

CHAPTER 69F RULES OF THE GAMES

SUBCHAPTER 1. CRAPS AND MINI-CRAPS

13:69F-1.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

"Boxperson" shall mean the first level supervisor assigned the responsibility of directly participating in and supervising the operation and conduct of the craps game.

"Come out point" shall mean a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the come out roll.

"Come out roll" shall mean 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 Pass Bet and Don't Pass Bet has been effected.

"Come point" shall mean 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.

13:69F-1.2 Permissible wagers

(a) The following shall constitute the permissible wagers at the games of craps, mini-craps and automated craps, except that the fire bet in (a)40 below shall only be permitted at the game of craps:

1. "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.

i. The Pass Bet shall win if, on the come out roll:

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

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

ii. The Pass Bet shall lose if, on the come out roll:

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

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

2. "Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.

i. The Don't Pass Bet shall win if, on the come out roll:

(1) A total of 2 or 3 is thrown; or

(2) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

ii. The Don't Pass Bet shall lose if, on the come out roll:

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

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

iii. The Don't Pass Bet shall be void if, on the come out roll, a total of 12 is thrown.

3. "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.

i. The Come Bet shall win if, on the roll immediately following placement of such bet:

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

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

ii. The Come Bet shall lose if, on the roll immediately following placement of such bet:

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

(2) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

4. "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the come out roll.

i. The Don't Come Bet shall win if, on the roll immediately following placement of such bet:

(1) A total of 2 or 3 is thrown; or

(2) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.

ii. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:

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

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

iii. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.

5. "Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9, or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.

6. A "Place Bet to Lose" is a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9, or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.

7. "Four the Hardway" is a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

8. "Six the Hardway" is a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.

9. "Eight the Hardway" is a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.

10. "Ten the Hardway" is a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
11. "Field Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
12. "Any Seven" is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
13. "Any Craps" is a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
14. "Craps Two" is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
15. "Craps Three" is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
16. "Craps Twelve" is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
17. "11 in One Roll" is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
18. "Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win, as provided at N.J.A.C. 13:69F-1.4(d), if either a craps (2, 3, or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
19. "Horn Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
20. "Horn High Bet" is a wager that may be made at any time which shall win if any one of the totals 2, 3, 11, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be 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. A casino licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals 2, 3, 11, or 12.
21. "Whirl Bet" is a one roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A Whirl Bet shall be placed in units of five, with four units wagered on 2, 3, 11, and 12 and the fifth unit wagered as an Any Seven wager. A casino licensee shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.

22. "Four The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
23. "Six The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
24. "Eight The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
25. "Ten The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
26. "One-Three (Ace-Trey) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
27. "One-Four (Ace-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
28. "Two-Three (Deuce-Trey) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
29. "One-Five (Ace-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
30. "Two-Four (Deuce-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
31. "One-Six (Ace-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
32. "Two-Five (Deuce-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
33. "Three-Four (Trey-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
34. "Two-Six (Deuce-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

35. "Three-Five (Trey-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

36. "Three-Six (Trey-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

37. "Four-Five on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

38. "Four-Six on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

39. "6-7-8" is a one roll wager, offered at the election of a casino licensee, that may be made at any time, which shall win if any one of the totals 6, 7, or 8 is thrown on the roll immediately following the placement of such bet and shall lose if the total of 2, 3, 4, 5, 9, 10, 11, or 12 is thrown on such roll.

40. "Fire bet" is a wager that may only be made prior to the come out roll of a new shooter, which wager shall win if at least four different (unique) point totals (either 4, 5, 6, 8, 9, or 10) are made by the shooter before a loser 7 is thrown, and shall lose if fewer than four different (unique) point totals are made before a loser 7 is thrown.

(b) Only the wagers listed in subsection (a) above shall be permissible at the games of craps, mini-craps and automated craps.

13:6F-1.3 Making and removal of wager

(a) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally:

1. In craps, by the dealer and a boxperson; or
2. In mini-craps, by the dealer and floorperson.

(b) All wagers shall be made by placing gaming chips, match play coupons (only for Pass or Don't Pass wagers) or plaques on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that:

1. A Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet; and

2. A fire bet, once made, shall not be reduced or increased at any time, and shall not be removed prior to the throwing of a loser 7.

(d) A Don't Come Bet and 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.

(e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On."

(f) Only players who are seated at a mini-craps table may place a wager at the game. Once a player has placed a wager, that player must remain seated until the completion of the round of play.

13:69F-1.4 Payout odds

(a) All odds stated on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for."

(b) No casino licensee or any employee or agent thereof shall pay off winning wagers at the game of craps or mini-craps at less than the odds listed below. A casino licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino and the casino simulcasting facility.

