

DIVISION 11 - CRAPS

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1.0 Interpretation

In this division, unless the contrary intention appears:

“Come Out Point” means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

“Come Out Roll” means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected;

“Come Point” means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet;

“Roll” means the throw of the dice by the either the shooter or the stickperson, pursuant to these rules;

“Shooter” means the player who throws the dice and, where the dice are thrown by the stickperson pursuant to these rules, includes the stickperson;

“Stickperson” means the dealer responsible for the collection of the dice and the announcement of their total;

“Total” means the total of the values of the high or uppermost faces of the 2 dice on any given roll; and

“7 Out” means a total of 7 thrown by the shooter after his/her establishment of a come out point.

2.0 Application

The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of craps.

3.0 Table Layout and Equipment

- 3.1 Craps shall be played on a table which is oblong in shape with rounded corners and high walled sides. Each craps table shall have a drop box attached to it.
- 3.2 The layout cloth of the craps table shall be marked, in a manner substantially similar to that shown in the appendix, with areas for the placement of wagers.
- 3.3 A set of 5 dice, with faces of a minimum size of 15 millimetres square, shall be present at the table at the start of play. Each die shall display the name of the casino.
- 3.4 The following equipment shall also be used in the game:
 - (a) a craps stick, which shall be used by the stickperson to retrieve and pass the dice;
 - (b) a dice bowl, which shall be located on the craps table and be used to contain the dice that are not in active play;
 - (c) marker buttons marked “Off”, “On”, “Lay” and “Buy” respectively, sufficient in number to indicate “off”, “on”, “lay” and “buy” wagers made at the game; and
 - (d) 2 discs, each marked “On” on 1 side and “Off” on the other, which shall be used to indicate the come out point on the table layout.

4.0 Wagers

- 4.1 A player at the game may place the following wagers:
 - (a) **“Pass Bet”**, being a wager placed on the Pass Line of the layout immediately before the come out roll, which shall:
 - (i) win if, on the come out roll:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (ii) lose if, on the come out roll:
 - (A) a total of 2, 3 or 12 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;

- (b) **“Don't Pass Bet”**, being a wager placed on the Don't Pass area of the layout immediately before the come out roll, which shall:
 - (i) win if, on the come out roll:
 - (A) a total of 2 or 3 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again,
 - (ii) lose if, on the come out roll:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (iii) constitute a stand off if, on the come out roll, a total of 12 is thrown;
- (c) **“Come Bet”**, being a wager placed on the Come area of the layout at any time after the come out roll, which shall:
 - (i) win if, on the roll immediately following placement of the wager:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
 - (ii) lose if, on the roll immediately following placement of the wager:
 - (A) a total of 2, 3 or 12 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;
- (d) **“Don't Come Bet”**, being a wager placed on the Don't Come area of the layout at any time after the come out roll, which shall:
 - (i) win if, on the roll immediately following placement of the wager:
 - (A) a total of 2 or 3 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again,

- (ii) lose if, on the roll immediately following placement of the wager:
 - (A) a total of 7 or 11 is thrown, or
 - (B) a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears, and
- (iii) constitute a stand off if, on the roll immediately following placement of the wager, a total of 12 is thrown;
- (e) **“Odds on the Pass Bet”**, being an additional wager that may be made by a player when that player has made a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - (i) be limited to an amount not exceeding that of the original Pass Bet or to an amount in excess of the original Pass Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount not exceeding double the amount of the Pass Bet,
 - (ii) win if the Pass Bet wins, and
 - (iii) lose if the Pass Bet loses;
- (f) **“Behind the Don’t Pass Bet”**, being an additional wager that may be made by a player when that player has made a Don’t Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:
 - (i) be an amount so calculated as to provide winnings not exceeding the amount of the original Don’t Pass Bet or to provide winnings in excess of the original Don’t Pass Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount so calculated as to provide winnings not exceeding double the amount of the Don't Pass Bet,
 - (ii) win if the Don’t Pass Bet wins, and
 - (iii) lose if the Don’t Pass Bet loses;
- (g) **“Odds on the Come Bet”**, being an additional wager that may be made by a player when that player has made a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Come Bet, which shall:
 - (i) be limited to an amount not exceeding that of the original Come Bet or to an amount in excess of the original Come Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be

