

CHAPTER 47

RULES OF THE GAMES

Authority

N.J.S.A. 5:12-63c, 69a and e, 70f and 100.

Source and Effective Date

R.1996 d.178, effective March 11, 1996.
See: 28 N.J.R. 241(b), 28 N.J.R. 1881(b).

Executive Order No. 66(1978) Expiration Date

Chapter 47, Rules of the Games, expires on March 11, 2001.

Chapter Historical Note

Chapter 47, Rules of the Games (Subchapters 1 through 5), was adopted as R.1978 d.186, effective June 2, 1978. See: 10 N.J.R. 177(a), 10 N.J.R. 306(e).

Pursuant to Executive Order No. 66(1978), Chapter 47 was readopted as R.1983 d.163, effective May 4, 1983. See: 15 N.J.R. 429(b), 15 N.J.R. 932(a).

1983 Revisions: Subchapter 8, Regulations Concerning All Games, was adopted as R.1983 d.551, effective December 5, 1983 and Subchapters 6 and 7 were designated "Reserved". See: 15 N.J.R. 1572(a), 15 N.J.R. 2047(a).

1986 Revisions: Subchapter 7, Minibaccarat, was adopted as R.1986 d.308, effective August 4, 1986. See: 18 N.J.R. 1096(a), 18 N.J.R. 1614(b).

Pursuant to Executive Order No. 66(1978), Chapter 47 was readopted as R.1988 d.233, effective April 28, 1988. See: 20 N.J.R. 639(a), 20 N.J.R. 1209(d).

1991 Revisions: Subchapter 6, Red Dog, was adopted as R.1991 d.532, effective November 4, 1991. See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a). Subchapter 9, Sic Bo, was adopted as R.1991 d.615, effective December 16, 1991. See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

1992 Revisions: Subchapter 10, Pai Gow, was adopted as R.1992 d.411, effective October 19, 1992. See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a). Subchapter 11, Pai Gow Poker, was adopted as R.1992 d.406, effective October 19, 1992. See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a). Subchapter 12, Pokette, was adopted as R.1992 d.453, effective November 16, 1992. See: 24 N.J.R. 2140(a), 24 N.J.R. 4279(b).

Pursuant to Executive Order No. 66(1978), Chapter 47 was readopted as R.1993 d.203, effective April 15, 1993. See: 25 N.J.R. 919(a), 25 N.J.R. 1999(d).

1994 Revisions: Subchapter 14, Poker, was adopted as new rules by R.1994 d.141, effective March 21, 1994. See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a). Subchapter 16, Caribbean Stud Poker, was adopted as a temporary adoption of gaming rules, effective August 22, 1994, or after. See: 26 N.J.R. 3464(a). Subchapter 17, Double Down Stud, was adopted as new rules by R.1994 d.593, effective December 5, 1994. See: 26 N.J.R. 1323(a), 26 N.J.R. 4445(b), 26 N.J.R. 4790(a).

1995 Revisions: Subchapter 15, Keno, was adopted as a temporary adoption of gaming rules, effective March 13, 1995. See: 27 N.J.R. 937(a). Subchapter 15 was subsequently adopted as new rules effective June 5, 1995 by R.1995 d.285. See: 26 N.J.R. 2218(a), 27 N.J.R. 2254(a). Subchapter 16, Caribbean Stud Poker, was adopted as new rules by R.1995 d.430, effective August 7, 1995. See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a). Subchapter 18, Let It Ride Poker, was adopted as a temporary adoption of gaming rules, effective January 24, 1995, or after. See: 27 N.J.R. 386(a). Subchapter 18 was subsequent-

ly adopted as new rules effective October 2, 1995 by R.1995 d.534. See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Pursuant to Executive Order No. 66(1978), Chapter 47 was readopted as R.1996 d.178, effective March 11, 1996. See: Source and Effective Date.

CHAPTER TABLE OF CONTENTS

SUBCHAPTER 1. CRAPS

- 19:47-1.1 Definitions
- 19:47-1.2 Permissible wagers
- 19:47-1.3 Making and removal of wagers
- 19:47-1.4 Payout odds
- 19:47-1.5 True odds on place bets (buy and lay bets); vigorish prohibited
- 19:47-1.6 Supplemental wagers made after the come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)
- 19:47-1.7 Dice; retention; selection
- 19:47-1.8 Throw of the dice
- 19:47-1.9 Invalid roll of the dice
- 19:47-1.10 Point throw; settlement of wagers
- 19:47-1.11 Continuation of shooter as such; selection of new shooter

SUBCHAPTER 2. BLACKJACK

- 19:47-2.1 Definitions
- 19:47-2.2 Cards; number of decks; value of cards
- 19:47-2.3 Wagers
- 19:47-2.4 Opening of table for gaming
- 19:47-2.5 Shuffle and cut of the cards
- 19:47-2.6 Procedure for dealing cards
- 19:47-2.7 Payment of blackjack
- 19:47-2.8 Surrender
- 19:47-2.9 Insurance wagers
- 19:47-2.10 Doubling down
- 19:47-2.11 Splitting pairs
- 19:47-2.12 Drawing of additional cards by players and dealers
- 19:47-2.13 More than one player wagering on a box
- 19:47-2.14 A player wagering on more than one box
- 19:47-2.15 Irregularities
- 19:47-2.16 Five cards totalling 21 rule
- 19:47-2.17 Permissible additional wager
- 19:47-2.18 Multiple action blackjack rule
- 19:47-2.19 Progressive blackjack wager payouts; rules
- 19:47-2.20 Continuous shuffling shoe or device