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

Place Bet 4 to Win 9 to 5

Place Bet 5 to Win 7 to 5

Place Bet 6 to Win 7 to 6

Place Bet 8 to Win 7 to 6

Place Bet 9 to Win 7 to 5

Place Bet 10 to Win 9 to 5

Place Bet 4 to Lose 5 to 11

Place Bet 5 to Lose 5 to 8

Place Bet 6 to Lose 4 to 5

Place Bet 8 to Lose 4 to 5

Place Bet 9 to Lose 5 to 8

Place Bet 10 to Lose 5 to 11

Four the Hardway 7 to 1

Six the Hardway 9 to 1

Eight the Hardway 9 to 1

Ten the Hardway 7 to 1

Field Bet 1 to 1 on 3, 4, 9, 10, 11

2 to 1 on 2

2 to 1 on 12

Any Seven 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 one roll 15 to 1

Four the Hardway on the Hop 30 to 1

Six the Hardway on the Hop 30 to 1

Eight the Hardway on the Hop 30 to 1

Ten the Hardway on the Hop 30 to 1

One-Three (Ace-Trey) on the Hop 15 to 1

One-Four (Ace-Four) on the Hop 15 to 1

One-Five (Ace-Five) on the Hop 15 to 1

One-Six (Ace-Six) on the Hop 15 to 1

Two-Three (Deuce-Trey) on the Hop 15 to 1

Two-Four (Deuce-Four) on the Hop 15 to 1

Two-Five (Deuce-Five) on the Hop 15 to 1

Two-Six (Deuce-Six) on the Hop 15 to 1

Three-Four (Trey-Four) on the Hop 15 to 1

Three-Five (Trey-Five) on the Hop 15 to 1

Three-Six (Trey-Six) on the Hop 15 to 1

Four-Five on the Hop 15 to 1

Four-Six on the Hop 15 to 1

Six-Seven-Eight 1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five)

2 to 1 on 6 (the Hardway) or 8 (the Hardway)

(c) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11, and 12.

(d) A Craps-Eleven or C and E Bet shall be paid as if one half of the wagered amount had been placed on "Any Craps" and one half on "Eleven," and shall be paid as if two separate wagers were made for the one roll.

(e) A winning fire bet shall be paid once for the highest number of different (unique) points made and at no less than the odds set forth in one of pay tables below pre-selected by the casino licensee:

Individual Points Made Table A Table B

Four 24 to 1 39 to 1

Five 249 to 1 199 to 1

Six 999 to 1 499 to 1

(f) No casino licensee or his employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (b), (c), or (d) above.

13:69F-1.5 True odds on place bets (buy and lay bets); vigorish prohibited

(a) Buy bets: In addition to the payout odds set forth in N.J.A.C. 13:69F-1.4 for place bets to win on 4, 5, 6, 8, 9, and 10, a casino licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a casino licensee may, for one or more pre-specified place bets at a designated table, collect the percentage of the amount wagered only on winning bets. A casino licensee that offers a player the option of receiving true odds on any of these place bets shall describe in its rules of games checklist whether, as to each specified place bet, it collects the percentage when the wager is made or when the wager is won. A casino licensee that offers a player true odds shall pay winning wagers as follows:

Bet Odds

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

(b) Lay bets: In addition to or in lieu of the payout odds set forth in N.J.A.C. 13:69F-1.4 for place bets to lose on 4, 5, 6, 8, 9, and 10, a casino licensee may offer a player true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a casino licensee may collect the percentage of the amount wagered only on winning bets. A casino licensee that offers a player true odds shall pay winning wagers as follows:

Bet Odds

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 o Lose 1 to 2

(c) Except as provided for in (a) and (b)above, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps, mini-craps or automated craps.

13:69F-1.6 Supplemental wagers made after come out roll in support of Pass, Don't Pass, Come and Don't Come Bets (taking and laying odds)

(a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the casino licensee to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.

(b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the casino licensee to an amount that is equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.

(d) Whenever a player makes 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 such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the casino licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

(e) A casino licensee may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino licensee may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this subsection shall be paid at the same odds as the original and supplemental wagers are paid under (a) through (d) above.

(f) Notwithstanding (e) above, a casino licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted pursuant to N.J.A.C. 13:69F-8.2 and 8.3 provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

13:69F-1.7 Dice: retention; selection

(a) A set of at least five dice conforming to the specifications contained in N.J.A.C. 13:69E-16 shall be present at the craps or mini-craps table during gaming. Control of the dice at a craps table, or at a mini-craps table with an optional stickperson, shall be the responsibility of the stickperson at the table; control of the dice at a mini-craps table without an optional stickperson shall be the responsibility of the dealer at the table. The stickperson or mini-craps dealer shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play:

1. The craps stickperson shall offer the set of dice to the player immediately to the left of the craps bank of chips at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice;

2. The mini-craps dealer or the optional mini-craps stickperson shall offer the set of dice to the player immediately to his or her left at the table. If such a player rejects the dice, the dealer or stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall:

1. In craps, be placed immediately in front of the craps stickperson; and

2. In mini-craps, be placed immediately in front of the mini-craps dealer or stickperson.

13:69F-1.8 Throw of the dice

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he or she shall throw the two selected dice so that they leave his or her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him or her.

