

**CRAPS
(MBS)
Game Rules**

Version 2

w.e.f. 9 September 2016

- 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. "Marker Buttons" are discs labelled to indicate the status of the wagers as follows:
 - 1.1.5.1. "ON" means that a wager is in play for a specific throw of the dice.
 - 1.1.5.2. "OFF" means that a wager is not in play for a specific throw of the dice.
- 1.1.6. "Natural Fall" refers to the way in which the die would come to rest as if there is no obstructing object.
- 1.1.7. "No Roll" is a throw of the dice that is invalid.
- 1.1.8. "Point" means a dice total of 4, 5, 6, 8, 9, or 10 rolled by the Shooter on the Come Out Roll.
- 1.1.9. "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.
- 1.1.10. "Roll" means the throw of the dice by the Shooter.
- 1.1.11. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.12. "Stickperson" means a person responsible for the issuance and collection of the dice, and the announcement of the dice total.
- 1.1.13. "Shooter" means a Player who rolls the dice.
- 1.1.14. "Seven Out" means a dice total of 7 rolled by the Shooter before the Point that has been established is rolled again.
- 1.1.15. "Vigorish" means the commission collected from a "Buy" or "Lay" wager at the time of placement.
- 1.1.16. "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".
- 1.1.17. "Speed Rack" is a rack used by base Dealers to hold chips for easy access to ensure game pace is maintained.

2. Mode Of Play

- 2.1. The layout for this game is as shown in Diagram "A" with designated betting areas for the placement of wagers. Diagram "B" shows the magnified version of the betting areas.

Diagram "A"

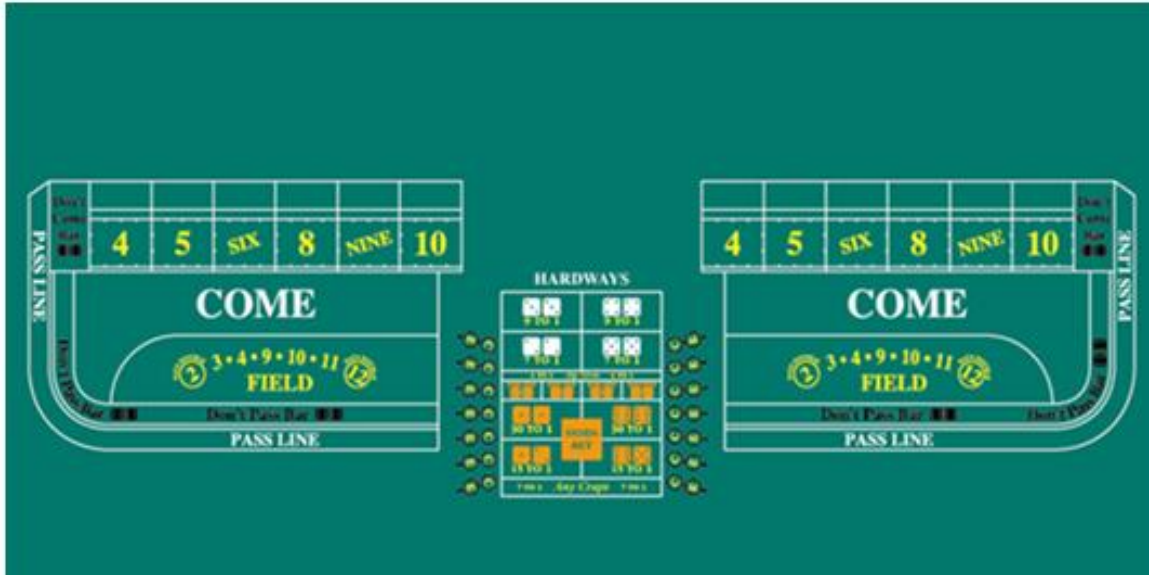
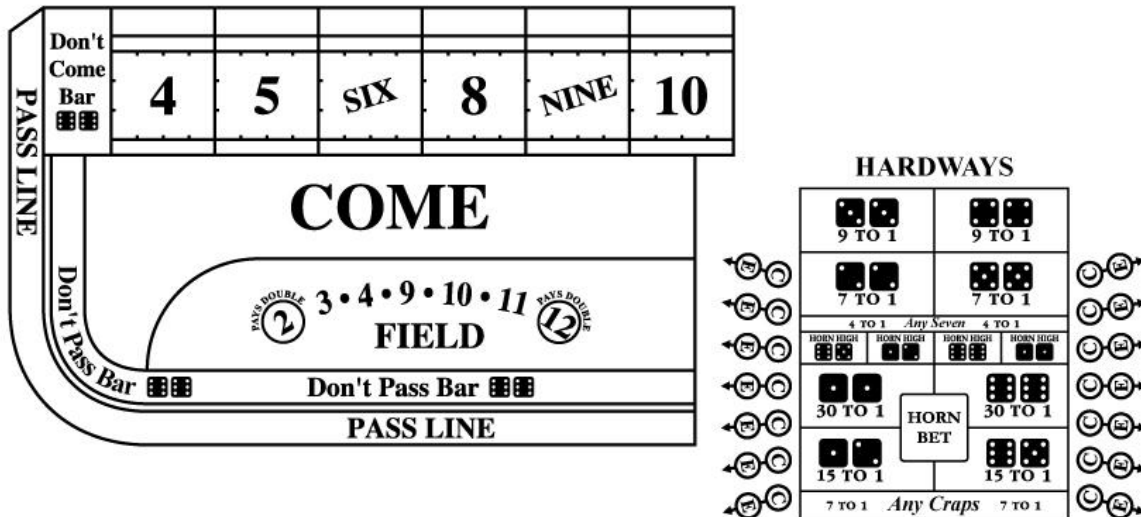


