

Crown Melbourne Limited

Craps Rules



Victorian Commission for
Gambling and Liquor Regulation

RULES OF THE GAME

CRAPS

	<u>Page No.</u>
1	DEFINITIONS..... 1
2	EQUIPMENT 3
3	PLACEMENT OF WAGERS..... 4
4	PERMISSIBLE WAGERS..... 13
5	DEALING THE GAME 14
6	SETTLEMENT ODDS 18
7	MINI CRAPS 20
8	CRAPS TOURNAMENT PLAY..... 21
9	GENERAL PROVISIONS 28
	DIAGRAM A 30
	DIAGRAM B 31

1 DEFINITIONS

1.1 In these rules:-

'7-out' means a two-dice total of 7 **rolled** by the Shooter after he/she has established a Point.

'Base' means a position at the table from which a Dealer (or above) deals the game. A Dealer (or above) in this position may be known as a Baseperson.

'Box' means a position at the table from which a Dealer (or above) may oversee the operation of the game as well as assisting the Base and Stick Dealers with their duties. A Dealer (or above) in this position may be known as a Boxperson.

'Come Bet Point' means where a wager is placed in the area on the table layout marked 'Come' and then progresses onto the next point number that is rolled. That same total must be rolled again before a 7 for the wager to win.

'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.

'Distinctive Marker' means an object used to identify a particular action or function including, but not limited to, designating seat or player status at a Craps table. Each object will be distinctly designed and marked to denote its purpose.

'Don't Come Bet Point' means where a wager is placed in the area on the table layout marked 'Don't Come' and then progresses behind the next Point number that is rolled. A total of 7 must be rolled before that total is rolled again for the wager to win.

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

'Inactive' means that a wager is not affected by the result of the **roll** 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 **rolled** by the Shooter on a Come-Out Roll which, if **rolled** again before a **total of 7**, will constitute a win for wagers placed on the Win Line.

'Shooter' means the player who rolls the dice.

'Stick' means:

- (a) **A position at the table from which a Dealer (or above) deals the game and controls the movement and security of the dice. A Dealer (or above) in this position may be known as a Stickperson.**
- (b) **The implement used to pass dice to the players and retrieve dice after they have been rolled.**

'TG Area Manager' means the person responsible for the management of Table Games operations, service and employees within an allocated area.

'TG Assistant Casino Manager' means the person responsible for the on-floor management of Table Games operations, service and employees.

'TG Higher Duties Dealer' means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as maybe required from time to time.

'VCGLR' means Victorian Commission for Gambling and Liquor Regulation.

- 1.2 Unless a contrary intention appears, a **TG Higher Duties Dealer** (or above) may perform any function or exercise any power of the Dealer.
- 1.3 A reference in these rules:-
- 1.3.1 To the game, is a reference to the game of Craps played at a particular gaming table;
 - 1.3.2 To a bet, is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.3.3 To a wager, is to the money appropriated to such a bet in a particular case.

2 EQUIPMENT

- 2.1 The table cloth (layout) will be marked in a manner similar to Diagram A or Diagram B **and** the name and/or logo of the casino **may or may not be** imprinted thereon.
- 2.2 A set of five dice will be used for play.
- 2.2.1 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.
 - 2.2.2 The dice will be precision made with faces of a minimum size of 19 millimetres square.
- 2.3 A dice bowl is used to retain all dice, except those in active play.
- 2.4 A stick is used for the purpose of retrieving and/or passing the dice.
- 2.5 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.

3 PLACEMENT OF WAGERS

- 3.1 Wagers will only be accepted in chips.
- 3.2 Wagers should be placed before the dice are **rolled** but may, if confirmed orally by a Dealer, be **accepted** between the time the dice leave the Shooter's hand and the time the result of the roll 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 **one Dealer (or above)** and confirmed by **another Dealer (or above) at the table.**
 - 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 **roll** 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 **unless it is removed or reduced as a result of Rule 5.1.1 or Rule 5.2.2.**
 - 3.4.2 **A wager which has progressed through the Come onto one of the Point numbers, thus creating a Come Bet Point, is considered a contract wager and cannot be removed or reduced unless it is removed or reduced as a result of Rule 5.1.1 or Rule 5.2.2.**
 - 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 and an **appropriate distinctive** marker placed on the top of the player's wager(s);