SUBCHAPTER 3. BACCARAT-PUNTO BANCO

- 19:47-3.1 Cards: number of decks; value; point count of hand
- 19:47-3.2 Wagers
- 19:47-3.3 Payout odds; vigorish
- 19:47-3.4 Opening of table for gaming
- 19:47-3.5 Shuffle and cut of the cards
- 19:47-3.6 Dealing shoe; selection of player to deal cards
- 19:47-3.7 Hands of player and banker; procedure for dealing initial two cards to each hand
- 19:47-3.8 Procedure for dealing of additional cards
- 19:47-3.9 Rules for determining whether third card shall be dealt
- 19:47-3.10 Announcement of result of round; payment and collection of wagers
- 19:47-3.11 Continuation of curator as such; selection of new curator
- 19:47-3.12 Irregularities

SUBCHAPTER 4. BACCARAT-CHEMIN DE FER

- 19:47-4.1 Cards: number of decks; value; point count of hand
- 19:47-4.2 (Reserved)
- 19:47-4.3 Opening of table for gaming
- 19:47-4.4 Shuffle and cut of the cards

- 19:47-4.5 Dealing shoe; selection of banker
- 19:47-4.6 Wagers placed by banker
- 19:47-4.7 Wagers made against banker
- 19:47-4.8 Hands of player and banker; persons controlling each hand; procedure for dealing initial two cards to each hand
- 19:47-4.9 Procedure for dealing of additional cards
- 19:47-4.10 Announcement of result of round; payment and collection of wagers; payout odds; vigorish
- 19:47-4.11 Continuation of banker as such; selection of new banker
- 19:47-4.12 Irregularities

SUBCHAPTER 5. ROULETTE AND BIG SIX WHEELS

- 19:47-5.1 Roulette: placement of wagers; permissible and optional wagers
- 19:47-5.2 Roulette: payout odds
- 19:47-5.3 Roulette: rotation of wheel and ball
- 19:47-5.4 Roulette: irregularities
- 19:47-5.5 Big Six Wheel; payout odds
- 19:47-5.6 Big Six Wheel; wagers and rotation of the wheel
- 19:47-5.7 (Reserved)

SUBCHAPTER 6. RED DOG

- 19:47-6.1 Cards; number of decks; value of cards; dealing shoe
- 19:47-6.2 Opening of the table for gaming
- 19:47-6.3 Shuffle and cut of the cards
- 19:47-6.4 Procedures for dealing cards
- 19:47-6.5 Procedures for each round of play; wagers; payouts
- 19:47-6.6 (Reserved)
- 19:47-6.7 Irregularities
- 19:47-6.8 A player wagering on more than one betting area
- 19:47-6.9 Continuous shuffling shoe or device

SUBCHAPTER 7. MINIBACCARAT

- 19:47-7.1 Cards; Number of decks; value; point count of hand
- 19:47-7.2 Wagers
- 19:47-7.3 Payout odds; vigorish
- 19:47-7.4 Opening of table for gaming
- 19:47-7.5 Shuffle and cut of the cards
- 19:47-7.6 Dealing shoe
- 19:47-7.7 Hands of player and banker; procedure for dealing initial two cards to each hand
- 19:47-7.8 Procedure for dealing of additional cards
- 19:47-7.9 Rules for determining whether third card shall be dealt
- 19:47-7.10 Announcement of result of round; payment and collection of wagers
- 19:47-7.11 Irregularities
- 19:47-7.12 Continuous shuffling shoe or device

SUBCHAPTER 8. REGULATIONS CONCERNING ALL GAMES

- 19:47-8.1 Electronic, electrical and mechanical devices prohibited
- 19:47-8.2 Minimum and maximum wagers
- 19:47-8.3 Rules of the games; notice
- 19:47-8.4 New games; requirements and procedures for application, declaratory ruling, test or experiment, and final approval of new authorized game
- 19:47-8.5 Patron access to the rules of the games; gaming guides

SUBCHAPTER 9. SIC BO

- 19:47-9.1 Dice; number of dice; sic bo shaker
- 19:47-9.2 Permissible wagers
- 19:47-9.3 Wagers
- 19:47-9.4 Payout odds
- 19:47-9.5 Procedures for opening and dealing the game
- 19:47-9.6 Irregularities

SUBCHAPTER 10. PAI GOW

- 19:47-10.1 Definitions

- 19:47-10.2 Pai gow tiles; ranking of hands, pairs and tiles; value of the hand
- 19:47-10.3 Dice; number of dice; pai gow shaker
- 19:47-10.4 Opening of the table for gaming; shuffling procedures
- 19:47-10.5 Wagers
- 19:47-10.6 Procedures for dealing the tiles
- 19:47-10.7 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish
- 19:47-10.8 Player bank; co-banking; selection of bank; procedures for dealing
- 19:47-10.9 Irregularities; invalid roll of the dice
- 19:47-10.10 A player wagering on more than one betting area