increased to an amount not exceeding double the amount of the Come Bet,

- (ii) win if the Come Bet wins, and
 - (iii) lose if the Come Bet loses;
- (h) **“Behind the Don’t Come Bet”**, being an additional wager that may be made by a player when that player has made a Don’t Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of the Don’t Come Bet, which shall:
- (i) be an amount so calculated as to provide winnings not exceeding the amount of the original Don’t Come Bet or to provide winnings in excess of the Don’t Come Bet for the purpose of effecting a payable unit, provided however that (at the option of the casino operator) the limit may be increased to an amount so calculated as to provide winnings not exceeding double the amount of the Don’t Come Bet,
 - (ii) win if the Don’t Come Bet wins, and
 - (iii) lose if the Don’t Come Bet loses;
- (i) **“Place Bet to Win”**, being a wager that may be made at any time on any 1 of the numbers 4, 5, 6, 8, 9 or 10, which shall:
- (i) win if the number on which the wager is placed is thrown as a total before a total of 7 is thrown, and
 - (ii) lose if a total of 7 is thrown before that number is;
- (j) **“Buy Bet”**, being a wager that is the same as a Place Bet to Win, as defined in subparagraph (i), except that the player shall receive true odds on the wager, in return for which he/she shall, at the time of placement of the wager, pay a commission to the casino operator equal to 5% of the wager;
- (k) **“Lay Bet”**, being a wager that may be made at any time against any 1 of the numbers 4, 5, 6, 8, 9 or 10, which shall:
- (i) win if a total of 7 is thrown before the number against which the wager is placed is thrown as a total, and
 - (ii) lose if the number against which the wager is placed is thrown before a total of 7 is.

The player shall receive true odds on the wager, in return for which he/she shall, at the time of placement of the wager, pay a commission

to the casino operator equal to 5% of the amount that the player would win on the wager were it to win;

- (l) **“Hardways”**, being a wager that may be made at any time by placing a wager on a selected hardway (either hard 4, hard 6, hard 8 or hard 10), which shall:
 - (i) win if the selected total is thrown the hard way (i.e. with both dice showing the same value) before either the selected total is thrown in any other way or a total of 7 is thrown, and
 - (ii) otherwise lose;
- (m) **“Big 6”**, being a wager that may be made at any time, which shall:
 - (i) win if a total of 6 is thrown before a total of 7, and
 - (ii) lose if a total of 7 is thrown before a total of 6;
- (n) **“Big 8”**, being a wager that may be made at any time, which shall:
 - (i) win if a total of 8 is thrown before a total of 7, and
 - (ii) lose if a total of 7 is thrown before a total of 8;
- (o) **“Field Bet”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if any of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (p) **“Any 7”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if a total of 7 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (q) **“Any Craps”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if any of the totals 2, 3 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;

- (r) **“Craps 2”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if a total of 2 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (s) **“Craps 3”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if a total of 3 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (t) **“Craps 12”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if a total of 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (u) **“11 in 1 Roll”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if a total of 11 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (v) **“Horn Bet”**, being a single roll wager that may be made at any time, which shall:
 - (i) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (ii) lose if any other total is thrown;
- (w) **“Horn High Bet”**, being a single roll wager that may be made at any time, which shall:
 - (i) be placed in units of 5, with 4 units wagered as a Horn Bet and the fifth wagered on any 1 of the totals 2, 3, 11 or 12, as nominated by the player,
 - (ii) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and

- (iii) lose if any other total is thrown;
 - (x) **“World Bet”**, being a single roll wager that may be made at any time, which shall:
 - (i) be placed in units of 5, with 4 units wagered as a Horn Bet and the fifth wagered on Any 7,
 - (ii) win if any of the totals 2, 3, 11, 12 or 7 is thrown on the roll immediately following placement of the wager, and
 - (iii) lose if any other total is thrown; and
 - (y) **“C & E”**, being a single roll wager that may be made at any time, which shall:
 - (i) be placed in units of at least 2, with at least 1 unit wagered as an Any Craps wager and at least 1 unit as an 11 in 1 Roll,
 - (ii) win if any of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager, and
 - (iii) lose if any other total is thrown.
- 4.2 Whether a wager wins or loses is determined by the values appearing on the high or uppermost faces of the dice after a valid roll. Only 1 face on each die shall be considered high or uppermost.
- 4.3 All wagers shall be made by placing chips, with the smaller denomination chips on top, on the appropriate wager area of the craps layout.
- 4.4 All wagers shall be made before the dice are thrown, except that wagers may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided they are confirmed orally by a dealer or game supervisor.
- 4.5 Orally declared wagers shall be accepted only when accompanied by chips and if there is enough time for the wager to be confirmed orally by a dealer or game supervisor.
- 4.6 Each player shall be responsible for the correct placement of his/her wager on the layout whether or not he/she is assisted by the dealer. Each player shall be responsible for ensuring that any instructions he/she gives to the dealer regarding the placement of his/her wager are correctly carried out.
- 4.7 A wager may be removed or reduced at any time before a roll that decides the outcome of the wager, except that no Pass Bet or Come Bet shall be removed or reduced after a come out point or come point, as the case may be, has been established with respect to that wager.