(b) The **distinctive** marker will indicate that **all** similar wagers for that particular player are **also** '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 and an **appropriate distinctive** marker placed on the top of the player's wager(s);

(b) **The distinctive** marker 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 **which may be placed** by a player at the game of Craps:

3.6.1 A wager on the Win Line which will-

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

(i) A total of 7 or 11 is **rolled**; or

(ii) A **Point is established** and in a subsequent roll that total is **rolled** again before a total of 7.

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

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

(ii) A **Point is established** and in a subsequent roll a total of 7 is **rolled** before that **total** is **rolled** again.

(c) Be inactive if, after a **Point is established**, any **total** other than that **total** or a total of 7 is **rolled**.

3.6.2 Win Line Odds may be placed whenever a player has placed a wager on the Win Line and a **Point has been established**. The **Odds** wager may be any multiple of the original wager placed on the Win Line **as determined by Table Games management and displayed on the table limit sign in accordance with Rule 4.4** and will:

(a) Win, if a **Point is established** and that total is again **rolled** before a total of 7;

(b) Lose, if a **Point is established** and a total of 7 is **rolled** before that total is **rolled** again; **or**

(c) Be inactive if, after a **Point is established** any **total** other than that **total** or a total of 7 is **rolled**.

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 **rolled**; or

(ii) A **Point is established** and in a subsequent roll a total of 7 is **rolled** before that **total** is **rolled** again.

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

(i) A total of 7 or 11 is **rolled**; or

(ii) A **Point is established** and that total is again **rolled** before a total of 7; or

- (c) Be inactive if:
 - (i) On the Come-Out Roll, a total of 2 is **rolled**; or
 - (ii) After a **Point is established** any **total** other than that **total** or a total of 7 is **rolled**.

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 **Point is established** 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 the amount **wagered** on the Don't Win Line **by more than the multiple determined by Table Games management and displayed on the table limit sign in accordance with Rule 4.4**. The wager will:

- (a) Win, if a **Point is established** and a total of 7 is subsequently **rolled** before that total is again **rolled**;
- (b) Lose, if a **Point is established** and that total is **rolled** again before a total of 7; **or**
- (c) Be inactive if, after a **Point is established** any **total** other than that **total** or a total of 7 is **rolled**.

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

- (a) Win if:
 - (i) **On** the roll immediately following placement of the wager a total of 7 or 11 is **rolled**; or
 - (ii) **A Come Bet Point is established** and then that total is rolled again on a subsequent roll before a total of 7;

- (b) Lose if:
 - (i) **On** the roll immediately following placement of the wager a total of 2, 3 or 12 is **rolled**; or
 - (ii) **A Come Bet Point is established** and then a total of 7 is rolled on a subsequent roll before that total is rolled again;
- (c) Be inactive if, after a **Come Bet Point is established**, any **total** other than that **total** or a total of 7 is **rolled**.

3.6.6 Come **Bet Odds** may be placed whenever a **Come Bet progresses onto one of the Point numbers to become a Come Bet Point**. The Come **Bet Odds** may be any **multiple** of the amount of the original Come Bet as determined by Table Games management and displayed on the table limit sign in accordance with Rule 4.4 and will:

- (a) Win, if **the Come Bet Point** total is **rolled** again before a total of 7;
- (b) Lose, if a total of 7 is **rolled** before **the Come Bet Point** total is **rolled** again; or
- (c) Be inactive if, after a **Come Bet Point is established**, any **total** other than that **total** or a total of 7 is **rolled**.

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 **rolled**; or
 - (ii) **A Don't Come Bet Point is established** and a total of 7 is **rolled** before that total is **rolled** again.

- (b) Lose, if on the roll immediately following placement of the wager:-
 - (i) A total of 7 or 11 is **rolled**; or
 - (ii) A **Don't Come Bet Point** is **established** and that total is **rolled** again before a total of 7 is **rolled**;
- (c) Be inactive if:
 - (i) On the roll immediately following placement of the wager, a total of 2 is **rolled**; or
 - (ii) After a **Don't Come Bet Point** is **established**, any **total** other than that **total** or a total of 7 is **rolled**.

