

CRAPS
(MBS)
Game Rules
Version 4

w.e.f. 17 October 2025, 09:00 hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Craps (MBS) Version 4” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

- 1. Definitions**
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1. Definitions

1.1. In these rules:

- 1.1.1. "Boxperson" means a person responsible for the immediate supervision of the conduct of the game.
- 1.1.2. "Come Out Roll" means the first and any subsequent rolls of the dice by the Shooter before a Point is established.
- 1.1.3. "Come Point" means a dice total of 4, 5, 6, 8, 9 or 10 rolled by the Shooter on the next roll following the placement of a Come wager or a Don't Come wager.
- 1.1.4. "Contract Wager" is a wager that once placed cannot be removed or reduced. A Player can increase the contract wager once the Point has been established.
- 1.1.5. "Dealers' working chips" means chips belonging to the house which are used by the Dealer to pay wagers or place call bets. This also includes losing wagers which have been collected and not yet returned to the main float but do not include chips on the "Speed Rack".
- 1.1.6. "Marker Buttons" are discs labelled to indicate the status of the wagers as follows: 1.1.6.1 "OFF" means that a wager is not in play for a specific throw of the dice 1.1.6.2 "ON" means that a wager is in play for a specific throw of the dice.
- 1.1.7. "Natural Fall" refers to the way in which the dice would come to rest as if there is no obstructing object.
- 1.1.8. "No Roll" is a throw of the dice that is invalid.
- 1.1.9. "Point" means a dice total of 4, 5, 6, 8, 9 or 10 rolled by the Shooter on the Come Out Roll.
- 1.1.10. "Puck" is a disc marked "ON" on one side and "OFF" on the other side and is used to denote the Point for a particular round of play.
- 1.1.11. "Roll" means the throw of the dice by the Shooter.
- 1.1.12. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.13. "Seven Out" means a dice total of 7 rolled by the Shooter before the Point that has been established is rolled again.
- 1.1.14. "Shooter" means a Player or nominee of a Player who rolls the dice. A nominee is not required to have a wager.
- 1.1.15. "Speed Rack" is a rack used by Dealers to hold chips for easy access to ensure game pace is maintained.
- 1.1.16. "Stickperson" means a person responsible for the issuance and collection of the dice, and the announcement of the dice total.

- 1.1.17. "Vigorish" means the commission collected from a "Buy" or "Lay" wager at the time of placement.

2. Mode of Play

- 2.1. The layout for this game is as shown in Appendix "A" with designated playing areas for the placement of wagers. Appendix "B" shows the magnified version of the playing areas.
- 2.2. The game of Craps shall be played with two dice from a set of five dice of the same colour, the sides of each dice shall be numbered by the use of dots from one to six.

3. How to Play

- 3.1. Commencement of play shall begin when the Shooter rolls the two dice.
- 3.2. Closing of bets shall take effect when the two dice come to rest upon a valid roll by the Shooter.
- 3.3. A wager wins if the dice outcome matches the designated playing areas on the layout chosen by the Player. Wagers are as listed in Appendix "C" and the designated playing areas for wagers listed in Appendix "C" are as shown in Appendix "D".
- 3.4. A Player may wager on one or all of the following designated playing areas:
- 3.4.1. "Pass Line" is a contract wager placed prior to the Come Out Roll, and:
- 3.4.1.1. Wins, if on the Come Out Roll, a dice total of 7 or 11 is rolled; or when a Point has been established, the Point is repeated before a dice total of 7 is rolled.
- 3.4.1.2. Loses, if on the Come Out Roll, a dice total of 2, 3 or 12 is rolled; or when a Point has been established, a dice total of 7 is rolled before the Point is repeated.
- 3.4.2. "Pass Line Odds" is an additional wager that may be placed once a Point has been established provided the Player has a Pass Line wager.
- 3.4.2.1. The Pass Line Odds wins if the Pass Line wager wins and loses if the Pass Line wager loses.
- 3.4.3. "Come" is a contract wager placed at any time after the Point has been established, and:
- 3.4.3.1. Wins, if on the roll immediately after the placement of the wager, a dice total of 7 or 11 is rolled; or when a Come Point has been established, the Come Point is repeated before a dice total of 7 is rolled.
- 3.4.3.2. Loses, if on the roll immediately after the placement of the wager, a dice total of 2, 3 or 12 is rolled; or when a Come Point has been established, a dice total of 7 is rolled before the Come Point is repeated.

