

CRAPS AND MINI-CRAPS

Rules

1. Definitions

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

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 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.

2. Permissible wagers

The following shall constitute the permissible wagers at the games of craps and mini-craps, except that the fire bet as described in Section 2(nn) shall only be permitted in the game of craps:

- (a) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (1) The Pass Bet shall win if, on the come out roll:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (2) 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.

- (b) "Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.
 - (1) The Don't Pass Bet shall win if, on the come out roll:
 - (i) A total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - (2) The Don't Pass Bet shall lose if, on the come out roll:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (3) The Don't Pass Bet shall be barred if, on the come out roll, a total of 12 is thrown.

- (c) "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.
- (1) The Come Bet shall win if, on the roll immediately following placement of such bet:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (2) The Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- (d) "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.
- (1) The Don't Come Bet shall win if, on the roll immediately following placement of such bet:
 - (i) A total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - (2) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (3) The Don't Come Bet shall be barred if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- (e) "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.
- (f) 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.
- (g) "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.
- (h) "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.

- (i) "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.
- (j) "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.
- (k) "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.
- (l) "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.
- (m) "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.
- (n) "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.
- (o) "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.
- (p) "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.
- (q) "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.
- (r) "Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win 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.
- (s) "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.
- (t) "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 gaming 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.

- (u) "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 gaming licensee shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.
- (v) "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.
- (w) "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.
- (x) "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.
- (y) "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.
- (z) "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.
- (aa) "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.
- (bb) "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.

- (cc) “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.
- (dd) “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.
- (ee) “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.
- (ff) “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.
- (gg) “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.
- (hh) “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.
- (ii) “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.
- (jj) “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.
- (kk) “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.

- (ll) "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.
- (mm) "6-7-8" is a one roll wager, offered at the election of a gaming 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.
- (nn) "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.
- (oo) "Hot roller wager" is a supplemental wager that may only be made prior to the come out roll of a new shooter, which wager shall win if all combinations for at least two of the numbers (points) 4, 5, 6, 8, 9 and 10 is thrown before any 7 is thrown, and shall lose if any 7 is thrown before all combinations of any two of the points are thrown.

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.
 - (3) A hot roller wager, once made, shall not be reduced or increased at any time, and shall not be removed prior to such wager winning or the shooter throwing any 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.

4. Payout odds

- (a) All odds stated on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".
- (b) No gaming 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 gaming licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the gaming establishment.

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, 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 gaming 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) Winning hot roller wagers shall be paid in accordance with one of the following pay tables pre-selected by the gaming licensee:

Number of Point Combinations	Paytable a	Paytable B	Paytable C
Two points	4 to 1	5 to 1	5 to 1
Three points	10 to 1	10 to 1	10 to 1
Four points	20 to 1	20 to 1	20 to 1
Five points	50 to 1	50 to 1	50 to 1
All six points	200 to 1	200 to 1	300 to 1

- (g) No gaming licensee or employee shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by Section 4(b), (c) or (d).

5. True odds on place bets (buy and lay bets); vigorish prohibited

- (a) Buy bets: In addition to the payout odds set forth in Section 4(b) for place bets to win on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the gaming 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 gaming 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 gaming licensee that offers a player the option of receiving true odds on any of these place bets shall comply with the notice requirements 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 gaming 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 Section 4(b) for place bets to lose on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player true odds on these bets in return for the player paying to the gaming 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 gaming licensee may collect the percentage of the amount wagered only on winning bets. A gaming 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 to Lose	1 to 2

- (c) Except as provided for in Section 5(a) and (b), no gaming 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.

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 gaming 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 gaming 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 gaming 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 gaming 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 gaming 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 gaming 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 Section 6(e) shall be paid at the same odds as the original and supplemental wagers are paid under Section (6)(a) through (d).
- (f) Notwithstanding Section 6(e), a gaming licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by Section 6 or posted as the maximum wager permitted provided that the excess amount of the supplemental wager is necessary to facilitate the payouts.

7. Dice: retention; selection

- (a) A set of at least five dice conforming to the specifications of 205 CMR 146.45 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 boxperson 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.

8. Throw of the dice

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he/she shall throw the two selected dice 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.