13:69F-1.9 Invalid roll of the dice

(a) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(b) The persons listed in (e) below shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:

1. The dice do not leave the shooter's hand simultaneously;
2. Either or both of the dice fail to strike an end of the table;
3. Either or both of the dice come to rest on the chips constituting the craps bank of chips;
4. Either or both of the dice come to rest in the dice cup in front of the craps stickperson, or in front of the mini-craps dealer or stickperson, or on one of the rails surrounding the table;
5. The use of a cheating, crooked or fixed device or technique in the roll of the dice; and
6. For any other reason the craps boxperson or stickperson, or the mini-craps dealer or stickperson, considers the throw to be improper.

(c) The call of "No Roll" under either (b)1, 2, or 6 above shall, whenever possible, be made before both dice come to rest.

(d) A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the boxman, shall not be a cause for a call of "No Roll."

(e) "No Roll" may be called:

1. In craps, by a boxperson or stickperson, as designated by the casino licensee; and
2. In mini-craps, by the dealer, stickperson, or floorperson, as designated by the casino licensee.

13:69F-1.10 Point throw; settlement of wagers

(a) When the dice come to rest from a valid throw, the craps stickperson or the mini-craps dealer or stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.

1. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.

2. In the event of a dispute as to which face is uppermost:

i. In craps, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown; and

ii. In mini-craps, the floorperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

(b) In craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

(c) In mini-craps, after calling the throw, the dealer or stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled, following which the dealer or stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the dealer or stickperson shall use a stick designed for that purpose.

13:69F-1.11 Continuation of shooter as such; selection of new shooter

(a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:

1. The shooter shall pass the dice upon throwing a loser 7; and

2. The craps boxperson or the mini-craps dealer may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the Casino Control Act or the rules of the Division.

(b) If a shooter, after making the Come Out Point elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the craps stickperson or the mini-craps dealer or stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (c) below. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet, the game shall proceed in accordance with N.J.A.C. 13:69F-1.8.

(c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.

(d) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson or the mini-craps dealer or stickperson.

13:69F-1.12 Additional procedures and rules for the fire bet

(a) If a casino licensee elects to offer the fire bet in the game of craps as permitted by N.J.A.C. 13:69F-1.2(a)40, the following additional procedures shall be observed:

1. Each player shall, prior to a new shooter's initial come out roll, place his or her fire bet on the numbered designated area for the placement of fire bets that is closest to his or her position at the craps table.
2. Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to N.J.A.C. 13:69F-1.11(a) prior to the throwing of a loser 7, any pending fire bet shall be settled upon the successor shooter throwing a loser 7.
3. Once all fire bets are placed, the dealer shall bring in each fire bet in numerical order and place it on the corresponding number of the designated area in front of the craps bank of chips, where such bets shall remain until they are either lost or paid.
4. With each individual point made by a shooter, the dealer shall place a fire bet point marker inscribed with the total number of different (unique) points made by the shooter in the area of the table layout containing the number of the point (4, 5, 6, 8, 9, or 10) which was just made. Each fire bet point marker shall be visually distinguishable from and have a diameter larger than any authorized gaming chip. Fire bet point markers shall be maintained by games personnel at the craps table.
5. Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.
6. Once four different (unique) points are made, the surveillance department shall be notified for the purpose of confirming all fire bets and payouts.

(b) If a casino licensee elects to offer the fire bet in the game of craps as permitted by N.J.A.C. 13:69F-1.2(a)40, the following additional rules shall apply:

1. The minimum wager shall be \$1.00 and the maximum wager shall be \$5.00 and all wagers shall be made in increments of one dollar.
2. When a shooter makes the same point total more than once, the total number of different (unique) points made for purposes of settling a fire bet shall not increment.
3. The four or more different (unique) points required to win a fire bet are not required to be made in any specific order or combination.

SUBCHAPTER 1A. AUTOMATED CRAPS

13:69F-1A.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Roll" shall mean the action by which the two dice contained in the automated shaker are randomly mixed to simulate an actual roll of the dice, and are then allowed to rest on the bottom of the shaker so that the number of spots on the top faces of the dice can be totaled and used to settle the wagers.

13:69F-1A.2 Permissible wagers

(a) Permissible wagers in the game of automated craps include all craps wagers defined in N.J.A.C. 13:69F-1.2(a).

(b) All wagers shall be made prior to each roll of the dice.