- 3.4.4. "Come Odds" is an additional wager that may be placed after the Come Point has been established provided the Player has a Come wager.
 - 3.4.4.1. The Come Odds wins if the Come wager wins and loses if the Come wager loses.
- 3.4.5. "Don't Pass" is a wager placed prior to the Come Out Roll, and:
 - 3.4.5.1. Wins, if on the Come Out Roll, a dice total of 2 or 3 is rolled; or when a Point has been established, a dice total of 7 is rolled before the Point is repeated.
 - 3.4.5.2. Loses, if on the Come Out Roll, a dice total of 7 or 11 is rolled; or when a Point has been established, the Point is repeated before a dice total of 7 is rolled.
 - 3.4.5.3. Stand-off if a dice total of 12 is rolled on the Come Out Roll.
- 3.4.6. "Don't Pass Odds" is an additional wager that may be placed once a Point has been established provided the Player has a Don't Pass wager.
 - 3.4.6.1. The Don't Pass Odds wins if the Don't Pass wager wins and loses if the Don't Pass wager loses.
- 3.4.7. "Don't Come" is a wager placed at any time after the Point has been established, and:
 - 3.4.7.1. Wins, if on the roll immediately after the placement of the wager, a dice total of 2 or 3 is rolled; or when a Come Point has been established, a dice total of 7 is rolled before the Come Point is repeated.
 - 3.4.7.2. Loses, if on the roll immediately after the placement of the wager, a dice total of 7 or 11 is rolled; or when a Come Point has been established, the Come Point is repeated before a dice total of 7 is rolled.
 - 3.4.7.3. Stand-off if a dice total of 12 is rolled immediately following the placement of the wager.
- 3.4.8. "Don't Come Odds" is an additional wager that may be placed after the Come Point has been established provided the Player has a Don't Come wager.
 - 3.4.8.1. The Don't Come Odds wins if the Don't Come wager wins and loses if the Don't Come wager loses.
- 3.4.9. "Place" is a wager placed on the numbers "4", "5", "6", "8", "9", "10" and wins when that particular number is rolled. All Place wagers lose whenever the dice total of 7 is rolled. When the Puck is "ON", Place wagers are in play for a specific throw of the dice unless called "OFF" by the Player, in which case an "OFF" marker button shall be placed on top of the Player's wager(s). When the Puck is "OFF", Place wagers are not in play for a specific throw of the dice unless called "ON" by the Player, in which case an "ON" marker button shall be placed on top of the Player's wager(s).

3.4.9.1. Place wagers may include Inside numbers, Outside numbers or Across numbers.

3.4.9.1.1. Inside numbers are 5, 6, 8 and 9. If the Point is one of the corresponding numbers, the Player may place a wager on the remaining three numbers.

3.4.9.1.2. Outside numbers are 4, 5, 9, and 10. If the Point is one of the corresponding numbers, the Player may place a wager on the remaining three numbers.

3.4.9.1.3. Across numbers include all numbers except the Point.

3.4.10. "Buy" is a wager placed on the numbers "4", "5", "6", "8", "9", or "10" by paying 5% vigorish on the wager and wins when that particular number is rolled. All Buy wagers lose whenever the dice total of 7 is rolled. When the Puck is "ON", Buy wagers are in play for a specific throw of the dice unless called "OFF" by the Player, in which case an "OFF" marker button shall be placed on top of the Player's wager(s). When the Puck is "OFF", Buy wagers are not in play for a specific throw of the dice unless called "ON" by the Player, in which case an "ON" marker button shall be placed on top of the Player's wager(s).

