

# RULES OF CASINO TABLE GAMES

## DIVISION 1 - GENERAL RULES FOR TABLE GAMES

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### 1.0 Interpretation

1.1 In these rules, unless the contrary intention appears:

“**Act**” means the Casino Control Act 1990;

“**Approved Procedures**”, in relation to a casino, means procedures approved by the Authority for the time being in relation to the casino;

“**Authority**” means the Casino Control Authority established by section 7 of the Act;

“**Casino**” means a casino licensed under the Act;

“**Casino Operator**”, in relation to a casino, means the operator for the time being of the casino, being the holder of a casino operator’s licence granted under section 37 of the Act;

“**Casino Supervisor**”, in relation to a casino, means a person other than a game supervisor who is responsible for the supervision and management of gaming operations in the casino;

**“Certificate of Approval”** means a certificate of approval as an employee in a casino issued under section 57 of the Act;

**“Chips”** means any tokens used or capable of being used in a casino in the conduct of gaming in the place of money and approved for the purpose by the Authority;

**“Dealer”**, in relation to a game, means the person responsible for the operation of the game, including dealing the cards (if any);

**“Game Supervisor”** means the person responsible for the supervision of the operation of a game;

**“Government Inspector”** means an inspector appointed under section 80 of the Act;

**“Non-Value Chips”** means chips that are not marked with denominations of value;

**“Push”** means a stand off;

**“Stand Off”** means, in relation to a wager, a wager that shall neither win nor lose;

**“Value Chips”** means chips that are marked with denominations of value;

**“Void”** means:

- (a) in relation to a wager, that the wager shall be invalid and shall neither win nor lose,
- (b) in relation to a hand, round, roll or spin, an invalid hand, round, roll or spin with no result; and

**“Winnings”** includes any non-monetary prize won on a wager.

1.2 In these rules, unless the contrary intention appears:

- (a) the singular includes the plural and vice versa;
- (b) a reference, in a rule, to a subparagraph is to a subparagraph of that rule;
- (c) a reference, in a division, to a rule is to a rule in that division;
- (d) a reference, in a division, to a section is to a section of that division; and

- (e) a reference, in a division, to an appendix, is to an appendix to that division.

## **2.0 Application of Rules**

2.1 This division of the Rules of Casino Table Games shall apply to the following games:

- (a) blackjack;  
[subparagraphs (b) and (c) deleted]
- (d) baccarat;
- (e) Caribbean stud poker;
- (f) tournament play;
- (g) roulette;
- (ga) electronic roulette;
- (h) tai-sai;
- (i) money wheel;
- (j) craps;
- (k) pai gow;
- (l) poker;
- (m) tournament poker;
- (n) pontoon

together with, and subject to, the rules governing the conduct of the particular game. These rules shall be binding on the casino operator and its employees and agents.

2.2 By participating in a game a player undertakes to comply with and be bound by the applicable rules.

## **3.0 Tips**

No person employed in a casino in any capacity relating to the conduct of gaming, and no other holder of a certificate of approval employed in or associated with a casino, may solicit or accept any tip, gratuity, consideration or other benefit from any player or customer in the casino.

## **4.0 Advice**

4.1 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

4.2 No spectator and no player wagering at a table may, unless requested by a player, influence or offer advice to that player regarding that player's decisions of play.

## **5.0 Side Bets**

Players and spectators are not permitted to have side bets with or against each other.

## **6.0 Seat Allocation**

A seated player who does not place any wagers for 3 consecutive rounds of play, while all other seats at the table are in use, may be required to vacate his/her seat.

## **7.0 Private Tables**

7.1 The casino operator may from time to time reserve 1 or more gaming tables for:

- (a) the private use of an individual or group of individuals; or
- (b) the purposes of a specific promotion, tournament or other event.

7.2 Where a table is reserved under rule 7.1, a sign designating it as a private table shall be displayed on it and the table shall not be open for gaming by the general public.

## **8.0 Closure of Table**

The casino operator may, while the casino is operating, close a gaming table at which a player is or players are present, provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure. This rule applies subject to any requirement relating to the hours during which the casino may operate.

## **9.0 Minimum and Maximum Wagers**

9.1 The casino operator shall set the minimum and maximum wager limits at each gaming table, subject to any directions issued by the Authority.

9.2 The minimum and maximum wager limits pertaining to a table shall be displayed on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum.