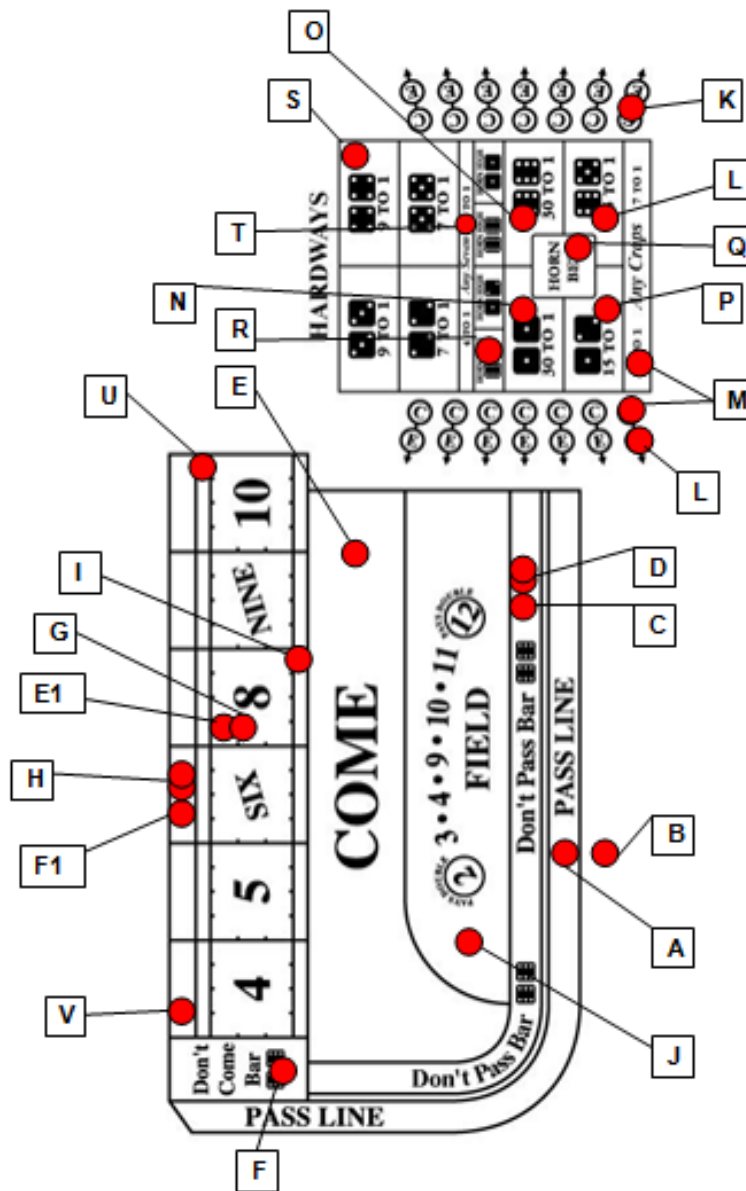
Diagram "B"



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 result matches the designated betting areas on the layout chosen by the Player. Wagers are placed as follows and as shown in Diagram "C":

Diagram "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 will 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 will 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.