3.4.10.1. If Buy wagers are taken down prior to the two dice coming to rest upon a valid roll, the vigorish shall be returned.

3.4.11. "Lay" is a wager placed on the numbers "4", "5", "6", "8", "9", "10" and wins when the dice total of 7 is rolled before that particular number. 5% vigorish shall be taken on the amount the Player can win. Lay wagers lose whenever the selected dice total is rolled before the dice total of 7 is rolled. Lay wagers are always in play for a specific throw of the dice unless called "OFF" by the Player, in which case an "OFF" marker button shall be placed on top of the Player's wager(s).

3.4.12. "Hardways" is a wager placed at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which wins if the selected dice total is rolled the hardway (i.e. with the two dice showing the same value) before the selected dice total is rolled in any other way, or before the dice total of 7 is rolled. The wager loses when the selected dice total is rolled in any other way or when the dice total of 7 is rolled. When the Puck is "ON", Hardways wagers are in play for a specific throw of the dice unless called "OFF" by the Player, in which case an "OFF" marker button shall be placed on top of the Player's wager(s). When the Puck is "OFF", Hardways wagers are not in play for a specific throw of the dice unless called "ON" by the Player, in which case an "ON" marker button shall be placed on top of the Player's wager(s).

3.4.13. "Field" is a one roll wager that may be placed at any time and wins if the dice total of 2, 3, 4, 9, 10, 11 or 12 is rolled following the placement of the wager. The wager loses if any other dice total is rolled.

3.4.14. "Horn Bet" is a one roll wager that may be placed at any time in equal amount on the dice total of 2, 3, 11 and 12 and wins if any of the dice total is rolled immediately following the placement of the wager. The wager loses if any other dice total is rolled. The wagers are paid as if the numbers are wagered individually as per Rule 4.1.

- 3.4.15. "Horn High" is a one roll wager that consists of the same numbers as the Horn Bet. The wager is placed in units of five, with four units wagered as a Horn Bet and the additional unit wagered on the dice total of 2, 3, 11 or 12 as selected by the Player, and:
- 3.4.15.1. Wins if any of the dice total of 2, 3, 11 or 12 is rolled immediately following the placement of the wager.
 - 3.4.15.2. Loses if any other dice total is rolled. The wagers are paid as if the numbers are wagered individually as per Rule 4.1.
- 3.4.16. "Any Craps" is a one roll wager that may be placed at any time, and wins if the dice total of 2, 3 or 12 is rolled. The wager loses if any other dice total is rolled.
- 3.4.17. "Any Seven" is a one roll wager that may be placed at any time, and wins if the dice total of 7 is rolled. The wager loses if any other dice total is rolled.
- 3.4.18. "Craps & Eleven" (C&E) is a one roll wager that wins when the dice total is 2, 3, 11 or 12.
- 3.4.19. "Eleven" is a one roll wager that may be placed at any time, and wins if the dice total of 11 is rolled. The wager loses if any other dice total is rolled.
- 3.4.20. "3 Crap" is a one roll wager that may be placed at any time, and wins if the dice total of 3 is rolled. The wager loses if any other dice total is rolled.
- 3.4.21. "2 Crap" is a one roll wager that may be placed at any time, and wins if the dice total of 2 is rolled. The wager loses if any other dice total is rolled.
- 3.4.22. "12 Crap" is a one roll wager that may be placed at any time and wins if the dice total of 12 is rolled. The wager loses if any other dice total is rolled.
- 3.5. At the commencement of play, the Stickperson shall offer the set of dice to the Player immediately to the left of the Boxperson.
- 3.6. If the 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.
- 3.6.1. A Player can occupy any table position, but shall not be offered the dice if the Boxperson deems that the Player's purpose of occupation is solely to control the dice.
- 3.7. To be eligible to roll the dice, a Player must have a wager on the Pass Line or the Don't Pass.
- 3.7.1. The Boxperson may at their discretion, allow a Player to nominate a shooter to roll the dice when it is that Player's designated turn. The nominee is not required to have a wager.
- 3.8. In accepting the dice, the Player or nominee shall become the Shooter who shall select and retain two of the dice.
- 3.9. The Shooter shall roll the two dice and when the dice come to rest from a valid roll, the Stickperson shall immediately call out the dice total. If the Roll was the Shooter's Come Out Roll and a Point was established, the Point shall be marked with the Puck. If a Point was already established prior to this Roll and the dice total is equal to the Point or equal to 7 (i.e. a "Seven Out"), the Puck shall