9.3 No minimum table wager limit shall be raised, nor shall any maximum table wager limit be reduced, unless:

- (a) a sign indicating the new limit or limits and the proposed time of change has been displayed at the table for at least 20 minutes before the time of the change; or
  - (b) all players at the table agree to the change; or
  - (c) the table is being opened for gaming for the first time in a gaming day; or
  - (d) there is no gaming activity taking place at the table.
- 9.4 The casino operator may allow a player to wager in excess of the maximum table wager limit, provided that a sign denoting the minimum and maximum wager limits for that player is placed on an appropriate area of the table.
- 9.5 The casino operator may require that wagers be placed in increments of a specific amount, which amount shall not exceed the minimum table wager limit. The amount of any such increment shall be displayed at the table on the sign on which the minimum and maximum wager table limits are displayed.

## **10.0 Wagers**

- 10.1 No wager shall be made or accepted in connection with any game if:
- (a) the wager is not expressly permitted by the rules of the game; or
  - (b) the wager does not comply with the permissible wager limits applying to the player making the wager and indicated on the sign displayed in accordance with rule 9.2 or rule 9.4, as the case may be; or
  - (c) partnership between players, with a view to exceeding any maximum wager limit, has occurred; or
  - (d) the wager does not comply with any specified wager level applying to the player making the wager and set out in the rules of the game.
- 10.2 Where a wager is inadvertently made and accepted in contravention of subparagraph (b) or subparagraph (d) of rule 10.1, it shall:
- (a) if less than the permissible minimum be regarded as valid once only in respect of the player but otherwise shall be void;
  - (b) if in excess of the permissible maximum be void to the extent of such excess.
- 10.3 All wagers shall be made using chips that are approved by the Authority for use in the game. The Authority may approve the use of particular types of chip in a casino for particular purposes, for example table games generally, 1

or more particular table games, keno, gaming machines, or a combination of any or all of the above.

- 10.4 A wager (other than a wager on the Caribbean Stud Poker jackpot) may be refused before a hand, round, spin or roll if, in the event of the player winning, it would not be possible to pay the exact amount of the winnings in chips. This rule shall not apply to wagers for non-monetary prizes.
- 10.5 The casino operator may restrict a player to making wagers on one gaming table at any one time.

### **11.0 Payment of Winning Wagers**

- 11.1 All wagers placed with a casino operator shall be paid, taken or disposed of by the casino operator strictly in accordance with the applicable rules. A player's entitlement to winnings shall be governed by and determined in accordance with the rules, irrespective of any overpayment by the casino operator, and the casino operator shall be entitled to recover any such overpayment.
- 11.2 The casino operator shall ensure that all winning wagers are paid in chips, unless the rules of the game or approved procedures specifically permit payment by other means.
- 11.3 Subject to the application of any rule or approved procedure permitting the payment of winnings otherwise than by means of chips, where it is not possible to pay the exact amount of winnings in chips, the winnings shall be increased to the next highest amount in which payment can be made in chips.

### **12.0 Unclaimed Wagers and Winnings**

- 12.1 Players are responsible for claiming and collecting wagers and winnings due to them pursuant to these rules.
- 12.2 Where a wager is, or winnings are, not collected by the player the casino operator shall hold and dispose of it or them in accordance with approved procedures.

### **13.0 Issue and Redemption of Chips**

- 13.1 The casino operator shall, during the hours of operation of the casino, at the request of a casino patron:
  - (a) exchange chip purchase vouchers or chips issued by the casino for chips or other chips, as the case may be, as requested of an equivalent total value;

- (b) redeem chips or chip purchase vouchers issued by the casino for cash of an amount equivalent to the value of the chips or chip purchase vouchers, provided however that the casino operator, if requested by the patron, may at its discretion issue for the whole or any part of the amount to be paid in cash, in lieu of cash, a cheque made payable to the patron.

13.2 Where the casino operator has issued a chip gratuitously or in exchange for less than the value marked on the chip, rule 13.1 shall apply subject to the terms and conditions (if any) on which the chip was issued.

#### **14.0 Value and Non-Value Chips**

14.1 Where the rules of a game provide for wagers to be made with or represented by chips, such chips shall be value chips unless the rules permit non-value chips to be used.

14.2 The following provisions shall apply to non-value chips:

- (a) the non-value chips in use at a gaming table shall constitute a set, each bearing the same distinguishing emblem or mark to differentiate it from non-value chips of other sets in use at other tables. Each set shall be subdivided into various colours;
- (b) non-value chips issued at a gaming table shall be used only for gaming at that table and shall not be used for gaming at any other table or location in the casino;
- (c) where a non-value chip is used to place a wager in breach of subparagraph (b), the wager shall, to that extent, be void;
- (d) except with the approval of the casino operator, non-value chips shall be presented for redemption only at the table from which they were issued, and shall not be redeemed or exchanged at any other location in the casino;
- (e) no person shall be issued with non-value chips which are identical in colour and design to non-value chips which have been issued to any other person at the same table;
- (f) where a person buys non-value chips, the specific cash value to be assigned to such chips shall be declared by that person at the time of purchase and before play. This value shall be clearly denoted by a non-value chip and a corresponding marker button displayed at the table.