SUBCHAPTER 11. PAI GOW POKER

- 19:47-11.1 Definitions
- 19:47-11.2 Cards; number of decks
- 19:47-11.3 Pai gow poker rankings; cards; poker hands
- 19:47-11.4 Pai gow poker shaker and dice; computerized random number generator
- 19:47-11.5 Opening of the table for gaming
- 19:47-11.6 Shuffle and cut of the cards
- 19:47-11.7 Wagers
- 19:47-11.8 Procedures for dealing the cards from a manual dealing shoe
- 19:47-11.8A Procedures for dealing the cards from the hand
- 19:47-11.8B Procedures for dealing the cards from an automated dealing shoe
- 19:47-11.8C Procedure for determining the starting position for dealing cards or delivering stacks of cards
- 19:47-11.9 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds; vigorish
- 19:47-11.10 Player bank; co-banking; selection of bank; procedures for dealing
- 19:47-11.11 Irregularities; invalid roll of the dice
- 19:47-11.12 A player wagering on more than one betting area
- 19:47-11.13 Permissible additional wager

SUBCHAPTER 12. POKETTE

- 19:47-12.1 Definitions
- 19:47-12.2 Cards; number of decks; value of cards depicted on the pokette wheel
- 19:47-12.3 Opening of the table for gaming
- 19:47-12.4 Wagers; supervision
- 19:47-12.5 Permissible wagers
- 19:47-12.6 Payout odds
- 19:47-12.7 Procedures for dealing the game
- 19:47-12.8 Procedures for placing and determining the outcome of poker hand wagers
- 19:47-12.9 Irregularities
- 19:47-12.10 (Reserved)

SUBCHAPTER 13. (RESERVED)**SUBCHAPTER 14. POKER**

- 19:47-14.1 Definitions
- 19:47-14.2 Cards; number of decks
- 19:47-14.3 Poker rankings
- 19:47-14.4 Opening the table for gaming
- 19:47-14.5 Shuffle and cut of the cards
- 19:47-14.6 Poker overview; general dealing procedures for all types of poker
- 19:47-14.7 Wagers
- 19:47-14.8 Types of permissible poker games
- 19:47-14.9 Seven-card stud poker; procedures for dealing of cards; completion of each round of play
- 19:47-14.10 Hold 'em poker; procedures for dealing of cards; completion of each round of play
- 19:47-14.11 Omaha poker; procedures for dealing of cards; completion of each round of play
- 19:47-14.12 Five-card draw poker; procedures for dealing of cards; completion of each round of play

- 19:47-14.13 Five-card stud poker; procedures for dealing of cards; completion of each round of play
- 19:47-14.14 Poker revenue
- 19:47-14.15 General operating rules for all types of poker; handling of irregularities
- 19:47-14.16 Conduct of players
- 19:47-14.17 Minimum and maximum wagers
- 19:47-14.18 Waiting list
- 19:47-14.19 (Reserved)

SUBCHAPTER 15. KENO

- 19:47-15.1 Definitions
- 19:47-15.2 Permissible wagers
- 19:47-15.3 Placement of wagers; payoff requirements
- 19:47-15.4 Issuance of keno tickets
- 19:47-15.5 Keno games; selection of numbers
- 19:47-15.6 Payment of winning wagers
- 19:47-15.7 Irregularities

SUBCHAPTER 16. CARIBBEAN STUD POKER

- 19:47-16.1 Definitions
- 19:47-16.2 Cards; number of decks
- 19:47-16.3 Opening of the table for gaming
- 19:47-16.4 Shuffle and cut of the cards
- 19:47-16.5 Caribbean stud poker rankings
- 19:47-16.6 Wagers
- 19:47-16.7 Procedure for dealing the cards from a manual dealing shoe
- 19:47-16.8 Procedures for dealing the cards from the hand
- 19:47-16.9 Procedures for dealing the cards from an automated dealing shoe
- 19:47-16.10 Bet wagers; procedure for completion of each round of play; collection and payment of wagers
- 19:47-16.11 Progressive payout
- 19:47-16.12 Payout odds; rate of progression; payout limitation
- 19:47-16.13 Irregularities

SUBCHAPTER 17. DOUBLE DOWN STUD

- 19:47-17.1 Definitions
- 19:47-17.2 Cards; number of decks
- 19:47-17.3 Opening of the table for gaming
- 19:47-17.4 Shuffle and cut of the cards
- 19:47-17.5 Double down stud rankings
- 19:47-17.6 Wagers
- 19:47-17.7 Supervision requirements; required training and license endorsements
- 19:47-17.8 Procedure for dealing the cards
- 19:47-17.9 Procedure for completion of each round of play; collection and payment of wagers
- 19:47-17.10 Payout odds; payout limitation
- 19:47-17.11 Irregularities

SUBCHAPTER 18. LET IT RIDE POKER

- 19:47-18.1 Definitions
- 19:47-18.2 Cards; number of decks
- 19:47-18.3 Let it ride poker rankings
- 19:47-18.4 Opening of the table for gaming
- 19:47-18.5 Shuffle and cut of the cards
- 19:47-18.6 Wagers
- 19:47-18.7 Procedures for dealing the cards from a manual dealing shoe
- 19:47-18.8 Procedures for dealing the cards from the hand
- 19:47-18.9 Procedures for dealing the cards from an automated dealing shoe
- 19:47-18.10 Procedures for completion of each round of play
- 19:47-18.11 Payout odds
- 19:47-18.12 Irregularities

SUBCHAPTER 1. CRAPS

19:47-1.1 Definitions

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

“Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

“Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected.

“Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

19:47-1.2 Permissible wagers

(a) The following shall constitute the definitions of permissible wagers at the game of craps:

1. “Pass Bet” shall mean a wager placed on the Pass Line of the layout immediately prior to the come out roll. 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.
- iii. The Pass Bet shall lose if, on the come out roll:

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

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

2. “Don't Pass Bet” shall mean a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll. 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.
- iii. The Don't Pass Bet shall lose if, on the come out roll:

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

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

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

3. “Come Bet” shall mean a wager placed on the Come Line of the layout at any time after the come out

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

- (1) A total of 2, 3, or 12 is thrown; or
- (2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

4. "Don't Come Bet" shall mean a wager placed on the "Don't Come" area of the layout at any time after the come out roll. 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;
- iii. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:

- (1) A total of 7 or 11 is thrown; or
- (2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

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

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

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

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

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

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

10. "Ten the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e., with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.

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

12. "Any Seven" shall mean a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

13. "Any Craps" shall mean a one roll wager that may be made at any time which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

14. "Craps Two" shall mean a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

15. "Craps Three" shall mean a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

16. "Craps Twelve" shall mean a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

17. "11 in One Roll" shall mean a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

18. "Craps-Eleven or C and E" shall mean a one roll wager that may be made at any time which shall win, as provided at N.J.A.C. 19:47-1.4(d), if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

19. "Horn Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

20. "Horn High Bet" shall mean 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 wager on one of the totals 2, 3, 11 or 12. A casino licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12.

(b) Only the wagers listed in (a) above shall be permissible at the game of craps.

Amended by R.1979 d.273, effective July 18, 1979.
 See: 10 N.J.R. 364(b), 11 N.J.R. 421(a).
 Amended by R.1981 d.388, effective November 2, 1981.
 See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).

(a)7 and 8 deleted, (a)9-20 renumbered as 7-18 without change in text.

Amended by R.1984 d.48, effective March 5, 1984.
 See: 15 N.J.R. 1241(a), 16 N.J.R. 433(a).

“Horn High Bet” formalized as separate wager.
 Public Notice: Petition for Rulemaking of New Craps Wager “Over 7/Under 7”.

See: 18 N.J.R. 1315(b).
 Amended by R.1993 d.127, effective March 15, 1993.
 See: 25 N.J.R. 63(b), 25 N.J.R. 1230(b).

In (a): Added new paragraph 18.; recodified existing 18-19 as 19-20, with no change in text.

19:47-1.3 Making and removal of wagers

(a) Wagers should be made before the dice are thrown but 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 orally by the dealer and a boxman.

(b) All wagers at craps 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 craps 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 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.

(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”.

Amended by R.1980 d.132, effective March 31, 1980.
 See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).
 Amended by R.1980 d.186, effective April 29, 1980.
 See: 12 N.J.R. 357(a).
 Petition for Rulemaking: Making and Removal of Craps Wager.
 See: 21 N.J.R. 2408(b).
 Amended by R.1990 d.310, effective June 18, 1990.
 See: 21 N.J.R. 3869(b), 22 N.J.R. 1946(b).

In (d): deleted phrase “until a new come out roll” qualifying subsection.

Amended by R.1991 d.551, effective November 4, 1991.
 See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).

In (f): revised text to clarify minimum and maximum wager notice requirements; added N.J.A.C. reference.

Amended by R.1993 d.37, effective January 19, 1993.
 See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcasting added.
 Amended by R.1993 d.630, effective December 6, 1993.
 See: 25 N.J.R. 3953(a), 25 N.J.R. 5521(a).
 Amended by R.1994 d.298, effective June 20, 1994.
 See: 26 N.J.R. 1441(a), 26 N.J.R. 2594(b).

19:47-1.4 Payout odds

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

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

| Wager | Payout Odds |
|----------------------|--|
| Pass Bet | 1 to 1 |
| Don’t Pass Bet | 1 to 1 |
| Come Bet | 1 to 1 |
| Don’t Come Bet | 1 to 1 |
| Place Bet 4 to Win | 9 to 5 |
| Place Bet 5 to Win | 7 to 5 |
| Place Bet 6 to Win | 7 to 6 |
| Place Bet 8 to Win | 7 to 6 |
| Place Bet 9 to Win | 7 to 5 |
| Place Bet 10 to Win | 9 to 5 |
| Place Bet 4 to Lose | 5 to 11 |
| Place Bet 5 to Lose | 5 to 8 |
| Place Bet 6 to Lose | 4 to 5 |
| Place Bet 8 to Lose | 4 to 5 |
| Place Bet 9 to Lose | 5 to 8 |
| Place Bet 10 to Lose | 5 to 11 |
| Four the Hardway | 7 to 1 |
| Six the Hardway | 9 to 1 |
| Eight the Hardway | 9 to 1 |
| Ten the Hardway | 7 to 1 |
| Field Bet | 1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12 |
| Any Seven | 4 to 1 |
| Any Craps | 7 to 1 |
| Craps 2 | 30 to 1 |
| Craps 3 | 15 to 1 |
| Craps 12 | 30 to 1 |
| 11 in one roll | 15 to 1 |