be turned to "OFF". The Shooter shall roll the dice to strike the other side of the table furthest from the position of the Shooter.

- 3.10. In the event that the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game, the Boxperson may instruct the shooter to pass the dice.
- 3.11. In the event that a shooter chooses to relinquish the dice in the course of play, the dice shall be offered to the Player having either a Pass Line or Don't Pass wager immediately to the left of the previous shooter; and if that Player does not accept or choose a nominee, the dice shall be offered to the next Player having either a Pass Line or Don't Pass wager immediately to the left of that Player, in a clockwise direction around the table.
- 3.12. In the event no Player or nominee is available to accept the dice, the Stickperson shall throw the dice until an outcome has been established for all remaining wagers or a "Seven Out" is thrown.
- 3.13. Any wagers in a game of Craps shall be based on the numbers of dots on the dice, (1, 2, 3, 4, 5 or 6) and the possible outcomes of dice combinations. The number of dots appearing on the uppermost sides of the dice shall determine the winning outcomes.
- 3.14. A Player may call out his wager (known as a "call bet") and it is only considered valid when the Player's call out wager is accompanied by chips or cash and confirmed verbally by the Boxperson, Stickperson or Dealer before the closing of bets.
- 3.15. The Shooter shall continue to roll the dice until the outcome of a roll is "Seven Out" or until the Shooter voluntarily relinquishes the dice.
- 3.16. With the exception of Contract Wagers, a wager may be removed or reduced at any time prior to the outcome of a roll that shall decide the outcome of that particular wager.
 - 3.16.1. A "Don't Pass" wager or a "Don't Come" wager may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
 - 3.16.2. All "Don't Come" wagers shall be "ON" unless they are removed by the Dealer at the request of the Player.
- 3.17. All "Buy" wagers, "Place" wagers, Come Odds and wagers placed on the Hardway shall be "OFF" on any Come Out Roll, unless called "ON" by the Player.
 - 3.17.1. Wagers called "ON" or "OFF" must be confirmed by the Dealer or Boxperson and the Dealer or Boxperson shall place an "ON" or "OFF" marker button (as the case may be) on top of the wager.
 - 3.17.2. The Player may specify that the "OFF" marker applies to a wager or a group of wagers.

4. Settlement

4.1. Settlement of wagers shall be as follows:

Winning Wagers	Pays
Pass	1 to 1
Come	1 to 1
Don't Pass	1 to 1
Don't Come	1 to 1
Any Craps	7 to 1
2 Crap	30 to 1
12 Crap	30 to 1
3 Crap	15 to 1
11	15 to 1
Any 7	4 to 1
C & E if 2, 3 or 12	3 to 1
C & E if 11	7 to 1

4.2. "Pass Line Odds"

Winning Wagers	Pays
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1

4.3. "Don't Pass Odds"

Winning Wagers	Pays
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2

4.4. "Come Odds"

Winning Wagers	Pays
Point of 6 or 8	6 to 5
Point of 5 or 9	3 to 2
Point of 4 or 10	2 to 1