14.3 Where the rules of a game permit the use of non-value chips for wagering, the casino operator may limit the use of value chips by a player, or require a

player to use non-value chips in lieu of value chips, at any table where that game is conducted.

## **15.0 Playing Cards, Card Shoes and Automatic Shufflers**

15.1 Decks of playing cards used in a game shall consist of 52 cards each, each card being identical in size and shape to every other card in the deck. Each deck shall comprise 4 suits (diamonds, spades, clubs and hearts) of 13 cards each, consisting of ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2.

15.1A Notwithstanding rule 15.1, when:

- (a) the game of poker is played in accordance with the rules contained in divisions 13 and 14, the decks of playing cards used in the games of poker shall contain the number of cards as prescribed in the rules contained in divisions 13 and 14; and
- (b) the game of pontoon is played in accordance with the rules contained in division 15, the decks of playing cards used in the games of pontoon shall contain the number of cards as prescribed in the rules contained in division 15.

15.2 Except as otherwise approved by the Authority, the backs of all playing cards in the deck or decks used in a game shall:

- (a) be identical;
- (b) bear the casino logo;
- (c) be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon; and
- (d) not contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from that of any other card used in the game (other than the cutting card or cards).

15.3 Cuttingcards used in games shall be coloured plastic or plastic-coated cards similar in size to the playing cards.

15.4 Subject to these rules, in any game in which playing cards are used such cards shall at all times be dealt from gaming equipment specifically designed, and approved by the Authority, for that purpose, being either:

- (a) a card shoe; or
- (b) an automatic shuffler from which cards can be dealt.

An automatic shuffler shall be designed, constructed and operated so that, when activated, the cards being shuffled within it, whether within separate decks or otherwise, are randomly and thoroughly intermixed.

15.4A Notwithstanding rule 15.4, when the game of poker is played in accordance with the rules contained in divisions 13 and 14, the cards may be dealt by hand to each player as prescribed in the rules contained in divisions 13 and 14.

15.5 Any card shoe or automatic shuffler may be used in conjunction with a device, approved by the Authority, designed to ensure that the cards are cut in accordance with these rules.

## **16.0 Dice**

All dice used in a game shall comply with the following specifications:

- (a) where more than 1 die is in use in the game, all of the dice in use shall be identical;
- (b) each die shall be precision-made and have 6 faces of the same dimensions;
- (c) the faces of each die shall be flat, clearly marked with values from 1 to 6 (so arranged that the sum of the values of any pair of opposite faces is 7), and have a finish and texture identical to that of all of the other faces;
- (d) the weight of each die shall be distributed equally throughout it, and no face shall be lighter or heavier than any other face; and
- (e) the dice shall operate as a random number generator, in that their use in the game shall result in the production of a game result or a game outcome which is:
  - (i) statistically independent,
  - (ii) uniformly distributed over its range, and
  - (iii) unpredictable.

## **17.0 Use of Calculators and Other Devices Prohibited**

17.1 No person shall, either alone or in concert with any other person, use or have in his/her possession or control, at or near a gaming table or location related to the playing of a game, a calculator, computer or any other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part of a game, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

- 17.2 Where the casino operator is satisfied that a player has contravened rule 17.1 it may:
- (a) declare that any wager made by the player shall be void; and
  - (b) direct that the player be excluded from further participation in the game.
- 17.3 Rule 17.1 shall not apply to possession, use or control by an agent or employee of the casino operator, a Government inspector or a member of the Police, where such person is acting in the course of his/her duty.

### **18.0 Invalidation of Games**

- 18.1 The casino operator may invalidate the outcome of a game if:
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, building evacuation or an act of God; or
  - (b) any fraudulent act is perpetrated by any player or dealer that, in the opinion of the casino operator, affects the outcome of the game.
- 18.2 Where the outcome of a game is invalidated pursuant to rule 18.1, all wagers made by the players in that particular hand or round shall be refunded, provided that the casino operator may direct that the wager of any player referred to in subparagraph (b) of rule 18.1 be forfeited.

### **19.0 Disputes/Complaints**

- 19.1 Complainants in all unresolved disputes shall be advised of their right to make a complaint to a Government inspector in relation to the conduct of gaming.
- 19.2 The casino operator shall make a copy of the applicable rules available for examination upon request.