3.6.8 Lay Odds on the Don't Come may be placed whenever a **Don't Come Bet progresses behind one of the Point numbers to become a Don't Come Bet Point**. The amount of the Lay Odds must be calculated so that if the wager wins, the winnings do not exceed the amount **wagered on the Don't Come Bet Point by more than the multiple determined by Table Games management and displayed on the table limit sign in accordance with Rule 4.4**. The wager will:

- (a) Win, if a **Don't Come Bet Point** is **established** and a total of 7 is subsequently **rolled** before that total is again **rolled**;
- (b) Lose, if a **Don't Come Bet Point** is **established** and that total is again **rolled** before a total of 7;
- (c) Be inactive if:
 - (i) On the roll immediately following placement of the wager, a total of 2 is **rolled**; or
 - (ii) After a **Don't Come Bet Point** is **established**, any **total** other than that **total** or a total of 7 is **rolled**.

- 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 **rolled** before a total of 7;
 - (b) Lose if a total of 7 is **rolled** before the number on which the wager has been placed; **or**
 - (c) Be inactive if the result is any **total** 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 **behind** any of the numbers 4, 5, 6, 8, 9 **or** 10 which will:
- (a) Win if a total of 7 is **rolled** before the number on which the wager was placed;
 - (b) Lose if that **total** is rolled before the total of 7; **or**
 - (c) Be inactive, if the result is any **total** 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 **which** will:
- (a) Win if the selected total is **rolled** the hard way;
 - (b) Lose if the total is **rolled** in a combination other than a hardway or a total of 7 is **rolled**; **or**
 - (c) Be inactive, if the result is any **total** 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 **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.15 A wager on Two Crap may be placed at any time, which will:
- (a) Win if a total of 2 is **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.16 A wager on Three Crap may be placed at any time, which will:
- (a) Win if a total of 3 is **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.17 A wager on Twelve Crap may be placed at any time, which will:
- (a) Win if a total of 12 is **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.18 A wager on Eleven may be placed at any time, which will:
- (a) Win if a total of 11 is **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.

- 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 **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 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 **rolled** on the roll immediately following placement of the wager; **and**
 - (b) Lose if any other total is **rolled**.
- 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 **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.22 A wager on Any Seven may be placed at any time, which will:
- (a) Win if a total of 7 is **rolled** on the roll immediately following placement of the wager; and
 - (b) Lose if any other total is **rolled**.
- 3.6.23 A wager on Big 6 may be placed at any time, which will:
- (a) Win if a total of 6 is **rolled** before a total of 7;
 - (b) Lose if a total of 7 is **rolled** before a **total of 6**;
or

- (c) Be inactive, if the result is any **total** 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 **rolled** before a total of 7;
- (b) Lose if a total of 7 is **rolled** before a total of 8; **or**
- (c) Be inactive, if the result is any **total** 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)(c) and section 66(2) of the **Casino Control Act 1991**¹.

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.

¹ Sections 66(1)(c) 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.

Penalty: 25 penalty units

(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.

- 4.2.2 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.
- 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 **roll** 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 **roll** the dice on his/her behalf.

(c) **If it is discovered that the Shooter does not have a valid Win Line or Don't Win Line bet, he/she will be asked to place a bet no greater than the table minimum on either the Win line or the Don't Win line in order to continue rolling the dice. In this instance, Odds behind the Win line or a Lay behind the Don't Win line will not be permitted.**

(i) **Should the Shooter not have sufficient funds or refuse to place the above wager, the game will become void. Where a point has been established, it will be cancelled and all players will be given the opportunity to reduce or remove their wagers from the table layout.**

- **In the event that a point is cancelled, the results of all previous rolls will stand.**

- **The set of dice will be offered to the next player in turn until the dice are accepted.**

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 **Roll** of the Dice

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

(a) A roll of the dice is invalid when:-

(i) Either (or both) of the dice go off the table, in which case:

- **An immediate effort will be made to retrieve the die or dice;**

- 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.
 - 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.
 - 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.
- (ii) One die comes to rest on top of the other;
 - (iii) Either or both of the dice come to rest on the chips constituting the **main** float located in front of the Boxperson;
 - (iv) Either or both of the dice come to rest in the dice bowl in front of the Stickperson;
 - (v) Either or both of the dice come to rest on one of the rails surrounding the table;
 - (vi) More than one side of a die is resting on a stack of chips or other object;
 - (vii) A fraudulent device or technique is used in the roll of the dice;
 - (viii) Dice other than those approved for the game are used in the roll.