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

Amended by R.1979 d.273, effective July 18, 1979.
 See: 10 N.J.R. 364(b), 11 N.J.R. 421(a).
 Amended by R.1981 d.388, effective November 2, 1981.
 See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).
 (b): wagers concerning "big six" and "big eight" deleted.
 Amended by R.1984 d.48, effective March 5, 1984.
 See: 15 N.J.R. 1241(a), 16 N.J.R. 433(a).
 "Horn High Bet" added to (c).
 Petition for Rulemaking: New craps wager "Over 7/Under 7".
 See: 18 N.J.R. 1315(b).
 Amended by R.1993 d.37, effective January 19, 1993.
 See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).
 Simulcasting added.
 Amended by R.1993 d.127, effective March 15, 1993.
 See: 25 N.J.R. 63(b), 25 N.J.R. 1230(b).
 Added new Subsection (d). Recodified existing (d) as (e), revising reference to subsections of rule.

19:47-1.5 True odds on place bets (buy and lay bets); vigorish prohibited

(a) Buy Bets: In addition to the payout odds set forth in N.J.A.C. 19:47-1.4 for place bets to win on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets:

| Bet | Odds |
|-----------|--------|
| 4 to Win | 2 to 1 |
| 5 to Win | 3 to 2 |
| 6 to Win | 6 to 5 |
| 8 to Win | 6 to 5 |
| 9 to Win | 3 to 2 |
| 10 to Win | 2 to 1 |

(b) Lay Bets: In addition to or in lieu of the payout odds set forth in N.J.A.C. 19:47-1.4 for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino licensee may offer a player true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets:

| 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 subsections (a) and (b) of this section, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

Amended by R.1979 d.273, effective July 18, 1979.
 See: 10 N.J.R. 364(b), 11 N.J.R. 421(a).
 Amended by R.1993 d.37, effective January 19, 1993.
 See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

"Casino" replaced by "casino licensee."
 Administrative Correction.
 See: 26 N.J.R. 4788(a).

19:47-1.6 Supplemental wagers made after the come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)

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

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

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

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

(e) A casino licensee may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 10 times the amount of the original Pass or Come Bet. A casino licensee may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 10 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this subsection shall be paid at the same odds as the original and supplemental wagers are paid under (a) through (d) above.

(f) Notwithstanding (e) above, a casino licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted pursuant to N.J.A.C. 19:47-8.2 and 8.3 provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this section.

Amended by R.1982 d.230, effective August 2, 1982.

See: 14 N.J.R. 382(a), 14 N.J.R. 838(e).

Added (e).

Petition for Rulemaking: Prohibition of inducements to gamble.

See: 20 N.J.R. 211(a).

Experimental 90-day implementation pursuant to N.J.S.A. 5:12-69(e), effective July 23, 1990 (expired October 21, 1990).

See: 22 N.J.R. 2187(b).

Five-times odds at craps test.

Experimental 90-day implementation pursuant to N.J.S.A. 5:12-69(e), effective November 12, 1990 (expired February 10, 1991).

See: 22 N.J.R. 3392(a).

Five-times odds at craps test.

Amended by R.1991 d.73, effective February 19, 1991.

See: 22 N.J.R. 2254(a), 23 N.J.R. 620(a).

Added multiple odds options; revised posting and notification requirements for changes in maximum additional wager.

Amended by R.1991 d.551, effective November 4, 1991.

See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).

In (e): revised text to clarify minimum and maximum wager notice requirements; added N.J.A.C. reference.

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

"Casino" replaced by "casino licensee."

Amended by R.1995 d.137, effective March 6, 1995.

See: 26 N.J.R. 4978(b), 27 N.J.R. 936(b).

19:47-1.7 Dice; retention; selection

(a) A set of at least five dice conforming to the specifications contained in section 19:46-16 of these regulations shall be present at the craps table during gaming at craps. Control of the dice shall be the responsibility of the stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play, the stickman shall offer the set of dice to the player immediately to the left of the boxman at the table. If such player rejects the dice, the stickman 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 be placed immediately in front of the stickman.

19:47-1.8 Throw of the dice

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

Case Notes

"Helicoptering" dice throw impermissible; violation if casino condoned. Div. of Gaming Enforcement v. Matta, 5 N.J.A.R. 439 (1983).

19:47-1.9 Invalid roll of the dice

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

(b) A boxman or stickman, as designated by the casino licensee, shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:

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

(c) The call of "No Roll" by the boxman or stickman under either paragraphs 1, 2 or 6 of subsection (b) of this section shall, whenever possible, be made before both dice come to rest.