13:69F-1A.3 Dice; number of dice; automated craps shaker

(a) Automated craps shall be played with two dice, which shall be sealed inside an automated craps shaker at all times pursuant to N.J.A.C. 13:69E-1.11A. The dice used to play automated craps shall meet the requirements of N.J.A.C. 13:69E-1.15, and the automated craps shaker shall meet the requirements of N.J.A.C. 13:69E-1.11A.

1. The automated craps shaker and the dice contained therein shall be the responsibility of the dealer, and the shaker shall never be left unattended while the table is open for play.

2. No dice placed in an automated craps shaker for use in gaming shall remain on an automated craps table for more than 24 hours.

3. The dice used in automated craps shall remain sealed inside the shaker at all times and shall not be handled by a player or the dealer.

13:69F-1A.4 Making and removal of wagers

(a) All wagers at automated craps shall be made by placing gaming chips, plaques or coupons on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players seated at the automated craps table may place a wager at the game. Once a player has placed a wager, that player must remain seated until the completion of that round of play.

(c) Each player shall be responsible for the correct positioning of his or her wagers on the layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

(d) A wager made on any bet may be removed or reduced at any time during a round of play and prior to a roll that decides the outcome of such wager, except that:

1. A Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet; and

2. A Don't Come Bet and 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.

(e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On."

(f) All wagers shall be placed or removed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in N.J.A.C. 13:69F-1A.5(c).

(g) A wager shall be settled strictly in accordance with its position on the layout when the dice come to rest.

13:69F-1A.5 Procedures for opening and dealing the game

(a) Prior to opening an automated craps table for gaming activity, the floorperson assigned to the automated craps table shall inspect the automated craps shaker and operate it for at least one roll to ensure that the device is in proper working order.

(b) At the commencement of the first round of play, the dealer shall offer the opportunity to operate the automated dice shaker to the player immediately to the left of the dealer. To be eligible to accept an offer to operate the automated dice shaker, a player shall first make a Pass or Don't Pass bet.

1. If that player is ineligible or rejects the offer, the dealer shall then offer the shaker to each of the other eligible players in turn, moving clockwise around the table until one of the players accepts the offer.

2. If an eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at that player's betting position.

3. If no eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at the dealer's position.

(c) Immediately prior to a roll of the dice in the automated craps shaker, the dealer shall announce "No more bets."

(d) Once "No more bets" has been announced, the dealer shall activate the selected button, which shall permit the player to operate the shaker for that round of play.

(e) When the dice have come to a rest after the roll, the dealer shall immediately call out the sum of the spots on the top or uppermost faces of the two dice. Only one face on each die shall be considered uppermost.

(f) After calling out the sum of the spots, the dealer shall settle all wagers decided by that roll of the dice by first collecting all losing wagers and then paying all winning wagers at the odds currently being offered in accordance with N.J.A.C. 13:69F-1A.6.

13:69F-1A.6 Payout odds; vigorish prohibited

(a) The payout odds for winning wagers at automated craps printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay off winning wagers at no less than the odds listed in N.J.A.C. 13:69F-1.4(b) through (d).

(c) No casino licensee or its employees shall accept any wager that, because of the amount thereof, cannot be paid at the odds permitted by (b) above.

(d) Except as provided in N.J.A.C. 13:69F-1.5, no casino licensee shall charge any percentage fee or vigorish to a player making any wager in the game of automated craps.

13:69F-1A.7 Voluntary or compulsory relinquishment of the automated dice shaker

(a) After each roll of the dice is completed and the bets are settled, the person who last operated the automated dice shaker may, at his or her option, retain or relinquish the opportunity to operate the automated dice shaker, except that he or she shall relinquish the opportunity to operate the automated dice shaker if:

1. The person is a player and:

i. Has rolled a 7 during the last round of play; or

ii. Is not eligible to operate the automated dice shaker in the current round of play;

2. That person is the dealer; or

3. That person is a player who is unreasonably delaying the game or violating the Casino Control Act or the rules of the Division, and the floorperson requires him or her to relinquish the opportunity to operate the automated dice shaker for that reason.

(b) Whenever a voluntary or compulsory relinquishment of the offer to operate the automated dice shaker occurs, the dealer shall offer the opportunity to operate the automated dice shaker to the next player immediately to the dealer's right of the person who last operated the shaker, and if that player does not accept, to each of the players in turn moving clockwise around the table until one of the players accepts the offer. If no eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at the dealer's position and shall operate the shaker for that round of play.

13:69F-1A.8 Irregularities

(a) A roll of the dice shall be invalid whenever both dice do not land flat on the bottom of the automated dice shaker after being tossed, or whenever one die comes to rest on top of the other.

(b) If the automated dice shaker, the selector switch or any other component of the system fails to operate or malfunctions when activated, the round of play shall be void.

(c) The floorperson shall have the authority to invalidate a roll of the dice by calling "No Roll," for any other reason he considers the roll to be improper.