- (b) The Boxpersion or Stickperson may invalidate a roll when:
 - (i) The dice do not leave the Shooter's hand simultaneously; or
 - (ii) Either (or both) of the dice fail to strike an end of the table; or
 - (iii) For any other reason the Boxpersion or Stickperson considers the roll to be irregular.

5.2.2 The Shooter will continue **rolling** 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 **immediately prior to his/her next Come-Out roll**, the dice will be offered to the next player in turn until the dice are accepted.
- (b) **If the Shooter relinquishes the dice after a point has been established and before it has been resolved (i.e. mid-point), the game will become void and all players will be given the opportunity to reduce or remove their wagers from the table layout. The dice will then 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 **roll**:-

- (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 **roll** will then be settled according to rule 6.
- (e) The Stickperson will then pass the dice to the Shooter for the next **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

Wager	Odds
Place Bets Four (4) and Ten (10) Five (5) and Nine (9) Six (6) and Eight (8)	9 to 5 7 to 5 7 to 6
Don't Place Bets Four (4) and Ten (10) Five (5) and Nine (9) Six (6) and Eight (8)	5 to 11 5 to 8 4 to 5
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 and 12 and an additional unit on the total 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 **and** the name and/or logo of the casino **may or may not be** 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 **TG Area Manager** (or above) **an additional Dealer (or above)** may assume the responsibilities of the Stickperson. In this case **he/she** 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 **an additional Dealer** is acting in the role of Stickperson. Such wagers will only be accepted in accordance with Rules 3.2 and 3.3.

8 CRAPS TOURNAMENT PLAY

8.1 **The Casino Operator may conduct tournaments in which all tournament players have the opportunity to play any variation of Craps being offered with an equal chance.**

8.2 **For each tournament conducted by the Casino Operator, the Casino Operator must:**

8.2.1 **In accordance with clause 8.4, document relevant Terms and Conditions;**

8.2.2 **Prior to a tournament being conducted and entries having been taken:**

(a) **Make the relevant Terms and Conditions available to patrons; and**

(b) **Advise the VCGLR on-site inspectorate of the intention to conduct the tournament.**

8.2.3 **Appoint a Tournament Director who must be present for the duration of the tournament.**

(a) **The Tournament Director may, at his/her discretion, appoint one or more Deputies whom may act as designees of the Tournament Director.**

8.2.4 **Designate the gaming tables to be used in the conduct of the tournament.**

8.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under Rule 8.2.4 is used exclusively for tournament play.

8.3 Prior to the commencement of play in a tournament:

8.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

8.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice' rolls.

8.4 The Tournament Terms and Conditions referred to in Rule 8.2.1 must include the following information at a minimum:

8.4.1 Tournament Details:

(a) Information pertaining to:

(i) When the tournament will be conducted.

(ii) The amount of the entry fee, buy-in re-buy or add-on, if any.

(iii) The minimum and maximum number of tournament players.

(iv) The location of the tournament.

(b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.

(c) A statement to the effect that the VCGLR will be notified of any change to the tournament details prior to the tournament.

8.4.2 Conditions of Entry

- (a) In respect of eligibility for entry:
- (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
 - (iii) If the Casino Operator is reserving the right generally to deny entry to a tournament, a statement that the casino operator may refuse any application.
 - (iv) If the Casino Operator is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
 - (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.

