

**CHAPTER 47**  
**RULES OF THE GAMES**

**Authority**

N.J.S.A. 5:12-5, 5:12-63c, 69a and e, 70f, 99a and 100.

**Source and Effective Date**

R.2006 d.255, effective June 9, 2006.  
See: 38 N.J.R. 1422(a), 38 N.J.R. 2889(a).

**Chapter Expiration Date**

Chapter 47, Rules of the Games, expires on June 9, 2011.

**Chapter Historical Note**

Chapter 47, Rules of the Games, 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, Rules of the Games, 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. 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, Rules of the Games, 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 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 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 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, Rules of the Games, 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 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, Kenô, was adopted as new rules by R.1995 d.285, effective June 5, 1995. 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 new rules by R.1995 d. 534, effective October 2, 1995. See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Pursuant to Executive Order No. 66(1978), Chapter 47, Rules of the Games, was readopted as R.1996 d.178, effective March 11, 1996. See: 28 N.J.R. 241(b), 28 N.J.R. 1881(b).

Subchapter 20, Three Card Poker, was adopted as new rules by R.1997 d.134, effective March 17, 1997. See: 28 N.J.R. 2531(a), 29 N.J.R. 928(a).

Subchapter 13, Mini-Dice, was adopted as new rules by R.1997 d.427, effective October 6, 1997. See: 28 N.J.R. 5060(a), 29 N.J.R. 4307(b).

Subchapter 21, Fast Action Hold'Em, was adopted as new rules by R.1998 d.371, effective July 20, 1998. See: 29 N.J.R. 4672(a), 30 N.J.R. 2639(b).

Subchapter 22, Casino War, was adopted as new rules by R.1999 d.29, effective January 19, 1999. See: 30 N.J.R. 30(a), 31 N.J.R. 144(a).

Petition for Rulemaking. See: 31 N.J.R. 559(c), 31 N.J.R. 2277(b).

Subchapter 19, Spanish 21, was adopted as new rules by R.2000 d.2, effective January 3, 2000. See: 30 N.J.R. 4149(a), 32 N.J.R. 71(a).

Pursuant to Executive Order No. 66(1978), Chapter 47, Rules of the Games, was readopted as R.2001 d.116, effective March 9, 2001. See: 33 N.J.R. 178(a), 33 N.J.R. 1123(a).

Subchapter 23, Colorado Hold 'Em Poker, was adopted as new rules by R.2001 d.288, effective August 20, 2001. See: 32 N.J.R. 4240(a), 33 N.J.R. 2824(a).

Subchapter 24, Boston 5 Stud Poker, was adopted as new rules by R.2003 d.243, effective June 16, 2003. See: 35 N.J.R. 1395(a), 35 N.J.R. 2740(a).

Subchapter 25, Double Cross Poker, was adopted as new rules by R.2004 d.326, effective August 16, 2004. See: 36 N.J.R. 1305(a), 36 N.J.R. 3889(a).

Subchapter 26, Double Attack Blackjack, was adopted as new rules by R.2004 d.340, effective September 7, 2004. See: 36 N.J.R. 2310(a), 36 N.J.R. 4166(a).

Subchapter 27, Four Card Poker, was adopted as new rules by R.2004 d.465, effective December 20, 2004. See: 36 N.J.R. 3639(a), 36 N.J.R. 5704(a).

Petition for Rulemaking. See: 36 N.J.R. 5009(d).

Petition for Rulemaking. See: 37 N.J.R. 146(c), 917(c).

Subchapter 28, Texas Hold 'Em Bonus Poker, was adopted as new rules by R.2005 d.356, effective October 17, 2005. See: 37 N.J.R. 2301(a), 37 N.J.R. 4034(a).

Chapter 47, Rules of the Games, was readopted by R.2006 d.255, effective June 9, 2006. See: Source and Effective Date.

Subchapter 29, Flop Poker, was adopted as new rules by R.2006 d.276, effective July 17, 2006. See: 38 N.J.R. 1413(a), 38 N.J.R. 3067(a).