- 4.8 A Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new come out roll.
- 4.9 A Don't Come Bet may be removed or reduced at any time but may only be replaced or increased by making a wager on the Don't Come area and taking the next roll of the dice.
- 4.10 All Place Bets to Win, Buy Bets, Odds on the Come Bets and Hardways wagers:
- (a) shall be inactive on any come out roll unless called "on" by the player and confirmed by a dealer or game supervisor by the placement of an "on" marker on top of the player's wager, provided however that 1 wager marked with an "on" marker shall indicate that all similar wagers by that player are "on" unless otherwise specified by the player;
 - (b) may be called "off" or "on" at any time.
- 4.11 No player shall handle, alter or withdraw a losing wager.
- 4.12 Any percentage, fee or vigorish paid by a player pursuant to subparagraph (j) or (k) of rule 4.1 shall be returned to the player should the wager be returned or removed at any time before a roll that decides the outcome of the wager.
- 4.13 Except as provided in subparagraphs (j) and (k) of rule 4.1, no percentage, fee or vigorish shall be charged to a player in making any wager in the game.
- 4.14 Winning wagers made pursuant to rule 4.1 shall be paid at the following odds:

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Odds on the Pass Bet -	
Come out point of 6 or 8	6 to 5
Come out point of 5 or 9	3 to 2
Come out point of 4 or 10	2 to 1
Behind the Don't Pass Bet -	
Come out point of 6 or 8	5 to 6
Come out point of 5 or 9	2 to 3
Come out point of 4 or 10	1 to 2

Odds on the Come Bet -	
Come point of 6 or 8	6 to 5
Come point of 5 or 9	3 to 2
Come point of 4 or 10	2 to 1
Behind the Don't Come Bet -	
Come point of 6 or 8	5 to 6
Come point of 5 or 9	2 to 3
Come point of 4 or 10	1 to 2
Place Bet to Win, on -	
4	9 to 5
5	7 to 5
6	7 to 6
8	7 to 6
9	7 to 5
10	9 to 5
Buy Bet, on -	
4 to win	2 to 1
5 to win	3 to 2
6 to win	6 to 5
8 to win	6 to 5
9 to win	3 to 2
10 to win	2 to 1
Lay Bet, on -	
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2
Hardways -	
4	7 to 1
6	9 to 1
8	9 to 1
10	7 to 1
Big 6	1 to 1
Big 8	1 to 1
Field Bet, total thrown -	
3, 4, 9, 10 or 11	1 to 1
2 or 12	2 to 1

Any 7	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in 1 Roll	15 to 1.

- 4.15 Horn Bets and Horn High Bets shall be paid as if they were 4 separate wagers on Craps 2, Craps 3, Craps 12 and 11 in 1 Roll respectively.
- 4.16 World Bets shall be paid as if they were 5 separate wagers on Craps 2, Craps 3, Craps 12, 11 in 1 Roll and Any 7 respectively.
- 4.17 C & E wagers shall be paid as if they were 2 separate wagers on Any Craps and 11 in 1 Roll respectively.

5.0 Dice and Table Operation

- 5.1 Subject to rule 6.1, a set of 5 dice shall be present at the craps table during play. The stickperson at the table shall be responsible for the control of the dice and shall retain all dice, except those in active play, in the dice bowl at the table.
- 5.2 After receiving the set of 5 dice at the table either at the opening of the table for gaming or when new dice are brought to the table during the course of play, both a dealer and the game supervisor shall inspect the dice independently of each other. The dice shall then be placed in the dice bowl.
- 5.3 At the beginning of play, the stickperson shall offer the set of dice to the player immediately to the left of the game supervisor at the table for that player to throw. If that player rejects the dice they shall be offered to each of the other players in turn, clockwise around the table, until 1 of the players accepts them. To be eligible to throw the dice a player must have a wager on a Pass Bet or a Don't Pass Bet at the time of the roll.
- 5.4 The first player to accept the dice when offered shall become the shooter, and shall choose and retain 2 of the dice offered. The remaining dice in the set shall be returned to the dice bowl, which shall be placed immediately in front of the stickperson.
- 5.5 After choosing the 2 dice, the shooter shall throw them so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her in a random manner. When handling or throwing the dice the shooter shall use 1 hand only.