- (b) In respect of the Terms and Conditions:**
 - (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.**
 - (ii) Information detailing how the Terms and Conditions will be made available to tournament players.**
 - (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.**
- (c) The method of entry into the tournament;**
- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).**

8.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:**
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;**
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;**
 - (iii) If applicable, the method of progression from round to round or session to session;**

- (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary rounds or sessions is offered, details of how a tournament player qualifies to participate or alternately a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the tournament.
 - (c) As applicable, the disposition of tournament chips at the completion of the tournament.

8.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.
- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If 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.

8.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

8.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.**

8.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and**
- (b) Details for how the prize pool will be distributed.**

8.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:**
 - (i) Be penalised, and any relevant penalties;**
 - (ii) Be disqualified from the tournament;**
 - (iii) Nominate a substitute; and**
 - (iv) Have his/her entry fee or buy-in refunded in whole or in part.**
- (b) The consequences of:**
 - (i) Late arrival or non-attendance for a round or session in the tournament;**
 - (ii) Absence from the tournament;**
 - (iii) Use of a mobile phone or similar device during play;**
 - (iv) Nominating a substitute;**
 - (v) Disqualification, including action regarding tournament chips in the player's possession; and**

- (vi) Retirement from the tournament.
- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Craps and that in the event of any inconsistency, the Rules of the relevant variation of Craps will prevail.
- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the scheduled completion time:

 - (i) If the tournament player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's website) unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Craps.

- (h) **A statement to the effect that in the event of a dispute relating to any tournament, the decision of the Tournament Director is final.**
- (i) **A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.**
- (j) **A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the Casino Operator is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Craps.**

9 GENERAL PROVISIONS

- 9.1 A person will not, **with respect to a game of Craps (or variation) or part thereof, use or intend to use** (either alone or in concert with any other person) **any device for the purpose** 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 **TG Assistant Casino Manager** (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 **until such time as an authorised person has attended and assumed responsibility for the situation.**
- 9.3 A **TG Area Manager** (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 that affects the outcome of the game is perpetrated by any person.
- 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 player's decisions of play.
- 9.7 **A TG Higher Duties Dealer** (or above) may close a gaming table at which players are present provided a **minimum notice of 'last shooter' has been given to the players.**
- 9.8 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult a **VCGLR Inspector.**
- 9.9 In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of a **TG Area Manager** (or above) will be final, subject to a review by a **VCGLR Inspector**, 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

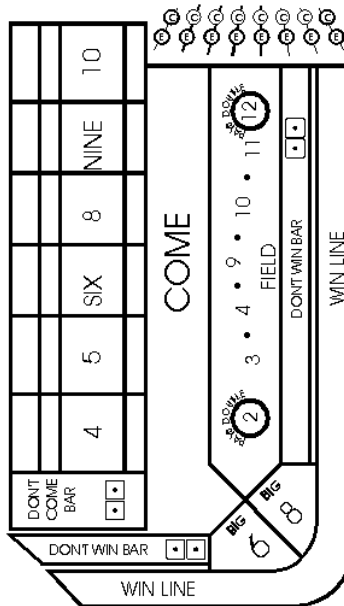
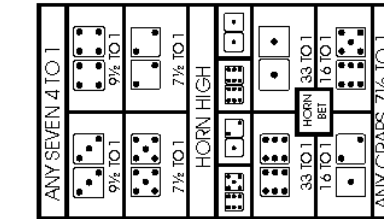
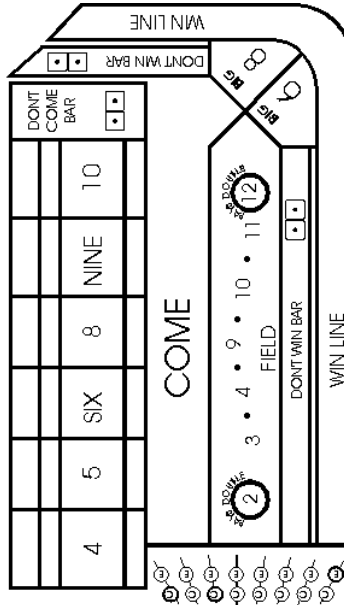
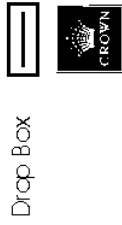


Diagram B

