another players decisions of play.
- 11.7 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.
- 11.8 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 11.9 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult a VCGR Inspector.
- 11.10 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 a VCGR Inspector, if requested.
- 11.11 Players are not permitted to have side bets against each other.
- 11.12 A copy of these rules will be made available, upon request.



Victorian Commission  
for Gambling Regulation

DIAGRAM A



# Victorian Commission for Gambling Regulation