

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). 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). 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). 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). 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). 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). 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 subsequently 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 AND MINI-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; consolidated net payout option for certain insurance wagers
- 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 totaling 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 Blackjack bonus wager
- 19:47-2.21 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 (Reserved)
- 19:47-6.6 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. MINI-DICE**

- 19:47-13.1 Definitions
- 19:47-13.2 Permissible wagers
- 19:47-13.3 Dice; number of dice; mini-dice shaker
- 19:47-13.4 Making and removal of wagers
- 19:47-13.5 Procedures for opening and dealing the game
- 19:47-13.6 Payout odds; vigorish prohibited
- 19:47-13.7 Voluntary or compulsory relinquishment of the dice shaker
- 19:47-13.8 Irregularities

**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
- 19:47-14.13A Mambo stud poker; procedures for dealing the 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; payout 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
- 19:47-18.6A Optional bonus wager
- 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 19. (RESERVED)****SUBCHAPTER 20. THREE CARD POKER**

- 19:47-20.1 Definitions
- 19:47-20.2 Cards; number of decks
- 19:47-20.3 Three card poker rankings
- 19:47-20.4 Opening of the table for gaming
- 19:47-20.5 Shuffle and cut of the cards
- 19:47-20.6 Wagers
- 19:47-20.7 Procedures for dealing the cards from a manual dealing shoe
- 19:47-20.8 Procedures for dealing the cards from the hand
- 19:47-20.9 Procedures for dealing the cards from an automated dealing shoe
- 19:47-20.10 Procedures for completion of each round of play
- 19:47-20.11 Payout odds
- 19:47-20.12 Irregularities

**SUBCHAPTER 21. FAST ACTION HOLD'EM**

- 19:47-21.1 Definitions
- 19:47-21.2 Cards; number of decks; dealing shoe
- 19:47-21.3 Fast action hold'em rankings; cards; poker hands
- 19:47-21.4 Opening of the table for gaming
- 19:47-21.5 Shuffle and cut of the cards
- 19:47-21.6 Wagers
- 19:47-21.7 Procedures for dealing the cards
- 19:47-21.8 Procedures for completion of each round of play; setting of hands; payment and collection of wagers; payout odds
- 19:47-21.9 Irregularities
- 19:47-21.10 Prohibition against a player wagering on more than one betting area
- 19:47-21.11 Continuous shuffling shoe or device

**SUBCHAPTER 22. CASINO WAR**

- 19:47-22.1 Definitions
- 19:47-22.2 Cards; number of decks; dealing shoe
- 19:47-22.3 Casino war card rankings
- 19:47-22.4 Opening of the table for gaming
- 19:47-22.5 Shuffle and cut of the cards
- 19:47-22.6 Wagers
- 19:47-22.7 Procedure for dealing the cards
- 19:47-22.8 Procedures for completion of each round of play; collection and payment of wagers
- 19:47-22.9 Payout odds
- 19:47-22.10 Irregularities

**SUBCHAPTER 1. CRAPS AND MINI-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 games of craps and mini-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.