3.4. A Player may wager on one or all of the following designated betting areas:

3.4.1. "Pass Line" is a contract wager placed immediately 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. If the Point is:

4 or 10 Player may place up to a maximum of 3 times the Pass Line wager.

5 or 9 Player may place up to a maximum of 4 times the Pass Line wager.

6 or 8 Player may place up to a maximum of 5 times the Pass Line wager.

3.4.2.2. 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. If the Come wager is on the number:

4 or 10 Player may place up to a maximum of 3 times the Come wager.

5 or 9 Player may place up to a maximum of 4 times the Come wager.

6 or 8 Player may place up to a maximum of 5 times the Come wager.

3.4.4.2. 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 immediately 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. If the Point is:
- 4 or 10 The maximum amount of wager a Player may place is such that the winnings do not exceed 3 times the amount of the original Don't Pass wager.
 - 5 or 9 The maximum amount of wager a Player may place is such that the winnings do not exceed 4 times the amount of the original Don't Pass wager.
 - 6 or 8 The maximum amount of wager a Player may place is such that the winnings do not exceed 5 times the amount of the original Don't Pass wager.
- 3.4.6.2. 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. If the Don't Come wager is on the number:
- 4 or 10 The maximum amount of wager a Player may place is such that the winnings do not exceed 3 times the amount of the original Don't Come wager.

5 or 9 The maximum amount of wager a Player may place is such that the winnings do not exceed 4 times the amount of the original Don't Come wager.

6 or 8 The maximum amount of wager a Player may place is such that the winnings do not exceed 5 times the amount of the original Don't Come wager.

3.4.8.2. 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 will 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 will be placed on top of the Player's wager(s).

3.4.10. "Buy" is a wager placed on the numbers "4", "5", "6", "8", "9", "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 will 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 will be placed on top of the Player's wager(s).

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 will 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 will 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 are in play for a specific throw of the dice unless called "OFF" by the Player, in which case an "OFF" marker button will be placed on top of the Player's wager(s). When the Puck is "OFF", Hardways are not in play for a specific throw of the dice unless called "ON" by the Player, in which case an "ON" marker button will 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 an 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.
- 3.5. 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.
- 3.7. To be eligible to roll the dice, a Player must have a wager on the Pass Line or the Don't Pass.
- 3.8. In accepting the dice, the Player 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 and the Point will be marked with the Puck, should a Point be established.
- 3.10. A Player may call out his wager and it is only considered valid if it is confirmed verbally by the Boxperson, Stickperson or Dealer before the closing of bets.
- 3.11. The Boxperson or Stickperson shall call No Roll when:
 - 3.11.1. The dice do not leave the Shooter's hand simultaneously.
 - 3.11.2. The Boxperson or Stickperson feels that no effort has been made to roll the dice.
 - 3.11.3. The Shooter has not placed any wager on the Pass Line or the Don't Pass.
 - 3.11.4. One or both of the dice go off the table.
 - 3.11.5. One die comes to rest on top of the other.
 - 3.11.6. One or both of the dice come to rest on top of the chips constituting the float located in front of the boxperson (excluding the Dealers' working chips).
 - 3.11.7. One or both of the dice come to rest in the dice bowl.
 - 3.11.8. One or both of the dice come to rest on one of the rails surrounding the table.

- 3.11.9. One or both of the dice come to rest in the Speed Rack or on a foreign object.
- 3.11.10. One or both of the dice are slanted and it is impossible to determine the natural fall of any of the dice.
- 3.11.11. A Player not authorised as the designated Shooter rolls the dice.
- 3.11.12. A Player changes the natural movement of one or both of the dice on purpose with a Player's body part or foreign object.
- 3.12. All wagers decided by that roll shall be settled, following which the Stickperson shall pass the dice to the Shooter for the next roll.
- 3.13. The Shooter shall continue to roll the dice until the result of a roll is "Seven Out" or until the Shooter voluntarily relinquishes the dice.

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 will 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 will 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. 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 will be refused and/or will not be honoured.
- 5.2. 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 results.