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**19:47-29.9 Procedures for dealing the cards from an automated dealing shoe**

(a) Notwithstanding any other provision of N.J.A.C. 19:46 or this chapter, a casino licensee may, in its discretion, choose to have the cards used to play flop poker dealt from an automated dealing shoe which dispenses cards in stacks of three cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.

(b) If a casino licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:

1. Once the procedures required by N.J.A.C. 19:47-29.4 have been completed, the cards shall be placed in the automated dealing shoe.

2. The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of three cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with N.J.A.C. 19:47-29.6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with N.J.A.C. 19:47-29.6. The dealer shall then deliver a stack of three cards face down to the area designated for the community cards.

(d) After each stack of three cards has been dispensed and delivered in accordance with this section, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (e) below, place the stub in the discard rack without exposing the cards.

(e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of N.J.A.C. 19:47-29.7(e) and (f).

(f) Notwithstanding the provisions of (e) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of N.J.A.C. 19:46-1.18.

**19:47-29.10 Procedure for completion of each round of play; collection and payment of wagers**

(a) After the dealing procedures required by N.J.A.C. 19:47-29.7, 29.8 or 29.9 have been completed, each player shall examine his or her cards without exposing them to any person, replace the cards face down on the layout and either place a flop wager or surrender the ante wager.

1. If a player chooses to place a flop wager, the wager shall be placed in the designated flop wager betting area.

2. If a player chooses to surrender his or her ante wager, the player's ante shall be collected by the dealer and placed in the table inventory container.

(b) Once each player has either placed a flop wager or surrendered his or her ante wager, the dealer shall then turn the three community cards (the flop) face up in the designated area for the community cards.

(c) Starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner around the table, the dealer shall, one player at a time, turn the three cards of each player face up, announce the best possible player hand that can be formed using three of the player cards and two of the three community cards, and collect or pay any ante and flop wagers remaining on the table.

1. Ante and flop wagers shall lose if the best possible player hand that can be formed has a rank lower than a pair of jacks. Losing ante and flop wagers shall be collected and placed in the table inventory container.

2. Ante and flop wagers shall win if the best possible player hand that can be formed has a rank of jacks or better. Winning ante and flop wagers shall be paid by the dealer in accordance with the payout odds set forth in N.J.A.C. 19:47-29.11.

(d) After settling all remaining ante and flop wagers, the dealer shall determine the player with the highest ranking hand and award that player the pot bets of all players. If the hands of two or more players are of equal rank, the hand of each such player shall be a tie hand. In such case, the dealer shall award the pot wagers of all players in equal amounts to those players with a tie hand.

(e) After the pot wagers of all players have been awarded in accordance with (d) above, the dealer shall immediately collect the cards of all players and the community cards and place them in the discard rack. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

**19:47-29.11 Payout odds**

(a) The payout odds for winning ante and flop wagers at flop poker printed on any sign or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) Each winning ante wager shall be paid at odds of 1 to 1.

(c) Each winning flop wager shall be paid once for the highest ranking qualifying hand that can be formed and at no less than the odds set forth below:

<u>Hand</u>	<u>Payout Odds</u>
Royal flush	1000 to 1
Straight flush	500 to 1
Four-of-a-kind	100 to 1
Full house	30 to 1
Flush	20 to 1
Straight	10 to 1
Three-of-a-kind	4 to 1
Two Pair	2 to 1
Jacks or better	1 to 1

(d) Notwithstanding the payout odds set forth in (b) and (c) above, the aggregate payout limit on winning ante and flop wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

#### 19:47-29.12 Irregularities

(a) If any community card in flop poker is exposed after each player has placed an ante and pot wager but prior to each player having either placed a flop wager or surrendered the ante wager, all hands shall be void. Notwithstanding the foregoing, the pot wagers of all players shall be awarded in accordance with the provisions of N.J.A.C. 19:47-29.10.

(b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are

found face up after all cards have been dealt, the pot wagers of all players shall be awarded in accordance with the provisions of N.J.A.C. 19:47-29.10.

(c) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(d) If a player is dealt an incorrect number of cards, that player's hand shall be void.

(e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.

(f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

(g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.

#### 19:47-29.13 Prohibition against a player wagering on more than one player position

A player shall not be permitted to wager on more than one player position at a flop poker table.