- 5.6 When the dice come to rest after a valid roll the stickperson shall at once call the total and then collect the dice and bring them to the centre of the table between himself/herself and the game supervisor.
- 5.7 All wagers decided by that roll shall then be settled in accordance with section 4, following which the stickperson shall pass the dice to the shooter for the next roll. When collecting the dice and passing them to the shooter the stickperson shall use the craps stick.
- 5.8 The shooter may, after any roll, either pass the dice or (if eligible to do so) remain the shooter, except that:
- (a) the shooter shall pass the dice upon throwing a 7 Out; and
 - (b) the game supervisor may require the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls, or contravenes the rules of the game.
- 5.9 Whenever a shooter relinquishes the dice in the course of play the stickperson shall offer the complete set of 5 dice:
- (a) to the player having either a Pass Bet or a Don't Pass Bet immediately to the left of the shooter relinquishing the dice; and
 - (b) if he/she does not accept, to each of the other players having such a wager in turn clockwise around the table.
- 5.10 The first player to accept the dice when offered shall become the new shooter, and shall choose and retain 2 of the dice offered. The remaining dice shall be returned to the dice bowl, which shall be placed immediately in front of the stickperson.
- 5.11 If there is no eligible player available or willing to accept the dice and any undetermined wager remains, the stickperson shall throw the dice until a determination has been reached or a 7 Out thrown.

6.0 Irregularities

- 6.1 If a die leaves or dice leave the table:
- (a) an immediate effort shall be made to retrieve the die or dice;
 - (b) the remaining dice shall be offered to the shooter for him/her to select a new die or dice. The shooter may select a new die or new dice, as the case may be, or request the original die/dice back again;
 - (c) if the missing die is or dice are found, the game supervisor shall carefully inspect it or them for damage, alteration or any other

irregularity before either returning it or them to the shooter (if the shooter so requested) or placing it or them back in the dice bowl;

- (d) if a die is or dice are lost, a new set of dice shall be placed on the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the die or dice becoming lost shall be allowed to continue with the remaining dice of the original set until he/she rolls a 7 Out or until his/her wager wins and he/she declines further rolls of the dice.

6.2 If a die does not land flat on the table, the face directly opposite the face that is resting on the chips or other object shall be considered uppermost.

6.3 If there is a dispute as to which face is uppermost, the game supervisor shall have the discretion to determine which face is uppermost or to order that the roll be deemed void and the dice re-thrown.

6.4 If:

- (a) any of the dice leaves the table; or
- (b) 1 die comes to rest on top of the other; or
- (c) any of the dice comes to rest on the chips constituting the craps bank of chips located in front of the game supervisor; or
- (d) any of the dice comes to rest in the dice bowl in front of the stickperson or on any of the rails surrounding the table; or
- (e) more than 1 face of a die is resting on a stack of chips or other object; or
- (f) a fraudulent die or technique is used in the roll of the dice; or
- (g) any die other than one approved for the game is used in the roll; or
- (h) any of the dice is rolled in such a way that it would be impossible to call the natural fall of the dice; or
- (i) someone other than the shooter chosen by the casino operator rolls the dice,

the stickperson or game supervisor shall announce a “No roll”. The roll shall be void whether or not a “No roll” is announced.

6.5 If:

- (a) the dice do not leave the shooter’s hand simultaneously; or

- (b) any of the dice fails to strike an end of the table; or
- (c) for any other reason the stickperson or game supervisor considers the roll to be improper; or
- (d) any other irregularity has occurred,

the stickperson or game supervisor may void the a roll by announcing a “No roll”.

- 6.6 The fact that a roll of the dice results in either or both of them coming into contact with any chips on the table, other than the craps bank of chips located in front of the game supervisor, shall not be cause for a call of “No roll”.
- 6.7 A call of “No roll” made under rule 6.4 or 6.5 shall, whenever possible, be made before the dice come to rest.
- 6.8 The game supervisor shall overrule the stickperson if, in his/her judgement, the stickperson has made an error in calling the throw of the dice.
- 6.9 The casino supervisor who is responsible for the pit in which the table is located may overrule the stickperson and/or game supervisor, if in his/her judgement, the stickperson and/or game supervisor has made an error in calling the throw of the dice.
- 6.10 The casino supervisor may overrule the stickperson and/or game supervisor if, in his/her judgement, that person or those persons, as the case may be, has or have made an error in calling the throw of the dice. Similarly a more senior casino supervisor may overrule a less senior casino supervisor in the same circumstances.

Appendix Craps Table Layout