4.5. "Don't Come Odds"

Winning Wagers	Pays
Point of 6 or 8	5 to 6
Point of 5 or 9	2 to 3
Point of 4 or 10	1 to 2

4.6. "Place"

Winning Wagers	Pays
Place 4	9 to 5
Place 5	7 to 5
Place 6	7 to 6
Place 8	7 to 6
Place 9	7 to 5
Place 10	9 to 5

4.7. "Buy"

Winning Wagers	Pays
Buy 4	2 to 1
Buy 5	3 to 2
Buy 6	6 to 5
Buy 8	6 to 5
Buy 9	3 to 2
Buy 10	2 to 1
5% vigorish shall be taken on the Player's wager	

4.8. "Lay"

Winning Wagers	Pays
Lay 4	1 to 2
Lay 5	2 to 3
Lay 6	5 to 6
Lay 8	5 to 6
Lay 9	2 to 3
Lay 10	1 to 2
5% vigorish shall be taken on the amount the Player can win	

4.9. "Hardways"

Winning Wagers	Pays
4	7 to 1
6	9 to 1
8	9 to 1
10	7 to 1

4.10. "Field"

Winning Wagers	Pays
3, 4, 9, 10 or 11	1 to 1
2	2 to 1
12	2 to 1

5. Irregularities

- 5.1. Unless otherwise stated in these rules, after the two dice come to rest upon a valid roll by the Shooter, no wager may be placed or increased and any wager so placed or to the extent increased shall be refused and/or shall not be honoured.
- 5.2. Unless otherwise stated in these rules, after the two dice come to rest upon a valid roll by the Shooter, no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game outcomes.
- 5.3. The Boxpersion or Stickperson may call No Roll at their discretion when;
 - 5.3.1. The dice do not leave the shooter's hand simultaneously.
 - 5.3.2. One or both of the dice fail to strike the other side of the table furthest from the position of the Shooter and the Boxpersion or Stickperson feels that no effort has been made to roll the dice.
 - 5.3.3. A Player or nominee deliberately changes the natural movement of one or both of the dice using a body part or foreign object.
- 5.4. The Boxpersion or Stickperson shall call No Roll when:
 - 5.4.1. The Shooter has not placed any wager on the Pass Line or the Don't Pass.
 - 5.4.2. One or both of the dice go off the table.
 - 5.4.3. One dice comes to rest on top of the other.
 - 5.4.4. One or both of the dice come to rest on top of the chips constituting the float located in front of the Boxpersion (excluding the Dealers' working chips).
 - 5.4.5. One or both of the dice come to rest in the dice bowl.
 - 5.4.6. One or both of the dice come to rest on one of the rails surrounding the table.
 - 5.4.7. One or both of the dice come to rest in the Speed Rack or on a foreign object.
 - 5.4.8. A person not authorised as the designated Shooter rolls the dice.
- 5.5. In the event that either one of the dice falls slanted, the Stickperson or above shall have the discretion to determine which face is uppermost based on the natural fall of the dice, or to call a No Roll.
- 5.6. Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.7. Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.

5.8. Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.

5.9. In the event of a power failure:

5.9.1. If no outcome has been established (i.e. none of the available wagers has conclusively won or lost), Players shall be given the option to withdraw their wagers. A Player taking the option to withdraw must withdraw all his wagers. The round of play shall then be concluded.

5.9.2. With an outcome established (i.e. any of the available wagers has conclusively won or lost), play shall continue and the round of play shall be concluded.