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

Amended by R.1994 d.298, effective June 20, 1994.

See: 26 N.J.R. 1441(a), 26 N.J.R. 2594(b).

Case Notes

Pit boss' authority to invalidate dice roll. Div. of Gaming Enforcement v. Matta, 5 N.J.A.R. 439 (1983).

19:47-1.10 Point throw; settlement of wagers

(a) When the dice come to rest from a valid throw, the Stickman 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 dice 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, the Boxman shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

(b) After calling the throw, the Stickman shall collect the dice and bring them to the center of the table between himself and the Boxman. All wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the Shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

Amended by R.1983 d.240, effective June 20, 1983.
See: 15 N.J.R. 242(b), 15 N.J.R. 1041(a).
Added 1 to (a).

19:47-1.11 Continuation of shooter as such; selection of new shooter

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

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

2. The boxman may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the Casino Control Act or the regulations of the Commission.

(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 stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (c) below. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided, or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with N.J.A.C. 19:47-1.8.

(c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickman shall offer the complete set of 5 or more dice to the player immediately to the left of the previous shooter and, if he 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 stickman.

Amended by R.1988 d.360; effective August 1, 1988.

See: 19 N.J.R. 1542(a), 20 N.J.R. 1954(b).

Added (b); recodified old (b)-(c) as (c)-(d).

SUBCHAPTER 2. BLACKJACK**19:47-2.1 Definitions**

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

"Bart Carter shuffle" shall mean the shuffling procedure in which approximately one deck of cards is shuffled after being dealt, segregated into separate stacks and each stack is inserted into premarked locations within the remaining decks contained in the dealing shoe.

"Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.

"Card reader device" is defined in N.J.A.C. 19:46-1.10.

"Dealer" shall mean the person responsible for dealing the cards at a Blackjack table.

"Determinant card" shall mean the first card drawn for each round of play to determine from which side of the two compartment dealing shoe the cards for that hand shall be dealt.

"Double shoe" shall mean a dealing shoe that has two adjacent compartments in which cards are stacked separately and which permits cards to be dealt from only one compartment at any given time.

"Hard Total" shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

"Soft Total" shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

(e) If any player folds after making a forced bet or blind bet or on a round of checking, that player's position shall continue to receive a card until there is a subsequent wager at the table.

(f) Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

1. Failure to shuffle and cut the cards in accordance with N.J.A.C. 19:47-14.5;
2. Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot;
3. If more than one card is found face-up in the deck; and
4. Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing wagers into the pot.

(g) If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to that player shall be discarded and the round of play shall be continued.

(h) If at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all gaming chips and gaming plaques in the pot shall be returned to the appropriate player and the deck shall be placed pursuant to the procedures outlined in N.J.A.C. 19:46-1.18.

(i) A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

(j) A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.

1. Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.
2. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.
3. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.
4. A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.

(k) Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over

actions and gestures and are considered binding on the player whose turn it is to act.

1. A player shall be deemed to have folded if, when faced with making or calling a wager, he or she:

- i. Discards his or her hand face-down towards the pile of discarded cards or the pot; or
- ii. Turns face-down his or her up-cards in a game of stud poker.

2. If a player is obligated to place a wager by virtue of a verbal statement or forced betting situation, throwing away his or her cards does not relieve the player of that obligation.

(l) If a player's first or second hole card is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.

(m) If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.

(n) If any of the face-down cards in the games of Hold 'em or omaha are accidentally turned face-up in the dealing process, the dealer shall exchange the exposed card with a card from the top of the deck and place the exposed card with the pile of discarded cards.

(o) Nothing herein shall preclude a casino licensee from clarifying and supplementing the above irregularities through its internal control procedures, as submitted to the Commission for review and approval.

19:47-14.16 Conduct of players

(a) Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.

(b) A casino licensee which has reasonable cause to believe that a player has acted or is acting in violation of (a) above shall require the player to leave the game and shall notify the Commission and Division as expeditiously as possible.

(c) Any casino licensee which takes action under (b) above in good faith shall not be liable civilly to such person.

19:47-14.17 Minimum and maximum wagers

Each casino licensee shall provide notice in accordance with N.J.A.C. 19:47-8.3 of the minimum and maximum

wagers in effect at each poker table, except that, if all patrons at a poker table agree to increase the minimum wager at the table, the provisions of N.J.A.C. 19:47-8.3(b) need not be followed. Such sign shall also include any restrictions with regard to the maximum number of raises that may be permitted for any round of betting.

19:47-14.18 Waiting list

A casino licensee may maintain a list of players who have requested to be seated at a particular type of poker table. All vacant seats shall be filled on a first come first served basis. The casino licensee shall be permitted to announce only those seating vacancies for which an individual has been placed on a waiting list.

19:47-14.19 (Reserved)

SUBCHAPTER 15. KENO

19:47-15.1 Definitions

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

“Conditioning” means the coding which the player and computer mark on the keno request and keno ticket, respectively, to indicate the type of keno ticket being wagered and the rate at which the keno ticket is to be played.

“House advantage” means the difference between true odds (the statistical probability of a selected event occurring) and the established payoff odds (the payoff rate at which a winner will be paid if the selected event occurs).