9. Invalid roll of the dice

- (a) A roll of the dice shall be invalid whenever
 - (1) Either or both of the dice go off the table
 - (2) Whenever one die comes to rest on top of the other.
 - (3) Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 - (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
- (b) The persons listed in Section 9(e) 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) The use of a cheating, crooked, or fixed device or technique in the roll of the dice; or,
 - (4) 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 Section 9 (b) (1), (2) or (4) 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 Boxperson, 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 gaming licensee; and
 - (2) In mini-craps, by the dealer, stickperson or floorperson, as designated by the gaming licensee.
- (f) A cocked die will be called as the upper most side opposite the obstruction. A cocked die suspended between two objects that does not touch the layout will be called "No Roll."

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:
 - (a) 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
 - (b) 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 between him and the boxperson. 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.

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 205 CMR.

- (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 Section 11(c). 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 as usual.
- (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.

12. Additional procedures and rules for the fire bet

- (a) If a gaming licensee elects to offer the fire bet in the game of craps 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 Section 11 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 boxperson, 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 gaming licensee elects to offer the fire bet in the game of craps 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.
- (c) The fire bet may not be offered at a craps table that offers the hot roller wager.

13. Bonus Craps wager

- (a) If a gaming licensee elects to offer the Bonus Craps wager in the game of craps the following additional procedures shall be observed:
 - (1) The three wagers offered in Bonus Craps are the All Small, All Tall, and Make ‘Em All wagers.
 - (2) The All Small bet wins if each of the totals 2, 3, 4, 5, and 6 are rolled before a 7 is rolled.
 - (3) The All Tall bet wins if each of the totals 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.
 - (4) The Make ‘Em All bet wins in the event that each of the totals 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 are rolled before a 7 is rolled.
- (b) The licensee has the option to use one of the two paytables found in Table 1 below.

Table 1. Bonus Craps Paytables (X to 1)

Side Bet	Paytable 1	Paytable 2
All Small	34	30
All Tall	34	30
Make 'Em All	175	150

14. Additional procedures and rules for the hot roller wager

- (a) If a gaming licensee elects to offer the hot roller wager as permitted by Section 2(oo), the following additional procedures shall be observed:
 - (1) Each player may, prior to an initial come out roll, place a hot roller wager at one of the designated areas on the layout for hot roller wagers.

- (2) Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to Section 11(a) prior to the throwing of any 7, any pending hot roller wager shall be settled upon such wager winning or the successor shooter throwing any 7.
 - (3) With each individual combination of dice thrown by a shooter that adds up to 4, 5, 6, 8, 9 or 10, a dealer shall place a marker (lammer) bearing the corresponding combination thrown by the shooter on the corresponding combination inscribed on the layout for hot roller points. Each marker shall be visually distinguishable from any authorized gaming chip and contain no edge spots. Hot roller wager markers shall be maintained by games personnel at the craps table.
 - (4) Upon the shooter throwing any 7:
 - (i) Each winning hot roller bonus wager shall be paid in accordance with the payout odds set forth in Section 4(f); or
 - (ii) Each losing hot roller bonus wager shall be collected and placed in the table inventory.
- (b) If a gaming licensee elects to offer the hot roller wager in the game of craps as permitted by Section 2(oo), the following additional rules shall apply:
- (1) A hot roller wager shall have no bearing on any other wager made by a player at the game of craps.
 - (2) A hot roller wager shall be made in accordance with posted minimum and maximum wagers permitted by the gaming licensee.
 - (3) A hot roller wager, once made, shall not be reduced or increased at any time, and shall not be removed prior to such wager winning or the shooter throwing any 7.
 - (4) Winning hot roller wagers shall be paid according to the number of points for which all combinations of dice are thrown by the shooter. The point combinations are as follows:
 - (i) Point of 4: one and three, and two and two (2 combinations);
 - (ii) Point of 5: one and four, and two and three (2 combinations);
 - (iii) Point of 6: one and five, two and four, and three and three (3 combinations);
 - (iv) Point of 8: two and six, three and five, and four and four (3 combinations);
 - (v) Point of 9: three and six, and four and five (2 combinations); and
 - (vi) Point of 10: four and six, and five and five (2 combinations).

For example: Prior to throwing a 7, the shooter throws the two combinations for a point of 4, the two combinations for point of 5, and the three combinations for the point of 6. All combinations have been made for three separate points, entitling the player to a payout of 10 to 1.

1. Points or dice combinations are not required to be made in any specific order.
2. High roller wagers may not be offered at a craps table that offers the fire bet.