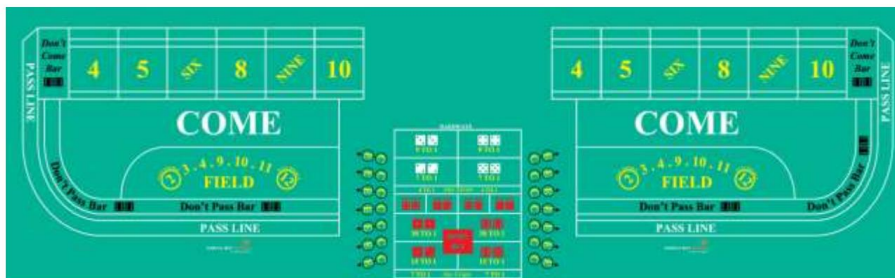
6. General Provisions

6.1. If an irregularity occurs that is not covered by these rules, the Gaming Shift Manager shall, at his reasonable discretion, decide how to resolve such matters.

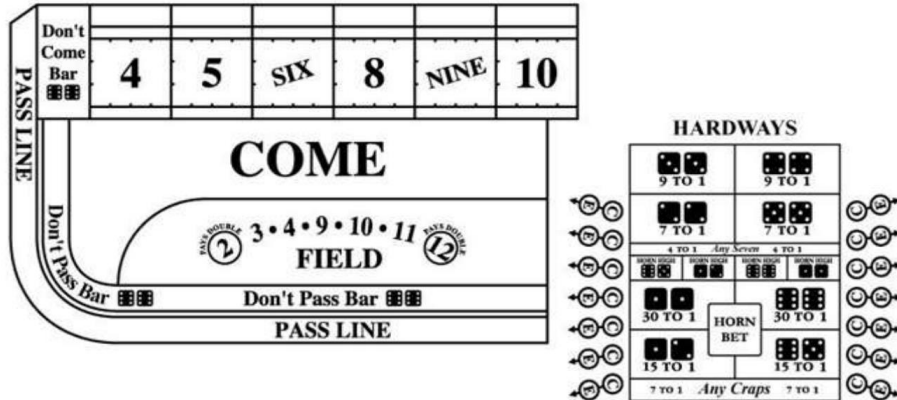
6.2. Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

7. Appendix

Appendix “A”



Appendix “B”



Appendix “C”

A	Pass Line - Within the area marked "PASS LINE".
B	Pass Line Odds - Directly behind the Pass Line wager after the Point has been established.
C	Don't Pass - Within the area marked "Don't Pass Bar 12".
D	Don't Pass Odds - Directly next to the Don't Pass wager after the Point has been established.
E/E1	Come - Within the area marked "COME". When the Come Point is established, the wager shall move into E1 based on the Come Point that is established.
F/F1	Don't Come - Within the area marked "Don't Come Bar 12". When the Come Point is established, the wager shall move into F1 based on the Come Point that is established.
G	Come Odds - On top of the Come wager.
H	Don't Come Odds - Directly next to the Don't Come wager.
I	Place - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12".
J	Field - Within the area marked "FIELD" including numbers "2", "3", "4", "9", "10", "11", "12".
K	Craps & Eleven (C & E) - Between the symbols marked "C" and "E".
L	Eleven - On the symbol marked "E" or beside the area marked "HORN BET" where the dice total is 11.
M	Any Craps - On the symbol marked "C" or within the area marked "Any Craps".
N	2 Crap - Beside the area marked "HORN BET" where the dice total is 2.
O	12 Crap - Beside the area marked "HORN BET" where the dice total is 12.
P	3 Crap - Beside the area marked "HORN BET" where the dice total is 3.
Q	Horn Bet - Within the area marked "HORN BET".
R	Horn High - Within the area marked "HORN HIGH" where the dice total is 2, 3, 11, 12.
S	Hardways - Below the area marked "HARDWAYS" where the dice total is 4, 6, 8, 10.
T	Any Seven - Within the area marked "Any Seven".
U	Buy - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12" and is distinguished by a "BUY" marker.
V	Lay - Within the area marked either "4", "5", "6", "8", "9", "10" adjacent to the area marked "Don't Come Bar 12" and is distinguished by a "LAY" marker.

Appendix “D”