“Keno request” means a one-part form used by a patron to select the desired number or numbers (spots) for one or more keno games.

“Keno ticket” means a one-part computer-generated form which is issued by a keno writer to a patron based on the information recorded on the keno request.

“Quick-pick” means a straight or basic keno ticket in which the computer system randomly selects the marked number or numbers (spots) for the patron.

“Rate card” means the document issued by a casino licensee listing the available types of wagers, payoff rates, wagering format and such other information as required by this chapter.

“Spots” means the number or number selected by a player for a keno game. For example, a keno ticket based on a keno request on which a player selected three numbers is referred to as a “three-spot” keno ticket.

19:47-15.2 Permissible wagers

(a) Keno shall be played with 80 consecutive numbers starting with the number one.

(b) The maximum number of spots that may be selected by a player for any keno game shall be determined by the casino licensee and set forth in its approved rate card.

(c) The following shall constitute the permissible wagers at the game of keno:

1. “Straight or basic ticket” is a keno ticket on which a player selects from one spot to the maximum number of spots that may be selected as permitted by the casino licensee without any type of groupings. The type of straight or basic ticket shall be determined by the number of spots the player selects.

2. “Split ticket” is a keno ticket on which the equivalent of two or more straight or basic tickets are written. Each group of spots shall be separated from each other by either circling each group or by drawing a line between them. The wager shall be limited in that the numbers in one group of spots shall not be duplicated in any other group of spots. For purposes of determining a winning keno ticket, each group of spots on a split ticket shall be evaluated separately.

i. When all of the groups on a split ticket contain an equal number of spots, the split ticket must be wagered at the same rate for each group.

ii. When at least two groups on a split ticket contain an unequal number of spots, the split ticket may be wagered at the same or a different rate for each group, notwithstanding (c)2i above.

3. “Way ticket” is a keno ticket on which a player selects at least two groups containing an equal number of spots which are then combined to form several straight or basic ticket combinations within one ticket. Each group played must be wagered at the same rate.

4. “Combination ticket” is a keno ticket on which a player selects at least two groups containing any number of spots and also selects how the groups shall be combined to form multiple tickets within one ticket.

5. “King ticket” is a keno ticket on which a player selects a single spot which is referred to as the “king” and then combines the king with other groups of spots to form multiple tickets within one ticket. A king ticket may contain more than one king.

6. “Multi-race ticket” is a keno ticket which is wagered for more than one game. All of the games covered by the ticket must be consecutive and must be wagered at the same rate.

19:47-15.3 Placement of wagers; payoff requirements

(a) All wagering at the game of keno shall be conducted at a keno work station in a keno booth or satellite keno booth.

(b) All wagers at keno shall be made with currency, coin, gaming chips, coupons or slot tokens. Except for a quick-pick, each player shall be required to use a keno request in order to place a wager and no verbal wagers may be accepted at the game of keno. Nothing herein shall preclude acceptance of a losing or winning keno ticket as the patron's keno request for the next game.

(c) Each player shall be responsible for ensuring that the spots recorded on the keno ticket agree with the spots marked on the player's keno request. The casino licensee shall not be responsible for any error by a keno writer which the player does not detect prior to the start of the first game for which the ticket has been generated. All winnings shall be paid in accordance with the computer-generated keno ticket and not the keno request. A keno ticket may not be voided or changed once the keno computer system has been locked out for the start of the game.

(d) Each casino licensee shall provide notice of the minimum wagering requirements and the maximum wagers in effect at the game of keno in its approved rate card.

(e) Each casino licensee shall set payoff amounts which shall increase arithmetically in proportion to the amount of the wager until any maximum payoff is reached. A casino licensee may establish a maximum aggregate payoff of not less than \$100,000 per game, which amount shall be equal to any maximum payoff amount which may be established for an individual wager. Notwithstanding any maximum payoff amount, the house advantage shall not exceed 30 percent for the minimum wager which is offered.

19:47-15.4 Issuance of keno tickets

(a) Unless a player uses a previously generated keno ticket as a keno request or requests a quick-pick, a player shall request the issuance of a keno ticket by completing a keno request and submitting the request to a keno writer. The player shall complete a keno request by placing some type of distinguishing mark over the number or numbers he or she wishes to play. Prior to submitting the keno request to a keno writer, the player shall properly condition and price the keno request in accordance with the information set forth in the rate card of the casino licensee.

(b) Keno requests shall contain, at a minimum, the following:

1. A grid listing the numbers 1 through 80;
2. An area to record the number of games to be played;
3. An area to record the dollar value of each wager;

4. An area to record the conditioning; and
5. An area for the total price of the ticket.

(c) The keno writer shall input the information on the player's keno request or previously issued keno ticket into the keno computer system in a manner approved by the Commission. This action shall cause a one-part sequentially numbered keno ticket to be printed. Upon receipt of currency, coin, gaming chips, coupons or slot tokens in an amount equal to the total price of the keno ticket from the player, the keno writer shall issue the keno ticket to the player. The keno ticket shall contain, at a minimum, the following:

1. The date and time of issuance;
2. The keno work station number where the ticket was issued;
3. The numbers selected by the patron listed in a clearly identifiable manner;
4. The number of games to be played;
5. The first and last game number;
6. The conditioning;
7. The rate of each wager;
8. The number of ways played;
9. The total price of the keno ticket;
10. The identification code of the keno writer;
11. A representation as to the maximum keno limit for each game and an indication as to how that limit will be distributed to winners;
12. A statement that winning patrons must present a computer generated keno ticket in order to collect winnings; and
13. A statement as to the amount of time available to present a claim for the collection of keno winnings.

(d) If a casino licensee permits multi-race keno tickets, one keno request shall be used for all of the games to be wagered by the player. The player shall be required to pay for the wager prior to the start of the first game and shall not be paid for any winning games until the completion of the last game for which the multi-race keno ticket was issued unless the remaining races on the multi-race keno ticket are cancelled. A casino licensee may permit a player to receive a refund on a multi-race keno ticket for those games not drawn; provided, however, that the keno computer system is capable of generating adequate documentation for the refund and the internal control procedures governing the refund transaction are approved by the Commission.

(e) A keno writer may void a keno ticket prior to the start of the game for which the keno ticket was issued. A

multi-race keno ticket may only be voided, in its entirety, prior to the start of the first game for which the keno ticket was generated. The method for voiding keno tickets shall be approved by the Commission. Each keno computer system shall be capable of maintaining, on a daily basis, a listing of voided keno tickets for each keno work station.

19:47-15.5 Keno games; selection of numbers

(a) Each casino licensee which elects to offer the game of keno shall conduct the game with an independent computer system which selects the winning numbers for the game in a random fashion. The program used to operate the random number generator shall be unique to the State of New Jersey and may not be used by any other jurisdiction with gaming. All keno computer systems shall be approved by the Commission. The random number generator for the keno system shall have a printer or other independent method which records the game numbers and selected winning numbers and shall be maintained under dual key control with the Commission inspector maintaining and controlling one key and the keno supervisor or supervisor thereof or another department member as approved by the Commission maintaining and controlling the second key.

(b) The casino licensee, at its discretion, shall determine the number of keno games to be conducted during the gaming day. Nothing in this subchapter shall preclude a casino licensee from conducting keno games at different intervals at separate locations. Each keno game conducted during the gaming day shall be assigned a unique sequential game number by the keno computer system.

(c) A keno supervisor or a keno writer shall provide verbal notice that the current keno game will be closing at least one minute prior to closing that game or the casino licensee shall display the remaining time between keno games at each keno booth or satellite keno booth.

(d) If the keno computer system does not have an automatic lock-out feature, a keno supervisor or a keno writer with verbal approval from a keno supervisor shall cause the keno computer system to start a keno game by:

1. Locking out all keno work station terminals so that no additional keno tickets may be voided or issued for the game being conducted; and
2. Randomly selecting 20 of the 80 available numbers.

(e) If the keno computer system does have an automatic lock-out feature, each casino licensee shall be required to submit override procedures which document who performed the override of the lock-out system and the reason for the override. The ability to override the lock-out feature shall be available only to a keno supervisor or supervisor thereof.

(f) As the 20 numbers are selected by the computer, the keno supervisor or a keno writer may announce the winning numbers for the patrons in the area of the keno booth or satellite keno booth.

(g) The 20 numbers which are randomly selected by the keno computer system and the game number shall be displayed or illuminated on a keno board or video monitor visible to patrons in the area of the keno booth and in such other areas of the casino and casino simulcasting facility as are approved by the Commission. Nothing in this subsection shall preclude the placement of keno boards or video monitors in the hotel facility so long as the Commission receives prior notification of such installation.

(h) Each casino licensee shall be required to maintain a record of the winning numbers for each keno game for a period of at least one year.

Amended by R.1996, d.122, effective March 4, 1996.
See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(a).

19:47-15.6 Payment of winning wagers

(a) After the 20 numbers have been selected by the keno computer, a player may take a winning keno ticket to a keno booth or satellite keno booth for redemption. All winning wagers shall be paid in accordance with the information recorded on the computer-generated keno ticket. The method used by the casino licensee to evaluate the keno ticket for correct payment and cancellation shall be approved by the Commission. The keno writer shall pay the player from the cash in the keno drawer or issue a casino check and shall retain the keno ticket in the keno drawer until the end of the keno writer's shift.

(b) Winning payouts of \$1,500 or more shall be authorized by a keno supervisor or a supervisor thereof. The keno supervisor or supervisor thereof shall sign the back of the winning keno ticket as evidence of such authorization.

(c) All winning keno tickets shall be valid for a maximum of one year unless a casino licensee establishes a lesser time limit for the validity of its winning keno tickets. In no case, however, may a casino licensee establish a time limit which is less than five minutes from the start of the game for which the winning ticket was sold. The time limits for which winning keno tickets shall be valid shall be set forth in the casino licensee's Rules of the Games Submission, its rate card and on all keno tickets. In the case of a multi-race keno ticket, any time limit set by a casino licensee shall:

1. Begin on the date of the last game for which the ticket was sold; and
2. Be at least five minutes from the start of the last game for which the ticket was sold.